Street Fighter Jumpchain CYOA

By Valeria & NuBee

Introduction

In the year 1987, the" God of Muay Thai" Sagat has prepared a world tournament for mixed martial arts, seeking to prove he is not only the strongest Muay Thai practitioner, but the strongest man in the world. Martial artists and fighters from all across the globe will attend this tournament, and all are looking to win.

Beyond what seems like a simple world of martial arts, street fights and hand to hand combat lies a struggle of good versus evil, dark versus light, heroes from across the world doing battle with shadowy secret organizations seeking world domination.

There are many stories happening simultaneously in this world, fighters filled with passion, holding all manner of different forms of ambition. The centremost is the story of Ryu, a young man without a master who in coming years will face the hatred within him.

Without your intervention, he would win Sagat's tournament using the dark powers of "Satsui no Hado", grievously injuring Sagat and going on a pilgrimage to understand and overcome the dangerous force within him, and eventually succeeding.

One such story is simply one of many that could be changed forever due to your actions, leaving only one last question for you, Jumper. What do you fight for?

You begin in the year 1986, one year before the first World Tournament.

You have been granted 1000 Choice Points to purchase whatever you desire.

Locations

Roll a D8 to determine your starting location. Pay 100CP to pick any of the below options at your leisure.

1. Japan: Land of the rising sun, Japan is the home of many of the world's most powerful martial artists. Champion sumo wrestler E. Honda, elusive ninjas whose identities are kept out of public circles and even practitioners of one of the world's rarest and most powerful martial arts, Shotokan.

Indeed, powerful fighters and historic events seem to swirl around this small island nation. If you end up here, you may choose to start in any of Japan's cities.

2. Asia: The world's largest and most populous continent, and home of two of the world's superpowers in Russia and China. Notable figures you may team up with or face during your time here include former legendary assassin Gen, famous wrestler and mountain of muscle Zangief from Russia and esoteric yoga master Dhalsim from India.

There are numerous other examples as well, such as the Muay Thai Champion Sagat who is organizing a tournament in the near future. Upon landing here, choose a major city from any country on the continent as your starting location.

3. North America: The third largest continent on Earth, containing another of the world's superpowers in the United States of America. The USA contains numerous powerful and notable fighters. Notable fighters include "Pan American Martial Arts Champion" of the US Air Force Charlie Nash, infamous former boxing champion and brutal prize fighter Balrog and possible future martial arts champion of the US, Shotokan Practitioner Ken Masters.

Although most of the notable fighters on this continent were born and raised in the US, it doesn't hold a monopoly on them. Ending up with North America allows you to pick any major city part of this continent as your starting location.

4. South America: South America is an oddity for this list, an enigmatic continent with few notable fighters and several secrets centred on Brazil, its largest country. A green monster is rumoured to lurk the jungle, a legendary sage is said to live at the top of a serene mountain and a mysterious criminal organization is said to be secretly based here. Ending up here allows you to choose any major city part of this continent as your starting location.

5. Europe: Europe, despite being the smallest continent, is one of the most culturally significant in the world. The birthplace of Western Civilization (Greece), and the epicentre of the Industrial Era, it has been integral to the world's cultural evolution. Notable fighters include the narcissistic, beauty obsessed assassin Vega from Spain, professional wrestler and startlingly huge giant Hugo and vastly

wealthy, former professional boxer Dudley. As with the above, choose any of Europe's major cities as your starting location.

6. Africa: Africa is likely the most underdeveloped continent in the world, and host to uncharted wilderness and some of the most dangerous wildlife in the world. Despite the natural dangers, the forces of fate are calm here and no notable fighters (yet) find this place their home. Although dangerous, this place will not be very active on the world stage for the duration of your stay.

7. Australia: The smallest of all the world's continents, and at the same time unique in being a country. Australia, like Africa, has produced no notable fighters and has very little happening in it in the grand scheme of things. Also like Africa, it has quite a bit of deadly wildlife, but unlike Africa, it has a modern civilization, leaving it as potentially the safest place on Earth from a certain perspective. Choose any major city in the country as your starting location.

8. Free Choice: Lucky you! You may choose from any of the above locations for your starting location!

Origins

To determine your age, roll 2D8 + 16, your gender is the same as it was coming into this world. For 50CP each, you may choose your own age or swap your gender for the opposite.

Choose one of the origins below. You may select any of them for free, except for "Shotokan Inspired" which must be purchased for the listed price if you wish to choose it.

Drop In: Your identity is a secret for you to keep or share as you will, for no one will be able to discover it no matter how much they dig. This is because you are an enigmatic figure unknown to this world, for you were never part of it until now. It is up to you what kind of mark you leave on it.

Criminal: For those of you unafraid to engage in questionable practices for personal gain. While possessing the skill set of a common thug, you are anything but common. With a burning ambition to thrive in the dark underbelly of society, you are a grade A villain just waiting to leave their mark.

Law Enforcement: Whether you joined your country's military, became a police officer to keep the peace, or signed up as an Interpol Agent to crack down on crime across the world, you are now in a position to enforce the law or serve the interests of your employers. Whether you signed on out of a commitment to the greater good, patriotism or revenge, you now work to take down those who would threaten your nation or innocents around the world.

Rogue: The forces of good and evil frequently do battle in this world, but you rest somewhere in the middle. Lurking in the shadows, honing your skills, training day in and day out to master complex techniques, you are as secretive as you are deadly. Whether an assassin who takes lives without leaving a trace, or a spy who steals information from the tightest of lips, the only time you'll be found is when you want to be.

The Fighter: As with the Rogue, you don't solidly land on one side or the other in the grand scheme of things, but you are nothing so secretive or incredible. You may even have a pretty great career and admiration for things totally unrelated to combat, but it's unlikely. Why's that? Because you live to test your skills, crossing fists with worthy opponents, refining your style and fighting on the world stage!

Shotokan Inspired (200): While Shotokan is not the art's true name, it is the easiest term to use for the many derivatives of the martial art. The origin of this art was "Ansatsuken", an assassination art founded in Japan's Feudal Era.

Gouken, who only wanted to embrace the peaceful and spiritual aspect of the art, developed a sublimated variation of the same martial art style called "Mu no Ken". Others have also emulated the techniques of one style or the other, creating personal variants of one of the styles.

Whatever the case may be, fighting is in your bones, and you have through discipline and training become a "Shoto", a practitioner of one of the varieties of Shotokan. Mysterious energies are inherent in these styles as you will soon learn, and practitioners of the art seemed destined to cross paths with many powerful individuals during their lives.

Perks

Perks under your chosen origin are discounted to you, granting you half off of the listed price. Meanwhile 100CP perks under your origin are free.

Combat Method (Free): Almost everyone in you encounter in this world will have training in a martial art, from normal styles like wrestling or karate to more esoteric styles like Turkish oil wrestling. Think of this perk as evening out the playing field.

You may select any one mundane martial art and gain moderate skill and training in the art of your choice. Not true mastery though, for the road to mastery is a long and difficult one. For 100CP each, you can get knowledge of another fighting style granted to you, but not the training, requiring you do that on your own time. You may not select a Shotokan style or derivative.

Those with the "Shotokan Inspired" origin are granted a Shoto style of their choice, from Ansatsuken to Mu no Ken to or one of the other variants displayed throughout the series. Extra purchases of Combat Method by a Shoto do not restrict them from picking other types of styles.

Eye-Catching (100): Some look plain, some look plain bad, but those like you having stunning features that draw looks and peeks from those you walk past. Upon purchase you gain well above average good looks, being prettier or more handsome at your discretion.

What's more, you can redistribute the effect of this perk at purchase to focus on and "emphasize" a single one of your features. Want those lovely thighs that make people see stars? How about those guns that make people's jaws go slack when you flex? Then this is the perk for you! This perk may be purchased multiple times to emphasize different body parts.

Seems Fine (100CP): If you stick around long enough you're gonna see some strange people. Levitating Indian men with skull necklaces, fire truck red skinned beefcakes with bizarre hair, green wild men that can barely speak and that's just the tip of the iceberg.

Upon purchase, people will just accept you walking around in public and going about your daily business as long as you act normal, even if you look really, really strange. You may get people double taking or staring, but you might as well be someone with a really interesting hat or ridiculous good looks with the amount of attention you get.

This only helps as long as you behave normally, so displays of strange abilities may still make people gawk or question you or run away, but looking like a costume contest grand champion won't. Doesn't help if you're absurdly outside the realm of normal, such as a kaiju or lovecraftian abomination.

Brain Implant (200): Highly experimental procedure that wouldn't be attempted even by unscrupulous sources for years to come, you have a cybernetic implant in your brain. This small computer implant focuses on one task and one task alone, making you a better fighter.

The implant helps you more easily analyse and predict an opponent's movements, and makes it much easier to precisely control and move your own body the way you desire. Even if you lack natural talent, this goes a long way towards compensating. Mildly vulnerable to abilities and technology that disrupts electronics. Repairs itself over time just like a natural body part.

