No More Heroes Jump

Welcome to hell, Jumper. Or rather, Middle-of-fucking-nowhere USA, also affectionally known as Santa Destroy. A cesspool even before Jasper Goddamn Batt Jr. came in and wrassled everything under his grip for the sake of revenge, it's also home to a strangely large collection of assassins- most notably an otaku by the name of Travis Touchdown- that might possibly be me, if you're reading all this in my voice. Which you probably are, now that I say so. Why you're here is anybody's guess, but you know deep within what you're going to do. At least, once you get to the Identity section. Oh, and before you start your desperate struggle, here's a bit of cashmoney-

+1000 CP

-and I would suggest dropping a nice save before you head out. Find your way through the Garden of Madness, Jumper.

Roll 1d8+15 for age- assassins are getting younger and younger every day it seems.

You keep your current genitals, etc. ad nauseum, pay 50 CP to change them, you know the drill by now.

Identity

Anyways really, why the hell are you here of all places?

Cool, Handsome Foil (Free)- In terms of plot you just drop in right the fuck out of nowhere and just start hackin' and whackin' and smackin'. You may not have the total experience everyone else has, but your mind is distinctly your own- a rare thing to have here.

Recruit (50 CP)- You were down on your luck, about to be evicted, or maybe you were just bumfuck drunk in a bar and said 'yes' to whatever the pretty lady was saying. No matter what, you're at the bottom of the assassin chain. On the other hand, you're a murderhobo and not just a smelly regular hobo and somehow take to killing people in cold blood for fun and profit to be...well, fun. You may or may not be in it for the sex.

Batshit (100 CP)- You may not have even realized you were recruited by the UAA, you crazy bastard. You live to kill for some reason, and you are mostly nonfunctional in society- but all worth it to have a body and mind conditioned and trained for killing relentlessly, eh?

'Hero' (200 CP)- Maybe you're an old jobber sick of all the death, or maybe you've been training all of your life for this, but no matter who you are you have one goal in mind- the complete destruction of this sick and twisted system of violence and murder. You are well armed, well-trained and you start with a conscience- but you can't leave just by surviving 10 years anymore. You only leave when the organization of your time disbands- and you must play a part in it. Can't just have me doing all of your dirty work, eh?

Skills & Abilities

You're a Disgrace (100 CP- Free for Handsome Foil)- You have an impeccable sense of dramatic timing, as well as acting lessons strangely enough. You show up at just the moment to make an impact, and all of your lines mean something now- even just spouting out random words you will make a connection to the fight.

Magnificent Bastard (300 CP- Discount Handsome Foil)- No matter if you killsteal in front of a madman, go on the ballistic against your employers or what have you, you'll always have a place in this world. You know the secret of going behind the cutscenes, able to sneak around when others are engrossed in conversation, and your skill will not wane simply from non-practice. Getting a hand cut off will, though.

...Who Happens to be your Twin Brother (600 CP- Discount Handsome Foil)- Through a lucky (or twisted) feint of fate, you are the third Touchdown sibling. Your last name is either Touchdown or a similar false name like Cooldown, and beam katanas are your bones. You just have natural talent when it comes to assassinations (in the NMH style, of course) and whatever you do just exudes and leaks pure badass. It won't get you a job, of course, but you'll have style with this alone to rival Tony Redgraves or Alucard at your peak. Talent only goes so far, however...

MY SPLEEN! (100 CP- Free Recruit)- Whenever you get hurt it always seems to be sometime not important that gets destroyed. Oh, you got impaled in the gut? You're so scared, how could you live without your gallbladder or your appendix? This won't save you if your head gets cut off or something like that, but you are notably more durable than a normal human should be.

Trouble in your Virtual World? (300 CP- Discount Recruit)- You just have an innate sense or talent for riling people up, as well as dealing with those that break from that. Your taunts are utterly infuriating, and you have a way to see what to say to get people to blow over and just go all-out berserker against you, allowing for reversals due to blind anger. You also become skilled in counters. This differs from You're a Disgrace- you have to actually insult your foe for this to work.

Gettin' Your Jollies? x3000 (600 CP- Discount Recruit)- You are very good at locking people into bullshit stuns using your weapon(s) of choice, even if they could get away normally. Your attacks drain their charge/sharpness much faster than anything else in this world, and though you aren't talented or skilled you do have a grip on how to avoid attacks.

Dose of Innocence (100 CP- Free Batshit)- You know how to feint and lure effectively- you can make someone think you're wide open when really they fall right into your grasp. Keeping a hand on your weapon when you break down, getting a foot between their legs when you back against a wall, you can just keep people guessing as to when you're actually down or vulnerable.

