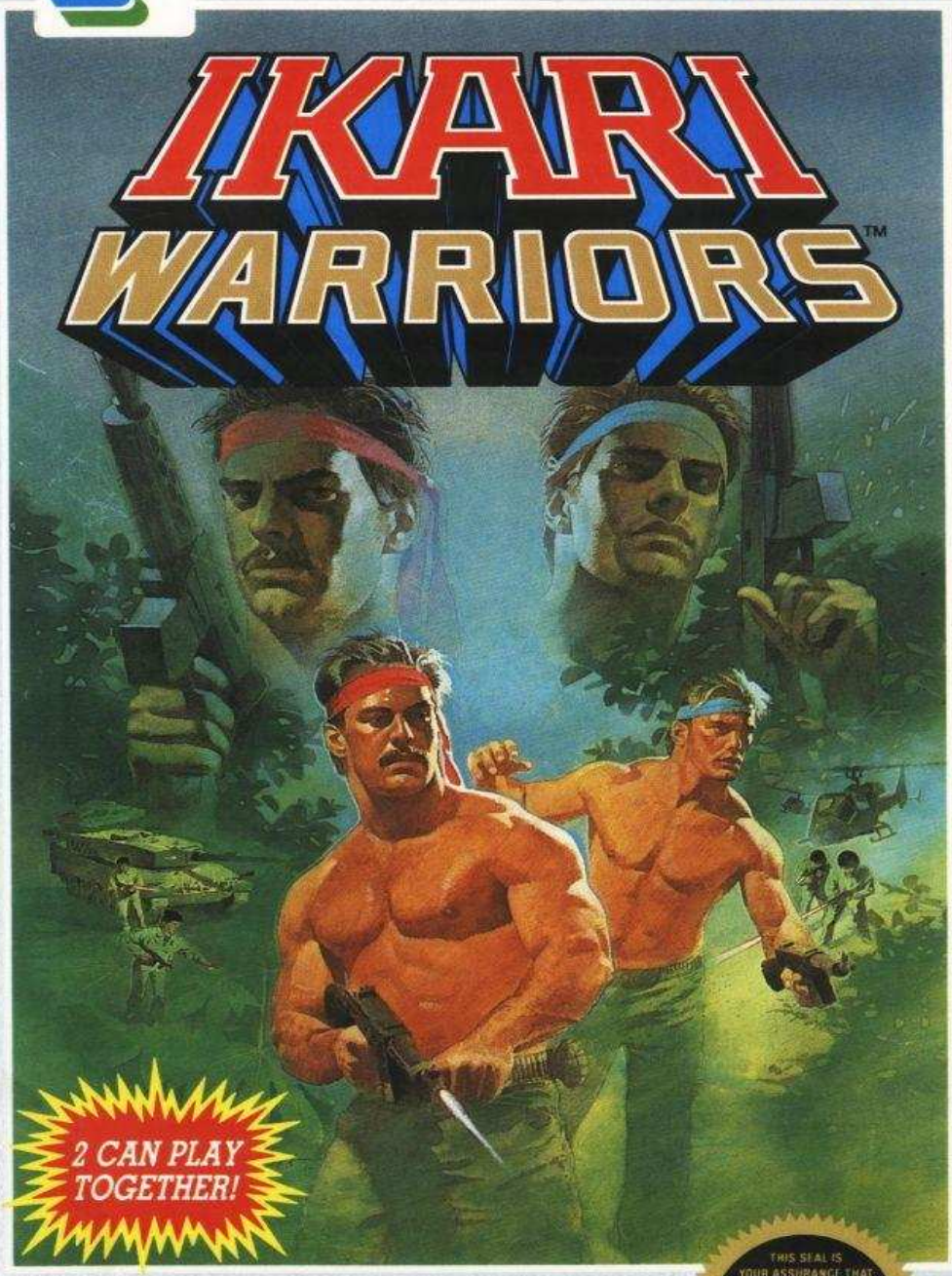
SNK

IKARI WARRIORS™



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Ikari Warriors 1.0 By Burkess

Welcome to Ikari Warriors. Two Warriors have been sent on a secret mission to invade an enemy country. Their names are Clark Still and Ralf Jones. They've landed and will begin the job, facing an onslaught of soldiers as they go. You'll need these.

1000 Ikari Points.

Locations:

1. The Enemy Country.
2. Anywhere else on the planet.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Ikari Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Ikari Warrior: Free! You can shoot, run and fight indefinitely, and wield any weapon or pilot any vehicle you come across. You're the equal of Clark and Ralf.

Peak Conditioning: You are at the highest level of physical and mental conditioning that a human can achieve, assuming ideal genetics, nutrition, and training. If you're something other than human, this updates and scales for your species.

Pause Button: Enables you to freeze time for the entire world, including yourself. It gives you time to think.

Whole Field View: Lets you see everything in a top-down view, centered around your body. Gives you 360 degree vision on top of your normal vision.

Precision Shooting: You can always accurately aim, even when sprinting at maximum speed and facing away from your target.

Lives And Points: You start off with three extra lives, resurrecting you in the event of your death. Destroying things and defeating enemies earns you points. When you've earned 50,000 points, you gain an extra life. You'll gain extra lives at 100,000 points from then on. For reference, a common soldier is worth 100 points. A chopper is worth 600. A tank is worth 800.

Induce Cowardice: Enables you to inspire fear in others. The stronger and more dangerous someone perceives you to be, the more afraid they'll become. Those who are unsure of themselves could flee immediately upon seeing you, just from your reputation.