Creative Design (200): As previously mentioned there are many strange looking people in this world, and this is true. Stark white giants among men with arms as long as their torso, the beefiest of wrestlers covers in dozens of scars, malicious fighters that people swear were demons in human form and others like them.

Say you don't wish to disguise an appearance like theirs, but acquire one yourself, this is where that perk comes in. Upon purchase, you may customize your form with any height, weight and shape within natural human limits and this will become your new form. Colours may be as weird and wacky as you like, anything out of the rainbow really.

You'll be able to keep this appearance no matter how much or how little you train or eat, and aging is profoundly less intense appearance-wise on this form compared to others.

Ki Manipulation (200): While many fighters are purely physical in their techniques, honing their bodies to become faster and stronger, there are just as many that grasp at something a bit less material. The most common, found within all things, is "Ki".

Ki is a preternatural and esoteric form of energy, and within living beings, Ki can be wielded and harnessed via martial arts and other forms of physical activity, as well as specific exercises. Ki can also be quantified as the strength and build of one's body, along with health, finesse, and muscle.

Upon purchasing this perk, your Ki will be unlocked and you will be granted training in its use. Using Ki allows you to improve the intensity of melee attacks, and project Ki blasts from your body. While yours starts off weak, it can grow much stronger with time and training, just like your muscles and allowing you to do more.

Elemental Affinity (200): While many fighters have honed their body and spirit to control Ki in its most pure state, many might manifest it in an element they're sympathetic with, or use some other energy all together through different means.

By purchasing this, you may select an element of your choosing and gain some degree of control over it. You may infuse it into your melee attacks and Ki Blasts if "Ki Manipulation" was purchased. Generally it shows itself in small but intense manifestations.

Time and training can help it grow more intense, similar to Ki, but quantity and flexibility generally don't improve. A secondary purchase of "Elemental Affinity" however would grant you the ability to produce and manipulate more of your element with greater ease and precision.

An example would be going from a simple gust of wind to being able to produce a small tornado (not much larger than a very tall man).

Restraint Training (200): Handcuffs, arm binding, actively holding back during life or death combat just for amusement or self-improvement. It's rare, but there are those in this world that do not fight at their full strength on purpose.

Upon purchase of this perk, you will actually find benefit in this practice. Restricting yourself physically either during combat or training will allow you to more quickly improve yourself, cutting down training time by increasing difficulty. The more you hold back or restrain yourself, the better training will be.

Malleable Body (400): This is a weird one, an ability belonging to an unborn super soldier created by a secretive organization sometime in the future. Upon purchase, your body will be changed into something inorganic that can be shaped freely at your discretion.

Change your hands into blades, your legs into a flail on the end of a chain, produce spinning drills from different body parts. While technically speaking you can reshape your body into much more complex shapes, the ability requires active concentration to appear as something other than humanoid.

This makes it very difficult to do more than simple shapes in combat and other hectic events. Additionally you can't produce or reduce your mass, or change colour with this ability, limiting your options a little. You may choose to retain your normal appearance or become a smooth, featureless humanoid (either feminine or masculine) of a single colour of your choosing.

The Street Fighter (500): While you would have started off as maybe the strongest person in your hometown, maybe even your whole city, that's not enough for the world stage. You were good, trained a lot, but no one would have called you a master of your style.

Maybe you want to change that however, unable to wait and train to accomplish the ambitions burning in your chest. If you're feeling impatient, then how about becoming the real deal now? Upon purchase, you will go from being adept in your fighting to something others would call a master. The Ryu of your martial art in simplistic terms.

You know much more about the skills, techniques and nuances of your art and have had the training drilled into your body, the knowledge punched into your brain. You are strong, and would be able to compete on the world stage after this perk's purchase. You are still a long, long way from matching the monsters of martial arts in this world though.

(As one last detail, it should be noted that this perk is a Capstone Booster, and purchasing it will unlocked special abilities connected to each capstone purchased in this Jump. The details of which are found at the bottom, in the Notes section.)

Drop In

Mysterious (100): Enigmatic, mysterious, people stop to stare and have no idea why. There's just something strange, different about you, at least after you get your hands on this perk.

Upon purchase, you gain an air of mystery that makes others curious and questioning about you, like there's always another layer to your character or something buried further down that you're hiding. You also become good at maintaining it.

If you act up front and casual, then people just might be a bit curious about you. If you really go all in on being mysterious, you may develop into a kind of small urban legend or have a profile in some intelligence gathering agencies.

Hermit (100): Those who go into isolation in pursuit of spiritual growth often calm down and develop in certain ways. Many even form respect for such disciplined individuals and look towards them for guidance.

This allows you to simulate that image to a degree, making you "seem" more worldly and wise than you really are. Your advice is taken more easily, your words have more weight than they would without the perk and you can really rock some robes and prayer beads.

Long as you don't do anything to break this image, you'll appear to be someone of an enlightened persuasion.

Counter Hit (200): A counter is a very simplistic manoeuvre, you're probably already aware of how they work. You attack an enemy when they open up their guard to attack you, either defending against their attack first, avoiding it or attacking them first. This isn't that.

Upon purchase, you gain the ability to "counter hit" enemies. This means if you strike someone while they're attacking you, your own attack becomes more intense, causing it to deal more damage and potentially even send them staggering, opening them up for a continued offensive.

Guru (200): When I say yoga, the first thing that comes to mind is probably impossibly painful contortion and stretching, or resting on a bed of needles. In this world, that is only the tip of the iceberg, as yoga is a practice aiding in spiritual enlightenment that can grant strange and unique abilities.

You are currently a novice compared to true masters, only possessing the ability to stretch your skin and joints far beyond that of normal humans and levitate through the air while in a meditative position. In time, training, study and meditation you may yet find your true potential and become a "Yoga Master".

Joke Character (400): There's just something. . .silly about you. Something that others can't take seriously even if you've proven yourself competent and skilled in whatever career or fighting style you display.

Upon purchase, you may generate a kind aura that makes others see you and your actions in the dimmest possible light, causing you to be underestimated or written off as dumb, weak or lucky even if you display some seriously impressive feats.

Even during battle or competitions your opponents can feel a false confidence brimming within them if they aren't careful. This effect can be shut off, and those exposed can develop a bit of a resistance over time upon multiple defeats.

Soul Power (400): Many throughout the world of Street Fighter hone and draw upon the power of the body, Ki, whether they know it or not. There is another energy inherent in all living things however, one rare and enigmatic enough to be unheard of, Soul Power.

Upon purchase, you will gain intermediate skill and training with manipulating this energy inherent to the soul. This allows you to reflect minor energy attacks, or project your own. You may also transmit the energy through clothing or other inanimate objects for offensive or defensive applications such as hardening a block or swatting an enemy with a strengthened scarf.

While still a long ways away, time and training will eventually allow you to seal enemies or corrupt/evil energy within different items like tarot cards, read someone's future and produce illusions such as copies of yourself. You may also manifest your Elemental Affinity through Soul Power, like with Ki.

Perfect Parry (600): A normal parry is the simple deflection of an enemy attack to defend yourself and open up their guard for a counter attack without taking the brunt force of their attack with a block. Difficult, but worth it. Like countering, this isn't that.

Upon purchase, you gain the ability to perform a "Perfect Parry". This is the act of waiting until the exact moment before the enemy's strike would land to bring up your block against the attack. This technique allows you to dramatically weaken or even outright nullify attacks and damage that may have ordinarily knocked you out or killed you.

This high risk, high reward defensive ability is incredible strong, but as you may expect, a mistimed parry would have you take a potentially life risking attack head on, either unguarded or with your block taking the full brunt of it.

Senjutsu Apprentice (600): Senjutsu, the Sage Arts, is the name of a Chinese martial art of mythical and legendary proportions. It is said to have been used by the immortal mountain hermits of Taoist myth, and is centred on the exercise and mastery of one's Ki.

Training and studying is extremely rigorous, demanding and time consuming. So much so that only those who are utmost willing to learn its secrets in the years needed to master it can even take their first steps in its ways.

Upon purchase, you become a beginner in the esoteric art of Senjutsu. This makes you stronger, faster and more agile than any normal human on a passive level. Your martial arts prowess is incredible, your Ki becomes far more potent as well as automatically unlocked and your body and health are extremely resilient.

After many years of additional study and training in this secretive art, you may yet become a Sennin. Doing so would grant a host of near mythical abilities, such as manifesting your by then extremely potent Ki into a corporeal form and emulate telekinesis, survive in barren and inhospitable environments that would kill normal humans and what is effectively immortality that allows you to put a stop the process of aging and stay in peak physical condition well over the time others would have crumbled to dust.

Criminal

Reputation Building (100): Infamous assassins, super villains and common gang leaders all have something in common, a reputation. A reputation and the name that goes with it can be flexed as well as any muscle, allowing you to win without throwing a punch.