Pleather for Breakfast (300 CP- Discount Batshit)- You still aren't skilled, but you are really stronk when you let your emotions overwhelm you. Not just hissy fits mind you, they have to be full on 'shit son calm the fuk down' freakouts to gain benefit, but what you lose in technique and practice you gain in strength and rage. You could theoretically suplex a B-2 in half if sufficiently enraged. Yes, this synergizes with the anger given by Desperate Struggle, but the normal 'functional' anger you have all the time is not enough to trigger this to work.

The Otaku Cannot Resist (600 CP- Discount Batshit)- You may be a psychopath but fuck if you aren't a hot psychopath. Regardless if you're actually flirting or telling your opponent you're going to tear their balls off and dry them out as a trophy, they're going to be distracted- and may even attempt to spare you if you made enough of an impact. If you aren't completely insane, this also gives you pretty good sexual charisma.

It's Kill or Be Killed (100 CP- Free Hero)- You know the business like the back of your hand. After all, there's a reason you're not dead yet- you may not have the talent to immediately rise the ranks, but hell if someone's going to take your position. You are skilled, relying on a technical style to defeat more impulsive opponents. In addition, you also gain a repertoire of wrestling moves you gained through watching countless DVDs.

Subata.1 (300 CP- Discount Hero)- Emotions aren't really all that good for battle anyways, right? You have an eternally melancholic and cool disposition, and are very difficult to anger under normal circumstances. You might find your opponents respect you a bit more, able to understand your rainy mood somehow. If taken with Desperate Struggle, there's a very sad touch to your anger, as if you're holding back a breakdown like a dam trying to hold back a flood. No less angry, but might win you sympathy.

Hero's Paradise (600 CP- Discount Hero)- Some people say that there are no true heroes in the world, that there's always a dark side to the paragon. You agree with this, but you at least try anyways. You actually have the capability to be a hero in this bloody world, and you will be known not as just another assassin but someone who tries to make a difference. You have the capability to attempt to reason with psychopaths, and if successful you may even avoid a needless confrontation- or even gain a powerful ally if you are enough of a master with words.

Grasshopper.1 (Free)- You have a boss track. Simple as that. It may not be the best one known to man, but you have something to call your own.

Grasshopper.2 (100 CP)- You now have a full soundtrack following you around, and always themed to you as a person so the playlist will sometimes swap in and out. In addition, this upgrades your boss theme- to you it sounds badass and may be one of your favorite tunes. To everyone else, it has the added effect of helping them see and understand who you are- your soul put into a CD player, in other words.

Dark Side (300 CP)- You've tapped into an unknown physical enhancement called The Dark Side. No relation to that side of the Force, your physical abilities are enhanced to be much more than they appear, and you can invoke strange effects sometimes. Dodge to the side, and suddenly everything goes dark and slow, allowing for multiple blows. Finish off some lackey, and you feel sometime spinning around in your head- sometimes ending with you feeling significantly more powerful for a bit afterwards. Choose one of the below for free, you may buy the others if you desire. You must say

their name loudly in order to use one.

-Strawberry on the Shortcake! (100 CP)- You feel very powerful for a short amount of time. Your hair turns a bright color (default is Saiyan-yellow) and your weapon becomes overcharged with energy. Time dilates to the point where a bullet is travelling no faster than a crawling baby, and you can attack continuously as well as finish off foes easier. Fairly common, but never learn to rely on it.

-Blueberry Cheesecake Brownie! (100 CP)- You gain the ability of ranged combat, a rare feat in this world. Everything gets washed out with white around you, and your weapon is able to fire extremely damaging waves of energy when waved at all. However, you are painfully slow- a senior could beat you in the 500m sprint. Quite uncommon.

-Cranberry Chocolate Sundae! (100 CP)- All will die, if you can reach them anyways. You jaunt slowly as you walk, and you see your foes around you paralyzed- wanting to scream and run but frozen in place. The world is in black and white, even you. If you can get the right combination of feelings in your mind, you will utterly destroy anybody that you come across. Anything out of place, and you simply taunt them in spite. Very rare.

-Anarchy in the Galaxy! (400 CP)- You may only purchase this, as this one is not for free. You now have a tattoo on your dominant arm that stays no matter what you replace it with- normally it's just two bars separated by a gap, but extremely rarely you feel an odd sensation and you can see a '7' has appeared in between the bars. You may store up to three 7s in your tattoo, and when you announce the name of this ability, you can spend one to completely and metaphysically annihilate anyone of equal or lower power to you as a person in a small area. You can store the 7s for as long as you want- as long as you have one you find yourself very lucky in games, earning more points. Gain 3, and you could stroll into MLG and leave everyone crying in shame. At the rate you gain them, you probably will get one 7 every 10 years if you're lucky, and the rate does not shift no matter what you do. You can only store 3, and using one resets the cooldown.