Battle Desires: A lust for battle that erases your fears and doubts. When engaged in conflict, you gain a complete logical clarity that lets you think freely and act at your best.

Unflinching: Pain doesn't have any mental effect on you. Even the death of someone close to you wouldn't make you react at all.

Run Out Of Gas = Boom: You can impose logic upon the world that causes any vehicle that uses fuel to self-destruct when it completely runs out of fuel.

Enemy Power Drops: Defeating an enemy causes them to drop power ups for you to use. There's a wide variety available for you, including extra ammo, weapons such as knives, bombs, and many more. Each setting you visit will add more power ups to the pool.

Dive!: You can see perfectly when underwater. You can hold your breath five times as long as you usually could.

Coward Soldier: Ability to escape quite well when you run with no intentions to reengage. You become faster, the terrain is easier to navigate, and you blend in easier with the environment.

Expert Hijacker: You can damage vehicles in such a way that you can kill or incapacitate the passengers while still leaving the vehicle operational. This allows you to steal them and use them for yourself.

Missile Sense: Can dodge attacks before they're launched. Your instinct will tell you where they're being aimed at and let you start to move before the attacks happen.

Accelerated Thinking: Your perception is fast, so things appear to be in slow motion. You also gain a form of superhuman agility. It enables you to instantly accelerate yourself to your maximum speed at any moment.

Expert Melee Combatant: You gain extreme talent for hand-to-hand combat and the use of weapons. Your skill in one type of fighting, such as unarmed, carries over to others, such as your skill with using swords.

Post Fight Breakdown: After a fight, you're able to watch a mental recording of the battle while a team of expert coaches break down their opinions on how you fought and what you can do differently next time. You can review your previous battles or fights you've witnessed at anytime, with commentary or none.

Gun Expert: You gain experience with firearms and ranged weapons as if you spent an hour a day practicing with them for as long as you've been alive.

Expert at Espionage: You're a certified specialist in espionage, stealth, and sabotage. Your footsteps make no noise unless you choose for them to.

Huge Explosions: Can double the radius of any explosion. Not just ones you cause.

Heidern Style Of Assassination Techniques: A fighting style taught to the Ikari Warriors and developed by Heidern. It has a focus on stealth, the use of weapons, and espionage. It grants supernatural abilities, such as the ability to cut your opponents with your fists, or drain their vital energy.

The Colonel: You can become 30 feet tall and gain a proportionate increase in weight.

Guided Shot: Maintain control over projectile attacks and can guide them over obstacles and around them. Projectiles you use become like an extension of yourself that you can control.

Ghost Shot: Your projectile attacks can shoot through solid objects and hit things on the other side.

Stat Screen: Hud option to see how many bullets you got left and how much gas you have in the tank. You can learn to track more details.

Big Shot: You can fire red orbs that explode like grenades upon impact. They send energy waves of shrapnel in every direction upon exploding.

Mine Maker: Enables you to spawn landmines. They explode when people go near them. If used in the water, they'll become aquatic mines that home in on enemies.

Items:

Guns And Grenades: Free! This is a machine gun with unlimited ammo and 50 grenades.

Headband And Pants: Free! This is a tank top, a headband, and a pair of pants and boots. They give the wearer confidence in themselves. Just wearing part of the outfit is enough to get the effects.

Arrow Cannons: These automatically camouflage themselves to match the terrain. They fire arrows at enemies who come near them.

Exploding Blockades: These obstacles have a skull marking on them. They explode on contact.

Tank Collection: This is an endless supply of tanks. You've got brown tanks, which are slow and can fire missiles and bullets. Green tanks, which are faster. And yellow tanks, which are brown tanks but with a different paint job.

Ultimate Tank: This tank takes twice as much damage to destroy than a regular one does. It also fires explosives with a massive blast radius.

Skull Bunkers: Has a skull on it. It fires three shots when it spots an enemy. Has enough room to fit many soldiers.

Helicopter Fleet: Gives you a respawning supply of helicopters. They fire three shots at once rather than just one.

Fortress Gates: Enormous doors meant to impede someone's progress. They can also be set to explode.

Gun Turrets: These fire spreads of shots. They target enemies automatically.

Missile Sensors: If an enemy goes near the sensor, it'll lock onto them, and then fire a homing missile at them.

Land Mines: An inexhaustible supply of mines. They blow stuff up when someone comes near. In water, they'll track targets.

Lock On Missiles: These missiles will automatically lock onto your target and fire. They gain perfect accuracy if your enemy is stationary.

Moving Cannons: These are autonomous cannons you can install and move across the ceiling or tracks you've placed on the floor.

Stone Faces: These fire three arrows at your targets when they come near them.

Tank Force Shield: This shield deflects bullets. It can withstand two direct hits from grenades.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Ikari tokens, same as you got.

Your Friend: They always remain equal to you and have their own variants on your powers and abilities.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle: Free! This setting takes place in the SNK universe. Or does it? You decide. Any aspect of SNK and its expanded universe can become canon to this setting if you'd like.

Be The Main Character: You take over the bodies of either Ralf or Clark, gaining their memories, powers, and position in the world. You must complete the mission.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Ikari points as you spent. They don't like you and want to defeat you.

They Were Waiting For You: Your enemies will always know in advance that you're coming and will have at least five minutes to prepare for your arrival.

Plane Crash Magnet: Any air vehicle you ride in is cursed to crash shortly before you reach your destination. You'll always miraculously survive. The other passengers may not be so lucky.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?