This perk greatly aids in generating a reputation, usually an infamous one based on misdeeds that allows you to intimidate and influence people just by waving your identity around. In also allows you to influence whatever nickname comes about for you, such as something ridiculous like "Nicky the Nicked Knife" to something more serious.

Edge in Battle (100): There's an old phrase that goes "never bring a knife to a gunfight" You understood that phrase, don't bring the inferior tool for the job, and took an extra meaning from it that most people don't. Now when you're getting into these street fights against people only bringing their fists, you bring the knife.

Upon purchasing this perk, you gain knowledge of and training in the use of a mundane melee weapon that complements your fighting style. Intimidate your enemies with a steel claw before you cut into their flesh, smash and bind them with a chain that's less than easy to escape or choose something else entirely.

How to Bad Guy for Dummies (200): Maybe you're new at this "villain" thing coming into this world and need a few pointers, tips of the trade. Can't really rely on learning anything from someone more knowledgeable in the field, they might have an agenda. So, what's an aspiring bad guy to do?

On purchase, you get an encyclopaedic knowledge on all the basics of being an all-around successful criminal. How to blackmail witnesses into silence or those in a position of power to follow your commands. How to stick up a joint and get out with the money in quick fashion before the cops arrive.

How to set of protection rackets where your targets make regular payments. Yes, everything you need to know and enough experience to go with it to call yourself grade A scum with, with one easy purchase of "How To Bad Guy For Dummies" of course.

Real Giant (200): Whether you're running a legitimate business or a legitimately illegal one, there's always gonna be somebody trying to stir trouble. People with the money all know you hire some muscle, a big intimidating guy that knows how to solve problems, if you want this trouble to go away.

Upon purchase, you shoot up to nearly eight feet tall with the strength to match. You now tower over any normal person, forcing everybody you talk too to look up. You can pick most grown men up with one hand and toss them just as easily. The best part is that for someone so huge, your agility ain't impeded at all, which might be more intimidating than your brawn at this size.

Big Bad Boss (400): What's the mark of every thriving kingdom, every empire remembered throughout the ages? It's the leader, obviously, the one who led it to greatness, and a criminal empire isn't anything different.

This perk grants you the charisma, the knowledge and the skills to lead a bustling criminal empire. Figure out how to have recruits willing to spill blood in your name. Organize your books and warehouses to avoid the notice of law enforcement even if they raid the place.

Set up deals with foreign gangs and cartels then stab them in the back for a profit. If there's any knowledge or skills you need to be a villainous leader, we've got it right here for ya.

Vile Salesman (400): "Cheaters never prosper" is a phrase passed around by people who clearly haven't cheated or can't cheat very well. You're not one of those morons, and you'll use every advantage you have to win no matter how underhanded.

Upon purchase, you become very, very skilled in the art of fighting dirty. From using whatever is in your environment like throwing coarse sand or a loose brick in your opponent's face, to a variety of feints to more general tactics like aiming below the belt.

The best skill you have going for you is without a doubt "selling" your enemy's attacks though. You can make a glancing blow look like it nearly took your head off, or fly back from a stray kick like it was the most painful thing in the world. They never see it coming when you fly right back into their face unharmed.

Additionally, this perk makes it so, even if your reputation is known, people will have a harder time expecting or seeing the first trick in a fight coming. Real nasty surprise when someone gets grabbed by the hair and slammed face first into a knee ya know.

Absurd Survival (600): I'm sure we've all seen it before, the villain dramatically falls off the bridge into the mist of a waterfall down below, or dies in the fiery explosion of his base of operations alone, only to show back up eventually not only alive, but fine and working on another plot. You now have this power.

Upon purchase, you gain a mysterious, causality based power. Whenever you would ordinarily be doomed, if no one else is around to witness it, the chances of you escaping/surviving increase dramatically.

Even if you're thrown off a catwalk into a turbine, or the only way you're dying while no one is around is if it really is impossible, like being in the epicentre of a nuclear explosion, or you actively want too.

In addition, "Absurd Survival" carries a "once per jump" extra life effect, guaranteeing your survival after a single killing blow. Oh, and remember, there's no weaselling out of things if you're being closely watched.

Psycho Power (600): Psycho Power, an energy as enigmatic as it is evil. It is said to be similar in nature to Soul Power, only psychotic, negative, and corrupt. The malicious power feeds on the negative emotions of others, such as fear and hatred, to grow stronger.

Upon purchase, you gain the ability to wield Psycho Power and considerable skill in its use. While able to empower physical blows and manifest as purple and black energy blasts, this also allows you to float, teleport and control the minds of the meek by brainwashing them over time with repeated exposure to your corrupt energy.

You may also temporarily, compared to the permanent form displayed by Bison, expel altruistic emotion such as remorse, compassion or humanity from your soul to commit unspeakable evil before returning to normal. As previously mentioned, Psycho Power grows more powerful just by immersing yourself in an environment of negativity, allowing you to attain considerable strength in little time.

While theoretically possible with other forms of energy in this world, Psycho Power has shown the most potential for artificial augmentation. Feats such as increasing the range one may draw upon negativity for more power or remotely commanding and empowering those put under your control using various technology being notable.

Law Enforcement

Street Justice (100): In many situations you might find yourself out of uniform. In times like those, no one knows to trust you as someone to go too if something bad is happening, that you're there to keep order and "stop the bad guys."

Upon purchase, this allows you to just feel more trustworthy, like you have some kind of authority even civilian clothing. While no one will know you're a cop or soldier or whatever you happen to be, you can bet glances of hope will shoot your way if a woman's purse is stolen or a store is getting held up. Unless you break the image, people will instinctively believe you to be "the good guy."

Patriot (100): There's a point where someone wanting to show off their patriotism just ends up looking like a mockery of the concept they want to represent. So how does one show their love and allegiance for their home without looking like a flag pants wearing, costume store reject?

Upon purchase of this perk, you will always know where the line between "passionate patriot" and "just too much" lies, and how not to cross it. When fully embracing your country (or kingdom, civilization, planet, etc.), you also produce an aura broadcasting your sincere love and patriotism, leaving no doubt where your loyalties lie.

Symbols of your patriotism become as resilient as the feelings you place in them, whether this means clothing, tattoos or even hair style.

Steady Watch (200): You can't always be there to prevent injustices taking place. One person can only do so much, watch over an area so large before illegal activity begins to slip through the holes in the net of law enforcement.

Police don't just work in law prevention though, and upon purchase, you'll get training, skills and experience that goes with being a decorated detective. Observe a crime scene, notice things that others passed over entirely, get gut instincts that turn into leads.

Learn how to apply pressure during an interrogation using a mixture of bluffs and established facts to make the detainee crack. You're eyes see what others don't, and law breakers who slipped through the cracks of the city, or even the world, cannot evade your detection forever.

Brothers in Arms (200): There's a special bond that develops on the battlefield between allies. When any moment could be your last, stuff like age, gender, roles, differences in opinion, none of that matters as much as everyone going home. That's the ideal anyways.

This perk aids in building strong bonds with those you regularly train with, work with and fight beside. From the rookie to the veteran, students and teachers, commanding officers and grunts, all will become closer over time. Long as you're working for the same thing, honest in your intentions, this kind of loyalty will form.

Slap On The Wrist (400): All it takes is a moment of passion, a slip up as you go just a bit too far and lose your ability to bring law breakers to justice. You rough a street thug up just a bit too much and get suspended? That just won't do. Upon purchase, laws become a bit more. . .flexible for you.

As long as you're working alongside the law instead of against it, you're given a lot more leniency in how you go about catching scum bags. Running across a busy highway in hot pursuit? You're good. Beating the snot out of someone resisting arrest? You're good. Going off the radar for months to infiltrate a villainous organization and take it down from the inside?

Your superior might want a report on his or her desk by Friday, but you're good. Even if you're not an active member of some form of law enforcement and trying to make a citizen's arrest, there's a lot you can get away with before being declared a vigilante. You can't just start handing out the death sentence to jay walkers, but enforcing the law your way is a lot easier.

Steel Trap Clarity (400): It's a sad fact, but traitors and spies are lurking everywhere. Their hands forced by blackmail, willingly becoming a double agent from bribery or falling to good old fashioned brain washing. Not you though, absolutely not.

Upon purchase, you become excessively resistant to traditional forms of corruption, mystical forms of brain washing and everything in between. Something with mind boggling power may still be able to put you under its control.

Most of the threats to your morals or sanity in this world are just out of luck. Additionally, you will always be able to keep a clear idea of your personal principles, meaning you won't stray off of your path on accident.

(Wo)Man On A Mission (600): There's no stopping you once you've made up your mind. Not the threat of losing your job or life, not insurmountable odds and certainly as hell nothing like the word "impossible".

Upon purchase, you acquire an incredible boost to both determination and willpower that allows you to push through even the longest, most drawn out and terrifying, monotonous or sickening tasks if that is what you so desire.