Gear

Freebies: The Clothes- You wouldn't make the cover of a magazine, but you can make too many belts work with these pieces.

That Sword- You have a basic beam katana, and by basic I really mean it's a piece of shit. It may have a guide bar if you're into those, though.

Tsubaki (100 CP- Discount Recruit)- You have a new beam katana, and though it has no fancy features (and really, it's kind of boring both functionally and aesthetically) it's a very decent balance between power and techniques.

Rose Nasty (200 CP- Discount Hero)- Your weapon is either a very light and controllable katana or 2 balanced beam katanas designed for dual wielding- either way, you sacrifice individual strength of each hit for speed and technical capabilities. They're also decently energy-efficient as a bonus.

Peony (200 CP- Discount Batshit)- Your weapon is very heavy or just plain unwieldy in general- but damn if it hits strong. If it hits at all, anyways. It doesn't have to be a beam katana, but you'll get strange looks if it's not. Not energy-efficient, but you get good damage for your charge.

Launderer System (400 CP)- You gain a new thing to place in your warehouse, and though you don't exactly know how it works the instruction booklet says it can construct beam katanas of all different styles and usefulness if given the right components- or if you don't have those, shoving the right raw ingredients in enough quantity to just manufacture the damn things. With enough technical knowledge, you will be able to discard the manual.

Signature (600 CP- Discount Cool, Handsome Foil)- You have a weapon that simply exudes personality and style, and no matter how impractical it seems it actually performs really well in combat. Think Alice's Beam-Spider system or Henry's Vostok. It will be more powerful at the start than any of the other beam katanas, but is a bit hard and resistant to upgrades. With enough technical knowledge,

you could eventually work past it. Or just feed it to the Launderer, it'll use it somehow.

Let's Punk! (800 CP- Discount Recruit and Hero)- You thought that you'd need this someday, so you commissioned a giant robot housed in a strange launching location on the off-chance you needed a giant robot. Its looks and general capabilities are all up to you, but what it will always do is physical combat. It also may have a robot-sized beam katana. Unlike the Glastonbury, you own this thing completely, and you actually have a warranty signed by Jump-chan saying the UAA or any other organization cannot claim the robot for damages.

Sweet Ride (200 CP)- It's a road vehicle, but damn if it's not a badass road vehicle. It could be a car, a truck or even a massive bike, but you could run over an entire kindergarten class with this thing and keep rolling. It comes with nitrous as standard and gets 70 miles to the gallon. You don't exactly know where the tank is, but the needle on the fuel gauge has never gone below the first mark. If bought with Let's Punk!, you may choose to use this as your control system for the giant robot.

Fashion Hero (50 CP)- No matter what you wear, you will manage to make it good somehow. Hell, wear a PWLBJ5 t-shirt with a pink jacket and matching tight jeans with pink and gold sunglasses with flags burned into the lenses. You'll still be treated as if you're serious.

The Merch (50 CP)- You gain the Pure White Lover Bizarre Jelly 5 Complete Collection DVD set and both video games, as well as a large amount of physical merchandise from the show- some you'd display on your shelves and some you'd be mistaken for the Nonfunctional Otaku if you left them outside of your desk drawer or under your bed. It's actually a really fucking good show with great plotlines and likable characters, but the set only allows one to watch the episodes in order- meaning only you and fellow Otakus will get past the moe-overdosed first episodes to the true core of the series. Travis knows his shit. Also strangely enough, you gain No More Heroes 1 and 2 to play whenever you wish, and no-one will find it strange in-universe if you show them off.

Complications

Hey, look. Sometimes what you're given isn't enough. I know that. So, here are a couple deals with the devil to get you some of those sweet Choice Points. They're useless after you arrive anyways. You may pick 3- or two if you pick Deathly Bitter.

Very Sweet (+0 CP)- Everyone seems to be the same still- but they look...different. In a good way, though- if by 'good' you mean 'provocative'. Every person of the female gender you encounter is wearing an outfit that you wouldn't mind staring at more if they weren't trying to kill you, and you sometimes end up hearing taunts as flirts. No less deadly, but maybe you'll find the exit here somehow. If you desire as such, this also covers men as well. Want to see Henry in assless chaps? Me in swim trunks? You've got it- as long as you mean all men. Yes, even Matt and Jasper.