Not only that, but when you have a specific goal in mind that you're working towards, probability has a way of giving you small encouragements here and there to increase your chances of success. The villain might think today is a good day to monologue just a bit longer than usual which allows your backup to arrive.

You might get a spontaneous lead on an old cold case through a series of coincidences. It's nothing you can actively control, and you might not even notice it working for you half the time, but it's a lot of little things that build into something more over time. Of course, there are limits to what you can endure and odds too large to actually, challenge, so staying smart would help you out too.

Energy Sponge (600): Handcuffs, prison cells, these are used to detain those who have lashed out at society. From sinful scum to violent offenders, those who deserve to be locked away. There are those both evil and strong in this world though, where simple metal bracelets or bars won't work to hold back their power.

Upon purchase, you gain the ability to act against martial artists and other fighters who can wield Ki, Psycho Power and just about any other type of immaterial energy. You have the power to both absorb and siphon this energy from both the attacks they send your way, and directly from their bodies to leave them weakened.

This power works quickly, allowing you to catch Ki blasts right out of the air or dramatically weaken your target with long enough physical contact, although it can be difficult as the ability requires some concentration.

Once absorbed, the energy is consumed by your own Ki, converted into fuel that can reinvigorate you and give you the power to keep fighting. As a final note, be careful exactly how much energy you suck up, as your body can only take so much before. . .catastrophic failure.

Rogue

Unassuming (100): Do you remember those people who gather around to watch spontaneous street fights? Of course not. How about your bank teller? The guy bagging your groceries? Probably not. Sometimes the best way to go unnoticed is just acting like you belong.

This perk grants the power and skills that allow you to make yourself look and act as forgettable as possible. You can evade notice like a background character. You can be looked over as easily as a set piece. This only helps as long as you act casual, attention grabbing acts like attacking people or employing flashy techniques will still draw attention.

Instant Ninja (100): Blending in is all well and good, but if there are security cameras around you'll feel a bit out of luck. You can't do anything, act out or you'll expose yourself. Say you do wanna act though, but aren't in disguise, what are you to do?

Upon purchase, you become incredibly skilled at whipping up "ninja" themed disguises using only what you have on hand or find in your surroundings. Disguises usually consist of masks, flowing scarves and tactical wrappings that help pull the look off.

These improvised disguises are surprisingly effective at keeping your identity secret, with a single flaw that may expose you to the especially observant, your footwear. Something about your shoes leaves them the only thing people will be able to recognize in and out of your disguises, if they ever saw them to begin with.

Arsenal (200): Hands and feet only do so much. Humans proved their dominance over the natural world through the use of tools and their ingenuity. You've decided to rely on similar means in order to overcome the combat beasts of this world.

Upon purchase, you gain great proficiency in the creation and use of all manner of concealable weapons and tools. Lock picks for breaking and entering, varying simple bombs for concealing yourself in smoke or quickly detonating something, throwing stars and knives for quick ranged attacks during battle, blowguns for taking enemies out from concealment.

This perk allows you to get better with similar small tools used in espionage or combat in the future, and makes it easier to hide such things on your person.

Pressure Points (200): The human body possesses numerous pressure points. They get their name from being small points scattered about the body that can cause a variety of effects when pressure is applied, such as reflexive movement, severe pain, even numbness or temporary paralysis.

Upon purchase, you gain encyclopaedic knowledge of every human pressure point around the body. Where they are, what they do, how pressure could be applied and if striking them during combat is viable.

This understanding of the concept of pressure points makes it easier to find them in other living creatures as well. Actual study must be done to come close to the level of understanding that you have for the points of humans however.

Personal Illusion (400): Being looked over or disguised isn't always the best way to hide your identity and do what you want. Sometimes you need to intimidate without exposing yourself, and that's where a little bit of good old fashioned hypnosis comes into play.

Upon purchase, somehow, through application of hypnosis and the power of suggestion, you can make everyone who sets their eyes on you perceive you as you wish to be perceived.

If you're a lithe woman and wish to scare people off with the visage of a giant, demonic man, this is just the thing for you. This allows you to appear as whatever you wish providing it's not too much bigger or smaller, but it is an illusion at the end of the day.

Base Racer (400): Okay, now you're inside the enemy force's sprawling compound, now what? When you're breaking and entering there's always an obvious goal, right? But in unfamiliar surroundings, actually finding it can be a task in itself.

This perk grants you an innate path finding ability that allows you to find specific things you're looking for in a general area. These "things" can be pretty much anything from a small object, a room, a person or whatever else you may be looking for.

You instincts will eventually guide you straight to where it lies, and from there what you're meant to do, from robbery to sabotage or assassination, is in your hands. You need to know what you're actually looking for and be in the area it's located in order to do this of course.

Traditional Ninja (600): Ninja, throughout myth and legend, are capable of a number of supernatural abilities. Breathing fire, summoning familiars to do their bidding, melting into the shadows and so on. While that reputation is inflated, there is some truth in the tales of their prowess.

This perk grants you the full package of traditional mythical ninjutsu training. You can run across water or vertical surfaced, leap from tree branch to tree branch in relative silence, use kites for temporary flight, move without making a sound and conceal yourself by walking into shadows.

More importantly, you have the direct combat applications as well, such as flying kicks reaching out much farther than onlookers would expect, and complicated grappling techniques involving spinning, leaping and incredible body control.

The truly magical abilities like controlling the elements and summoning animals are just myth and legend, but you are far more dangerous nonetheless than most can predict nonetheless.

Tandem Style (600): Martial Arts have countless possibilities, but a single art will always have clear limitations, strengths and weaknesses that only become more pronounced the higher the level you fight at. You will do away with this and seek limitlessness.

This perk grants incredible skill with blending martial arts you hold mastery over into a single, unified, more powerful style with time and training. Combining techniques even becomes possible, discarding the flaws while keeping the strengths.

Work to fuse a style focusing on pressure points with another based on bone breaking kicks, creating a style that focuses on kicks so powerful and precises that they can cripple with a glancing blow using the joint principles.

While it should be obvious, it's also noteworthy that this perk allows you to easily shift between any of the martial art styles you've practiced during combat as seamlessly as putting one foot in front of the other.

Upon purchase, you may pick a second martial art for free. You may also choose to have the two fused for you as your default martial art style upon entering the Jump instead of needing to train and figure it out on your own as you would future styles.

The Fighter

Showmanship (100): You fight for more than yourself, you fight to entertain the fans! Their cheers of excitement are just as important as beating in the face of your challenger! What's a good match without a hyped up audience?

This perk really helps with exciting and dazzling onlookers as you show off your skills, allowing you to really pump up the crowd and get an active mood in your current venue. This doesn't even have to apply to fighting, your showman skills work just as well with getting people's blood pumping over varying sports, competitions and other skill based activities with an audience.

Professional (100): You've made a career out of kicking ass and getting your ass kicked. At the end of the day though, this is your career, or at least the way of life you subscribe too. Something in the way you carry yourself makes this abundantly clear too.

This perk allows you to more easily come off as a respectable fighter that's hard to hold a grudge against after a fight. You're a professional, people are far less likely to take things personally unless you go out of your way to make it personal.

So go ahead and fight, fight and win, again and again, with the knowledge that people won't have any hard feelings for you after you do, since that's just what you do. People may be upset at the loss, or an injury obtained from it, but it wasn't your fault, right?

Tag Team (200): Not as uncommon as you would think, sometimes a fight has multiple parties on both sides. It's not the same as single combat, you can't just go out with everything you got and let it hang out. You're experienced enough to know that by now.

Upon purchase, your ability to work with allies vastly improves, whether you have a history of working alongside them or not. Tapping into their rhythm, matching their pace, or conversely, bringing them into your own groove.

Act as a unit instead of individuals; dance together in harmony; beat the enemy's face in as a team and triumph!

Healing! (200): There are no timeouts in a street fight, enemies don't wait around while you rest up between beating the crap out of them. There's never anyone tending to all your wounds and bruises before you're right back in the fray.

This perk, however, allows you to be self-sufficient to a degree. By calling out the command "Healing!" with a hand outstretched towards the sky, you will become showered in a ray of light that slowly heals all your wounds and injuries as you stand in it.

This power does need you to stand still which is an issue, and it can't help you recover from anything too serious like missing body parts or crushed organs, but being able to recover at all when you're real deep in a serious situation is priceless.

With Fame Comes Influence (400): Your name in lights, your face on billboards, you're a star, baby! A VIP! Well, not yet anyways, you gotta do something to earn that household name level of fame, and I've got just the thing for it.

This perk causes your achievements and feats known to the public to generate a whole lot more buzz than they usually would. The path to stardom is a lot shorter for you than others with this in hand, it's just a fact.

Not only that, as the name of the perk implies, your reputation transfers more easily towards influencing others. Using the weight of your name can get you preferential treatment for yourself and others, allowing you to more easily get backstage at concerts, make reservations in really upscale locations with a waiting list, discounts in stores, endorsements, you name it.

Just make sure you don't get too cocky and you got from household name to washed up C-Lister because you did something that attracted the wrong kind of attention.

Social Network (400): There are many, many social circles all over the world someone of such skill and prestige could get themselves into. You wouldn't believe what you hear on the grapevines either, rumours swirling about that some hear all about and others are nigh ignorant of.

Upon purchase, it becomes vastly simpler to make quick connections and acquaintances from all sorts of classes, social circles, cliques, cultures and so on. People willing to hold a conversation with you, small talk, or maybe something a bit more useful.

All these quick acquaintances you make are surprisingly willing to share whatever they know about current rumours or buzz worthy events going on nearby. If you have some ability to easily get in touch with multiple at once, it'd almost be like establishing your own spy network.

Muscle Power! (600): Strongest! Mightiest! The hero of the ring! Your muscles carry you to victory after victory, helping you attain glory for yourself and for those you fight for! Flex for the crowd while you warm up, that itself might as well be practice.

Purchasing this perk gives you great muscle definition as well as a whole lot of optional bulk. Those muscles aren't just for show though, you're ridiculously strong now thanks to a prodigious exercise schedule. You're even a bit tougher due to the density of those rippling muscles.

More importantly however, you've acquired a potent defensive measure that's as flashy as it is useful. You're able to take and endure powerful attacks in dramatic fashion while minimizing damage to an absurd degree as long as you flex and brace for impact.

Your body becomes so hard that mundane weaponry swung hard enough would break over your biceps. Not only attacks, you could even fall from great heights and land perfectly fine if you flexed at the right time. Show them your power!

Allows you to take and endure powerful attacks in dramatic fashion while minimizing damage to an absurd degree as long as you brace for impact. In addition, grants considerable strength and toughness.

World Tournament (600): There has to be a mountain for there to be a peak. A champion cannot be champion of nothing, have no feats, glory or accomplishments to their name. With this perk in your grasp, now you can provide that stage for someone to be named "Champion".

Upon purchase, you acquire the inexplicable skill with setting up big tournaments. Getting endorsements from governments and businesses to pay for various expenses. Booking a suitable avenue for it to take place. Generating PR so word spreads about your competition. Finding and inviting worthy competitors. Even getting a lofty prize together to make it all a bit more exciting.

It doesn't have to be about fighting, the subject of the tournament can be just about anything you can think of as long as it can be competitive. You can set it up at city level, the national level, and with time and practice with the skill even the creation of international tournaments with the best of the best from all around the world becomes possible.

Shotokan Inspired

I'm Serious! (100): It happens a lot you know. You've trained hard, you've become strong, you're ready to fight with or against the best of the best and be the difference you want to see in the world. Only, people don't let you "because you're a schoolgirl" or "nobody can take you seriously in a bright pink gi."

This perk allows you to change all that. In business, combat and other serious environments and situations your treatment by others won't be based on your appearance or quirks, but on your dedication and competence.

So go ahead, walk into a business meeting in your pyjamas or sign up for that world tournament while in the form of a ten year old. People may sigh or give you an odd look, but you'll be welcome all the same if you're willing and able.

Clear Intentions (100): "A man of few words." "Actions speak louder than words." Not very eloquent? Want to make it abundantly clear that you're best left alone so the flies don't keep buzzing around your head? This is the repellent.

Upon purchase, you gain the ability to broadcast your blood lust, killing intent and other negative emotions in general to intimidate others and earn yourself a measure of solitude. A fantastic ability for setting the mood or making weaklings you have no time for leave of their own volition.

Tranquillity (100): Tumultuous times in one's life breed a churning, burning hotpot of emotions in one's soul. Such a state is the opposition of rational decision making, and the friend of past and future regrets. This is a gift to erase it.

Upon purchase, you are made privy to simple but very effective meditation techniques for soothing the soul and quelling inner turmoil. Not only can these benefit you in times of rage, doubt or sorrow, they can be taught to others to aid them as well.

Being rather simple, the meditation techniques do have natural limits, such as having a rough time with calming someone down after anything incredibly severe in nature, and taking time the worse off someone is. Still, very helpful indeed in the long run though.

On Foot (200): Motion sick? Don't have enough cash for a car and gas? Maybe you just like taking the scenic route. Whatever the case may be, you've made a habit of walking everywhere, even on long trips around the world. How do you cross the sea? How should I know.

This perk greatly aids with quick, efficient, long distance travel on foot. You gain a hefty increase to your stamina, and good fortune with getting where you wanna go such that detours or rough terrain are rarely an issue. Need to get to the other side of the world and prefer walking? You'll get there eventually, somehow, and it'll take less time than you'd think.

Competitive Surge (200): Rivalry can be the source of numerous feelings, enmity, friendship, ambition, drive to overcome. It's the sense of competition that comes from having a peer working toward the same goal against you that aids in the growth of many.

This perk improves your personal growth when training alongside of, or competing with, someone of the same general power or skill level. In other words, a competent rival. Training will progress more smoothly, breakthroughs come more often and so on.

What's more, if this is a friendly rivalry you find yourself in, the effects will somewhat extend to them as well, allowing the two of you to compete on the same level for longer until one or the other overcomes.

Disciplined Restraint (200): Your full power is something glorious to behold that you don't wish to waste on weaklings, or perhaps it is a curse that's too hard to control for your liking. Whatever the case may be, you have abilities that you wish to hold back, and this is the perk for you.

Upon purchase, you gain the ability to suppress or even completely seal your own powers. This can allow you to limit yourself to a fraction of your normal power, or block off a specific ability that doesn't normally have an off switch and more.

Removing a limiter is as easy as applying it, which is itself a simple task of willing it so. Something you need to keep in mind though is while this perk can suppress specific abilities, it cannot suppress specific 'parts' of an ability. You either restrain the whole thing or not at all.

Monkey See (400): Often you may have the ambition to learn, but no one and nowhere to learn from. You want to train and become a better fighter, but exercise can only take you so far. So what's a martial artist hopeful to do in such a situation? Adapt.

This perk helps with learning and adapting the martial arts techniques you see others perform for personal use. This is possible with only a fraction of the knowledge of how it is performed available, like only being taught part of it or watching it performed repeatedly.

That being said, the less information you have to work with, the more differences found between your variant of the technique and move's true form. It might not necessarily be inferior, in fact it should be quite functional and comfortable given you reverse engineered it for personal use, but it will often be different.

Combat Radar (400): Worthy opponents are not always easily found. The strong do not necessarily have spotlights and attention showered upon them that makes them easy to see and identify. So if you wish to test your abilities, finding those who can test them is crucial.

Upon purchase, you gain extremely long range sensory abilities. This power grants a vague sense of direction pointing you towards strong individuals scattered around the world, getting more accurate and proving more detail about a target the closer you get.

Closer ranges and visual observation would even allow you to pick up general details about your target like the type of martial arts they use based on their build, or the flavour of their powers based on the sensations of their body's Ki.

Power of Nothingness (600): The complete opposite of Satsui no Hadou, the Power of Nothingness is a complex state of consciousness transcending ordinary perspective, born through spiritual and mental refinement. It is the power to act, without being attached to emotions or thought, free of fear, anger, pride or ego.

It is to draw upon the contents of one's heart intuitively without obstacle and hesitation, and to be aware of the world and to know one's place and meaning within its vastness, to flow with all of creation without the need of worry, desire, and doubt.

While not granting mastery, purchasing this perk does allow you to attain the Power of Nothingness. Just like Satsui no Hado it can make one incredibly powerful, and makes the user resistant to harm from many physical and spiritual attacks as well as a better fighter.

In stark contrast to its opposition, the Power of Nothingness also has the ability to weaken, destroy and seal evil powers away. Unlike Satsui no Hado, it is not the power to defeat one's enemies, but to grow in skill.

The practitioner must be careful while wielding the Power of Nothingness, for it can only be mastered by one pure of mind, compassion, mercy and inner peace. As such, while both "Power of Nothingness" and "Satsui no Hadou" can be purchased, and potentially acquired through training in-jump, they can't be active at the same time due to direct conflict between them.

You'll need to make an active, prolonged effort to switch from one to the other due to how different the mindsets required are. Purchasing one or the other allows you to more easily do this however.

Satsui no Hadou (600): The complete opposite of the Power of Nothingness, Satsui no Hado is a form of Ki that is rooted in the darker aspects of the natural human instinct (including the desire to survive, trample, and impose over opposition), and on a metaphysical level, the natural occurrence and manifestation of loss, decline, and destruction.

To tap into the Satsui no Hado, a person must be so consumed with the desire for winning and perfection, be close to being killed, or else possess such intense rage and hatred, that they are willing to kill. While not granting full control or mastery, purchasing this perk does allow you to draw upon the power of Satsui no Hado.

Just like the Power of Nothingness, Satsui no Hado makes its users incredibly powerful, resistant to many forms of physical and spiritual damage and transforms them into a better fighter. In stark contrast to the Power of Nothingness, the users of Satsui no Hado also gain the ability to sense, and potentially influence, the emergence of the Satsui no Hado in others.