Nonfunctional Otaku (+100 CP)- Hey, not judging or anything considering what I make you go through, but other people sure as hell judge now. You're a mockery of society in their eyes- expect an actual non-murdery job to be out of your grasp, and even if you don't want to you're still going to find yourself whacking it to cute- girls-doing-cute-things- even if you have someone comatose in your bed in the next room.

Clunky (+100 CP)- You just can't put your finger on it why, but you find your life is...off. You walk with a delay; your jumps are flighty and completely non-aimable and you have an unstoppable need to taunt every time you pull off a decent combo. In addition, you are completely unversed in the ways of the Otaku- expect terms like 'moe' and 'qt grll/qt trap husbandos' to either fly over your head or have you repeating them in confused stupidity.

Philistine (+200 CP)- You may be the greatest warrior Santa Destroy has ever seen or the most holiest hero to set foot on its pavement, but you're...pathetic. Even more than the Nonfunctional Okatu, you just find everyone can easily make quips at you- and they can taunt and tear your life apart verbally better than if Uncle Dante and Uncle Vergil did the Fusion Dance. The fire in your eyes does not make you a tiger in disguise, you goddamn pussy. The curse of Margaret

Moonlight will haunt you for your time here.

Desperate Struggle (+300 CP)- This world is fantastical and delightfully insane at the best of times, but you can't see that. You're blinded by the rage caused by an event that happened recently- the Cool, Handsome Foil just got his wife's head sent in the mail, the Recruit's best friend just got his dick sent in a box to his front door, Batshit just got a picture of her old friend split open and hanging from a tree, and the 'Hero' just found out that everyone he ever loved was cut down to make a moot point. No matter what it is, you're really, really fucking angry all the time, sometimes to stunting non-combat functionality. On the other hand, it makes for good battle fuel.

IN IT TO WIN IT, BABY! (+300 CP)- You aren't leaving in 10 years. You have a new objective- Rank 1 Assassin, and it's not going to be Sweet in the slightest. Cannot take with Hero.

Deathly Bitter (+600 CP, Takes 2 Complications)- Hooooooooo shit, man, are you seriously picking this option? Well, I'm not stopping you... you find yourself locked in a difficulty setting even above Travis's own unforgiving Bitter. Your romps to the ranked fights will be filled with gettin' your jollies, the ranked fights themselves will be against people at least as competent as you are at the start of this whole fiasco, and you never, never seem to have enough money. You're also stuck with the overworld- and the jobs. Yes, you have to pay to do your missions here. Hell help you if you're trying to be the 'Hero' here.

Future

So, you survived 10 years here/destroyed the UAA/rose to Rank 1. Congrats, I guess. I mean, you murdered a ton of people, but that's normal for a lot of people. I think. Anyways, here's your typical options and shit like that.

Quit- Yeah, I feel you when you say you've had enough of this shit. You go home, wake up back in your bed, all your stuff with you and you've heard this before. Really, I don't blame you if choose this.

Save- Ha! ...wait a second, you're not fucking with me aren't you? You actually want to stay in this piece of shit world? I can't tell what you're planning, but you're either the craziest person I've ever seen or the most self-sacrificing hero I've ever heard of. Either way, my hat goes out to you...er, I guess my glasses do anyways.

Found The Exit- Well, it's been fun whoever the fuck you are. Made your impact, rose to the top, just survived- doesn't matter what, but there's another world out there waiting for you to shove your crotch into it. Sayōnara, Jumper. Oh, and here. I guess you can have this, it's not like I've got a shortage of the damn things or something. (Gained Travis's Tiger Jacket!)

Notes

You start around 3 weeks before the events of No More Heroes 1, where Travis goes on a murderous rampage from Rank 11 to Rank 1 to get into Sylvia's trousers. He fails, mostly due to plot shenanigans and disappears for 3 or so years before coming back for Desperate Struggle. Travis becomes quite a different person by the end of the 2nd game's events, actually becoming sort of a hero.

Travis is recruitable as a companion- but it's not going to be Sweet. Some skills and gear will help, such as Hero's Paradise, The Merch and Nonfunctional Otaku. He'll probably blow you off during his first assassination romp, but he'll be more receptive during Desperate Struggle. Mr. Sir Henry Motherfucker is not able to be recruited as a companion- he just won't be associated with you for some reason.

There is no location roll because it's all about Santa Destroy- fuck the rest of the world, because this craptacular example of a molded sewage leak is the focal point for the assassination games. If you so wish, you may either start out in a room in the No More Heroes Motel, on top of a roof in Alice's area or on the outskirts of Santa Destroy in the middle of bumfuck nowhere. Hope you've got a ride if you pick the last one.