Only people who push themselves to be the best at any cost can take full advantage of it, however, the untrained mind can be driven into insanity if they are not mentally ready for it. To become fully immersed in Satsui no Hado and master it is to lose one's humanity and compassion.

As such, while both "Power of Nothingness" and "Satsui no Hadou" can be purchased, and potentially acquired through training in-jump, they can't be active at the same time due to direct conflict between them.

You'll need to make an active, prolonged effort to switch from one to the other due to how different the mindsets required are. Purchasing one or the other allows you to more easily do this however.

Items

Alternate Costumes (100): A full wardrobe of two outfits or "costumes" and six colour palette swapped variants of the two costumes. The designs of the two costumes are left in your hands. Each set of clothing is durable enough to stand up to numerous battles and long, perilous travels. Destroyed outfits reappear in your warehouse in pristine condition.

Drop In

Tarot Deck (100): A full deck of special tarot cards. These cards are highly receptive to being infused with energy of all kinds, making them a good conduit for Ki or Soul Power. This allows them to be used as projectiles among other things. Destroyed or lost cards return to the deck in good shape after a short time.

Time Attack Car (200): You receive a grey, model '94 Lexus LS400. Its expressed purpose is to serve as an impressive looking test dummy for you and your friends to beat on, testing new weapons or techniques at your leisure.

It's a relatively safe 'punching bag' too, as no matter how much you beat it up, crumpled metal and broken glass caused by the car being ruined won't cut up your hands or feet. When it takes enough damage, it will go up in a visually impressive but entirely harmless explosion spraying various burning wreckage into the area.

After a few moments, all these scattered parts will be sucked back to the car as it quickly reassembles itself for future beatings. Ah, and I suppose it functions as a normal car as well, like allowing you to drive around and such. It doesn't run out of gas, as that would make the explosions a bit less impressive.

Round Timer (400): This is a small black ball with a red button and a screen displaying the number '99' in yellow light. This is a special tool allowing you to set up all the accoutrements of a Street Fighter match.

By activating it when a fight begins or is about to begin, it will fly up into the air and perform several actions. Primarily, it makes it so any onlookers will stay just that, onlookers. It won't enforce a 1v1 fight, but body outside the initial participants will get involved when fists start being thrown.

After activation, the Round Timer will begin to countdown while providing ambiance in the form of music and an announcer voice announcing things like a combo counter, praise and thematic one liners.

The beginning of rounds are announced with the cry of "Fight!" where all active parties will feel invigorated. The ends are marked with "Time Over" causing all active parties to feel calmer and more passive for the duration of a short break until the next round begins.

The cycle continues for several "rounds" or when one party remains standing, whichever comes first, causing the voice to announce the "winner" before deactivating and retaking its dormant state.

Fights ended in this way have their results more easily accepted by active parties, but this isn't an absolute effect, just like the invigorating or pacifying effects aren't absolute. This can be used on fights other than yours as well.

Serene Mountain (600): A form of property, the Serene Mountain appears in the distant wilderness near your starting location. The mountain is absolutely covered in lush overgrowth befitting the local flora.

Located at the top of the mountain is a sprawling stone temple, abandoned by its makers. It appears as if nature has attempted to start reclaiming it, but it remains is surprisingly good condition in spite of that.

The entire mountain emanates a calming, peaceful feeling that makes it ideal for relaxation and meditation. Even animals upon the mountain will behave calmly and live in harmony, at least until they leave and the circle of life continues.

This comes with papers showing your iron clad proof of ownership of the mountain and nearby land meaning no one may (legally) encroach on your land and despoil its natural beauty without your say in the matter. Needless to say, a similar mountain appears in each following Jump as well.

Criminal

Custom Weapon (100): A mundane weapon of some kind made to your specifications, feels just right in your hand. In fact the weapon just gives off the feeling of you, enough so that others after seeing it only once before would associate it with you. Impervious to normal forms of damage, the best an enemy could hope for would be disarming you.

Ceramic Mask (200): A ceramic mask of excellent craftsmanship in the style of your choosing. The mask perfectly hides your identity, even from those who should know it. In addition, it can protect your face from at least one attack, no matter how powerful, before shattering in dramatic fashion. Repairs itself once a week.

Feng Shui Engine (400): A miniature Tanden Engine, this small device that takes the place of the eye. It has the power to harness both positive and negative energy to temporarily grant the one it's implanted in amazing boosts to speed, strength and reaction times before needing time to recharge, glowing while active and dim when not.

For an additional 200CP you may upgrade the Feng Shui Engine into a full size "Tanden Engine" which is like a much bigger, more powerful version of the same device with additional capabilities.

In addition to temporary boosts to physical abilities, the Tanden Engine can be programmed with varying martial arts techniques to give its own the instinctual ability to use them. Its manipulation of positive and negative energies becomes potent enough to generate "miniature black holes". While not truly black holes, they do allow the one who commands them to violently pull things towards them.

This enlarged device would not come automatically implanted however, as it's much too large to shove inside any normal human being. That means it's in your hands what you do with it or how you go about utilizing its power, as opposed to the Feng Shui Engine.

Criminal Enterprise (600): You now have a moderately powerful criminal empire under your command, including numerous lieutenants, grunts, merchandise such as drugs or weapons and connections to all sorts of "clean" members of the community who you can work through.

You'll have plenty of cash hidden away in different safe houses both legitimate and off the books. Your organization and name (or alias) carry weight in various dark, underground circles such as the black market or local crime scene.

As a bonus, you may "brand" your organization's logo and colours on pretty much everything you own so no one mistakes your influence for someone else's, and who the dominant local crime lord really is.

You also have in your possession a moderately large base of operations which may or may not be shaped like your chosen logo, at your discretion. Future bustling enterprises appear in following Jumps as well, always giving you a leg up on the competition.

Law Enforcement

Special Order Army Hairspray (100): Infinite use, tactically camouflaged can of hair spray. It'll keep your hair in any style you want once applied, no matter how ridiculous it is. Fight with a beehive, ringlets or even Guile's signature flattop and come out the other side looking just as stylish as you went in.

Hairspray is immune to water based attacks washing it out, yet mysteriously washes right out with ease when you attempt to remove it in the shower or bath.

Identification (200): Really hate uniforms but need to identify yourself as a trustworthy member of the law? Here's a blank badge and a stack of papers. At the start of each Jump, you can designate one large, local policing organization such as Interpol, and the badge and papers will transform into identification marking you as a member of the organization.

Travel Chopper (400): A military helicopter of your very own. It's heavily armoured, seemingly comes with infinite fuel and can always lift off no matter how heavy the cargo as long as you manage to fit it all inside, providing you can reliably close the doors on it. It reappears in perfect condition inside your Warehouse if destroyed and upgrades are viable as a way to swap weapon systems.

Battle Gear (600): You gain a collection of gadgets and equipment that would put James Bond to shame. Starting from the top is a battle suit that perfectly resembles a well-tailored black suit. This battle suit increases all physical parameters when worn, but must be avoided by normal civilians due to the strain it puts on the body. It also generates power for the other gadgets.

Next is a pair of boots, resembling leather shoes of Italian make, very stylish. They're rocket boots, granting you the power to make tremendous jumps as well as burn the hell out of your foes using the large flames emanated when they're switched on.

After that would be a pair of snugly fitting gloves with metal plates over the knuckles. When supplied with power they generate a powerful electrical charge, causing visible arcs of electricity with enough juice going into them. Used for both stunning and inflicting heavy damage based on the limiter's setting, the gloves can also be used to send powerful shockwaves through the ground.

The last is an orange visor resembling a pair of designer shades. The fancy eye wear has various utilities, from showing damage reports on battle suit based equipment it's linked with to analysing your surroundings for anomalies like strange power readings. It can also emit a precision laser. You are given blueprints aiding in the upkeep and replication of this equipment on purchase.

Rogue

Fake ID (100): A fake ID perfectly resembling the real deal, even testing positive if someone checks it with the system. This allows you to pass as someone you aren't, obviously, which means hiding your true name and identity while enjoying the benefits of having one.

Ninja Bag (200): This is a small, easily hidden bag that can always be stowed away somewhere on your person. The bag is surprisingly crammed with a variety of ninja tools such as shuriken, kunai, smoke bombs, twine and even a kite. Needless to say, it's bigger on the inside. Any depleted supplies will quickly come back over time.

Backers (400): Purchasing this produces a small number of influential, powerful figures within the setting that are willing to house, feed and in general provide for you. In return they'll ask for favours from time to time, and as long as you continue to do these favours, their money, power and connections are all but yours.

Every jump grants a new set of Backers, though it's up to you what kind they are, a decision which must be made at the start of each Jump. They could be varying legitimate big businesses looking to sponsor someone who gives good publicity, or underground mafia bosses who just need someone who can get things done. Different Backers grant different types of resources and connections, keep that in mind.

Ninja Village (600): Purchasing this grants you your very own secret ninja village, as if that wasn't obvious. The village, small and set up out of the way without much in the way of detailed architecture of arrangement, consists of several hundred ninja and their families. This includes children who will eventually grow up to also become ninjas.

You are the undisputed leader of the village, and all within share an undying loyalty towards you as their master, their kage. This essentially allows you to use them as tools for your personal gain, to bring them honour in the way that they live and die in your service.

They are fully capable of teaching outsiders their ways if you so desire, and the fully trained ninja are 'very' good at what they do. Similar secret villages will appear in each subsequent Jump you visit as well.

The Fighter

Championship Belt (100): A big, blinged out belt depicting whatever design or wording you wish. The shiny belt has a passive ability bestowed upon the wearer that makes them feel more confident and seem larger and more bombastic, drawing eyes like they were a celebrity whether they are or aren't.

The belt also has a secondary effect that makes other people want it, even more than a normal expensive belt. This makes it good collateral in bets since you can usually get away with better it against something much higher value. Sometimes causes others to challenge you for it as well.

Action Movie Star (200): Grants a high budget action movie (on VHS and DVD, the second of which hasn't been invented quite yet), which mysteriously holds you as the star of it despite your lack of memories of filming it.

Not only do they repeatedly get your good side, the movie set holds a special ability that may activate at your choosing. Upon activation, numerous copies (in the local common video format, VHS, DVD or otherwise) filter into the world's store shelves and bargain bins for purchase, spreading the movie for others to procure and watch.

With the great budget, acting, directing and script it's almost inevitable for it to become popular and your fan base to grow. Although confusion will be had over when the movie was filmed or who you are, this opens the way to a career in Hollywood or the local equivalent if you so wish to pursue it.

World Stage (400): This is a battlefield of your design, anything from a professionally built stone platform surrounded by stands for onlookers to watch from to a street in a fairly populous city that almost never sees traffic or law enforcement to a hidden forest glade.

Whatever form it takes, it seemingly attracts strong people from all around the world. Wandering challengers may hear rumours of its reputation, visitors in the city containing it or close to it may pass through on a detour, whatever the case it attracts the strong on a consistent basis.

The world stage is a battleground to call your own that allows you to test your skills. Due to holding this purpose, it recovers from battle damage and general wear and tear over time. In the future you may place it once per jump in a suitable location (street in the slums can't go in the woods, beautiful stretch of beach needs a coastline, etc.) and retcon its existence into the world.

Influential Estate (600): You're absolutely loaded, possessing a considerable amount of wealth tied up in your family name (your choice what that is at the beginning of every Jump). This comes with various large properties, mansions, summer homes, loyal servants, varying antiques/works of art, expensive cars and other such luxuries.

Your family has their fingers in so many business ventures that you have a vast and steady income without even trying, as well as a trusty financial manager that takes care of taxes and investments that you don't have to manage it at all to benefit from it.

Your name carries weight in many upper-class and noble social circles, allowing you to procure invitations to exclusive events and fancy parties among other things simply by implying your interest, or even just existing at times.

As a free bonus, you are allowed to build a family crest or symbol to be found on what is considered your property, and may apply this crest to other forms of property as you desire. This bonus comes with a stamp for applying said crest to papers using ink, or for sealing a letter in wax. As previously implied, similar wealth and social status will be granted in future Jumps as well.

Shotokan Inspired

Fighter's Wraps (100): Several rolls of cloth in whichever colour you wish (white by default) for wrapping your hands, feet and other body parts used for striking. The cloth prevents true injury from your attacks while offering no protection against enemy attacks.

In simple terms, this means you won't hurt your hands or feet or whatever from hitting solid rock or iron spikes straight on. You may get cool "superficial" injuries like bloody knuckles or redness, but you won't be shattering the bones in your hand no matter what from your own power.

Traveling Man's Best Friend (200): A light green duffel bag made out of sturdy material. It always has an extra change of clean clothes and some rations, along with a map of the current region, no matter how many times you need replacements.

Can hold an entire room's worth of supplies if you so wish to stock it. The bag deflects collateral damage, meaning nothing will harm the things inside unless the bag is specifically targeted for destruction.

Martial Arts School (400): A large dojo with several connected buildings. While not especially fancy, it's more than tough enough for most normal fights between skilled martial artists. There's enough space and training equipment to teach an entire school of martial artists if you so wish it so.

Among the connected buildings is a storage buildings, a few living spaces for yourself and guests to stay in and a meeting room for talking to students, student families or others you may have meetings with in privacy.

The school optionally starts with a class of loyal students. They're not too skilled, yet, but willing and eager to learn. They're also willing to be used as gophers to an extent while you train them, allowing you to make them do simple chores or tasks for you. Think Karate Kid.

Riverside Retreat (600): Hidden far away from civilization, usually in a valley of some kind in the vast wilderness, a beautiful clearing with a river, small waterfall optional. Many animals like to peacefully visit the river.

Not only is the air always fresh and the scenery always calming, it has a kind of power based in tranquillity. Being here allows you to control even the most malicious, corrupting forces and energies within you, and grants incredible mental and spiritual aid towards mastering your inner self and whatever dark forces previously mentioned afflicting your being.

You may focus on understanding both literal and metaphorical inner darkness, containing it, and gaining control over it as you meditate here with no distractions, just simple ambiance.

This peaceful grove or clearing (at your discretion) would help tremendously with mastering either the Power of Nothingness or Satsui no Hado whichever you choose due to these properties. Similar tranquil locations in the wilderness will exist in future Jumps as well.

Companions

Individual Import (50): Purchasing this allows you to import one companion into Street Fighter. They gain a free Origin of your choosing along with all relevant freebies and discounts as well as 600CP to spend as desired. This can be purchased as many times as you wish.

Bulk Import (200): Purchasing this option allows you to import eight companions into Street Fighter. They gain all the same benefits of a companion brought in with Individual Import, which is to say free Origins as well as 600CP each.

Greater Ally (100+): This option allows you to directly grant a single companion imported with one of the above options additional Choice Points at a 1:1 ratio. That is to say, you may trade some of your points to a companion of your choosing. This may be purchased multiple times and used on the same companion or different companions at your leisure.

Canon Companion (200): You may select any one character in the Street Fighter universe, and if they accept your invitation to come with you across the omniverse, they will become your companion. Taking this option means you'll meet them in favourable way that'll encourage you to meet again later, but you do need to get them to agree in the end.

-"The Dolls" (600): Bison's leadership has been usurped, and his Dolls under new chain of command. You will receive all twelve of The Dolls (this does not include Cammy) as companions, along with their loyalty. They're not the strongest fighters of this world, but they are generally quite strong and have numbers on their side.

You may willingly take less than the full company of Dolls if you desire, choosing only those you wish to bring along. In the future you may import The Dolls individually or as a group, but when imported as a group, any purchases will be divided evenly amongst them.

Drawbacks

You may take up to 800cp in drawbacks from below. Anymore and it's just for fun, not for points.

Big World (+0): Allows you to selectively make any Street Fighter crossovers or games that vaguely take place within the world you wish "canon" for the duration of your stay. This includes SNK vs. Capcom, Street Fighter vs. Tekken, Final Fight, Rival Schools among other plotlines and titles.

This means if you want one happening but not the others, that's totally possible. That being said, the introduction of confusing and sometimes conflicting new plotlines and setting elements can lead to a more chaotic end result even if it does mean more options.

Extended Stay (+0): You may prolong your stay until the end of the last game in the canon Street Fighter timeline. This would currently end the Jump the jump three years later than normal, in 1999. Does not interact with "Big World", this only extends it to the end of the last mainline Street Fighter game in the timeline.

Uncannily Ugly Valley (+100): You look bad, real bad, not even makeup can save you. Not only do you look bad, you look wrong. There's just something off with the way you look (outside the ugly) that doesn't seem quite natural or human and it freaks people out. Yes, even in a place with as bizarre looking humans as this, you will look just wrong.

Impoverished Wanderer (+100): You're broke, out of money, without cash. Your property, whatever there is of it, is either broken, missing or in a state of permanent disrepair and you're not gonna get the resources to be replacing/fixing any of it up any time soon. Hope you enjoy looking like a random junkyard hobo, because that's definitely the image you're rocking now.

Challenger (+100): Green means go! You have the inability to think of much anything besides moving forward through life. This comes mostly in the form of a potent wanderlust that means you won't ever be settling in the same place for very long.

This mindset persists through battle, as backpedalling or pausing to defend just don't seem as viable as they once did, leading to reckless aggression.

The Demon (+200): You no longer have an off switch on powers. If you have a fire affinity, something of you is always on fire at least a little. If you have potent Ki or other energy based abilities they'll likely be radiating off of you and making others around you aware of whatever it is you're packing.

If you don't have any special abilities, you will become extremely aggressive and irritable. You're the one constantly picking fights and acting as the adversary for those just trying to get through life. Needless to say, there will be much left broken in your wake, belonging to you or others it matters little with your new temper.

Misunderstandings (+200): People will frequently and without fail misunderstand your intentions to the point of absurdity, and it will always lead to a fight. You'll actually have to wait till the end of these fights for the misunderstandings to be cleared up. Prepare to be called a mugger, thief, lunatic, asshole and wise guy a lot during the course of your stay.

Debilitating Illness (+200): You have a crippling disease of some kind targeting one of your major organs such as the liver or lungs. This is quite painful by itself, and while fighting isn't impossible for you, you will be miserable if you attempt to do so and unable to fight at your full strength. This illness will never outright kill you, but it does make everything a lot harder.

No Sell (+300): During your stay, however long it may be, all enemies you encounter will eventually get back up no matter how hard you think you or someone else has beaten them. Go ahead, throw them into the sun, they'll be back the next day saying it barely tingled. They don't give a damn what kind of firepower you're packing, they can endure and "no sell" just about anything while laughing in your face.

Strongest in the World (+300): You're the strongest fighter in the world! That's what everyone believes anyway, and there's no dissuading them. This means everyone knows you and will be looking for you for their own reasons. Necalli seeks to devour the souls of strong warriors, people like Sagat or Akuma will seek you out for a challenge, Shadaloo and the Illuminati are already thinking about how to weave you into their plans. Don't expect to be left alone, even the press will hound you, constantly broadcasting your location for everyone else to follow.

Black Moons (+300): A series of massive satellites resembling giant black orbs visible from the ground have knocked out power across the globe and sent the world into chaos. The negative build up around the world has given Bison near godly strength compared to the rest of humanity. You must gather up heroes from around the world to give yourself a measure of hope in defeating him and restoring order to the world.

Ending

You survived ten years in the world of Street Fighter. Whether you became super star, a criminal overlord, a paragon of justice, a world champion or simply a wandering warrior you've made it to this important choice. Pick one of the options presented below.

Stay Here: You've found something here that you love and don't wish to part with. Time will unfreeze in all past worlds and you will live your life out here in the world of Street Fighter. So continue fighting on warrior, as long as you live.

Go Home: One too many broken bones, a pummelled liver and several lost teeth have all helped with the decision that finally going back home is for you. Like above, time will unfreeze in all past worlds and you will live your life out back on Earth doing whatever you wish to do in Jumper retirement.

Continue: This is just one world of many. While you may have found something useful in coming here, had a memorable moment or two, got into some good or not so good fights, it's time to move on. Time will stay frozen in all past worlds and will freeze when you leave this one as you continue Jumping and adventuring onwards.

Notes

Note 1: The "Guru" perk that starts you on the path of a Yoga Master can eventually help you attain the power to breath illusory flames that behave like the real deal, teleport yourself and others over extremely long ranges, communicate with animals or others using telepathy, inflate yourself while increasing your weight, contort yourself in normally impossible positions, show off incredible feats of strength or even meditate for years straight.

As these powers and feats were only displayed by naturals in the practice who have been practicing yoga for years or displayed their abilities from birth, it would take years to even learn one, and would be exceptionally more difficult to learn others, let alone train the techniques you do pick up to the level of a Yoga Master.

Note 2: Your Psycho Power will not gain strength from the widespread despair caused by drawbacks such as Black Moons.

Note 3: The "Monkey See" perk discounted to Shotos is based directly off of Dan and Sakura's re-imagining of Shotokan techniques in their personal styles. Examples being Sakura's tatsumaki not allowing her to defy gravity, but in turn becoming a dangerous low/high/low combo, or her Hadouken having a much more limited range but being stronger and larger before it dissipates.

Note 4: Capstone Booster specifics below.

Parry

Whenever you're about to be hit, your perception of time around you radically increases, making everything appear to slow down to a crawl. This lasts until the attack lands or is defended against or avoided in some way, and gives you plenty of time to think of a counter measure. That being said, this is a fixed effect so some enemies and attacks will still be moving too fast to properly defend against, and if your body is to slow to follow through with a countermeasure you might just watch yourself get punched in the face.

Senjutsu Apprentice

Your affinity for nature brought about by spiritual growth has intensified, causing nature's inhabitants to treat you as one of their own. Monkeys may drop by to share food with you, snakes might coil themselves on top of your head to shield you from the rain and trees may bend around you to provide shelter for the night.

Additionally, the flavour of your Ki, honed by rigorous martial training in addition to spiritual growth through meditation, has an effect on any of nature's inhabitants that come to your aid, the

development of martial skills of their own. Gorillas spontaneously developing something close to Muay Thai, grass shifting under foot to adjust balance one way or the other and so on.

Absurd Survival

Whenever you escape the clutches of death with the help of Absurd Survival, the perpetrator(s) who attempted to end your life will honestly, from the bottom of their hearts, believe you died. Nothing short of seeing you again, in person, will be able to convince them otherwise.

The first time they encounter you again will leave them incredibly shaken, throwing them off their usual game and allowing you to more easily escape or defeat them. This effect dulls each time the same person is subjected to it, so someone you almost die too for the fifth time will be much more willing to believe you survived if confronted with proof and much less shaken when they run into you again.

Psycho Power

Have you ever heard of the butterfly effect? You are that discord sowing butterfly. All of your actions are far more likely to cause far more misery, chaos and despair than they normally would. Drop a rock off of a tall building, it shatters a speeding driver's windshield, they wildly careen into a building that hasn't been inspected years, the building collapses and dozens are hurt, some are killed and hundreds of thousands of dollars in damages are racked up.

The greatness of the initial action has a say in determining the scale of the tragedy, but it's always more severe and widespread than you'd think. This spreading of negativity grants you strength due to the nature of Psycho Power. You may of course toggle this ability on and off at will, for when you don't want to be a walking catastrophe.

(Wo)Man On A Mission

Odds now drastically increase of running into others with the same goals you have in mind. These other people will often come from various backgrounds but are normally well apt for whatever it is you're doing, and they all share similar levels of determination to seeing their goal through to the very end. It basically makes it much easier to get allies or help during one of your self-assigned missions.

Energy Sponge

Before you were only able to absorb and siphon the energy of others, now you have a host of new tricks available to you. You may gift the energy you've collected to an ally to reinvigorate them. You may now send the attacks you absorbed right back at the enemy, adding your own power behind it to make it even more powerful than it started. You can even store attacks and abilities you cancelled with Energy Sponge for later, blasting a stored away Hadouken into your foe's face when they least expect it.

Traditional Ninja

Do you remember those magical ninja abilities that I mentioned were simple myths and rumours spread to inflate the ninja's image? A half-truth. Those secret techniques were simply hidden, used by the elite, which may now call yourself. You now have truly magical abilities prescribed to ninjas of legend.

The power to manipulate the five (Eastern) classical elements at the level of the Elemental Affinity perk's first stage, creation of illusionary copies, leaping off of falling leaves, summoning small animals to do your bidding and melting into shadows are all skills at your fingertips now.

Tandem Style

Not only physical martial arts, but the energies many martial artists employ may mingle and dance together within you. You now have the ability to mix any unique energies you have control over into something new, keeping the strengths and discarding the weaknesses just as you do with martial arts.

Ki with Power of Nothingness, Satsui no Hado with Psycho Power, even mixing your energies native to this world with those of others, such as Ki with Magic. This is far more time intensive and difficult than mixing simple martial arts, and this grants no skill with the act of doing so, but it does make it possible.

To be clear, it allows the mixture of energies, not specific techniques, as you'll have to work out new techniques on your own.

Muscle Power

The strength of your mighty muscles more easily translates to other physical abilities. You are tough like giant boulder, faster than horse, as graceful as humming bird, you are pinnacle of (Russian) man! Basically, the more physical strength you have, the better your other physical abilities such as speed, durability, reflexes and so on are thanks to that strength.

World Tournament

Any tournament you set up suddenly draws the attention of fate and destiny, turning into a hotbed of activity. The best of friends may stab each other in the back, enemies may become lovers, grand schemes with your tournament in the middle are keikaku'ed and more. Drama, suspense, excitement, horror, happiness, tragedy, a single one of your tournaments could become a best seller if made into a novel, movie, comic book or some other kind of entertainment.

Power of Nothingness

The Power of Nothingness requires a calm, rational state of perfect tranquillity in order to fully draw on its power. This ability allows you to mentally shift to this perfectly tranquil state at will, putting you in the best state possible to use the Power of Nothingness whenever and wherever you desire.

This kind of Zen State, this Monk Mode, also allows you to think rationally during normally confusing or hectic situations.

Satsui no Hado

You may draw on and use the great power of Satsui no Hado as much as you like without suffering from its corrupting influence, unless you actively let it consume you. This does put a kind of limiter on how much power you can draw from the ability, though like Akuma's transformation into Oni, you can tear off this limiter for far greater power at the cost of madness.