

"You children who have been chosen by fate, show me your power here and now."



"You are cordially invited to this year's King of Fighters."

The invitation is sent to fighters all over the world. The King of Fighters will take place again this year!

But the circumstances this time around are different. There is not a hint of the hoopla surrounding the entrants like that of the previous tournament which thrilled the whole world. For the skeptical fighters, even the new tournament rules for battles bode ill...

"The method of combat will be 3-on-3 battles. The adoption of Striker Matches, however, has been decided for this tournament...."

"Striker Matches?!" The fighters cannot hide their surprise at this unfamiliar mode of battle.

Meanwhile, Heidern, who sees through the suspicious tournament, dispatches Ralf and Clark to investigate the truth behind this tournament.

Benimaru Nikaido, as well, receives an invitation to KOF and to join the Special Team consisting of other carefully selected fighters.

Among the pre-selected teammates listed appear two names: K' (K-Dash) and Maxima. Benimaru is confused-he's never seen these names listed at any other fighting events; regardless...

Benimaru heads toward the tournament venue, clearly unsettled by the circumstances, and the other entrants are soon to follow.

WHAT IS THE STRIKER MATCH?

What is behind this year's tournament?

With its myriad of mysteries, the King of Fighters gets ready to begin!



"It has been a while since the existence of the mysterious secret syndicate NESTS was brought to light. Since then, however, their presence still remains a mystery and they've kept their activities well under wraps.

Meanwhile, in contrast to NESTS seeming lack of action, an increase in terrorist activities throughout the world has been taking place. Heidern and his band of mercenaries have determined that these events are the work of K' and Maxima.

Heidern and his band quickly begin pursuit of these two, but just as they begin their efforts, the invitations for the latest KOF tournament are sent....!

The fighters ready themselves for the tournament to begin in various venues throughout the world. Most remarkable among the invited teams is one in which K' and Maxima are listed as members! Moreover, NESTS whip into the second phase of their project, as if summoned into action by the two "terrorists."

Is the beginning of NESTS's activities a mere coincidence? Or, could it be...?

Once again a feeling of impending conflict stifles the air, and the curtain on the latest King of Fighters is about to rise...!!!"



"An entire city was wiped off the globe with the use of the satellite weapon, Zero Cannon, during King of Fighters 2000.

This incident was reported to be the result of an artificial satellite crashing to earth, and adorned the front pages to various newspapers of countries all over the world.

A legion of individuals called for the end to the KOF tournament which always invited some sort of accident, but ironically this fighting tournament with a bad history once again regained considerable popularity.

The interest in the tournament rivaled that of the '97 contest, nay, exceeded perhaps exceeded it.

But for this tournament carried out on the international stage, an astonishing fact came to light.

A team from NESTS has entered the tournament!

What are the true objectives of the event's sponsor? There's no guarantee that even with this tournament, tragedy will not repeat itself....

The third title in the King of Fighters: The NESTS Chronicles. At last, this tournament will end it all!"

Welcome- for some back, and for some for the first time -to a world of incredible fighters and deadly conspiracies. A world where supernatural powers, technological might, and the raw ability of modern-day warriors are not only public knowledge but a point of pride. It is 1999, two years removed from the last instance of the phenomenon known as the King of Fighters tournament. What once long ago was invented as a vanity project by a crime boss has become a multinational tournament where the greatest teams of fighters from all over the world battle for fame, glory, and riches. With the dark events of the 1997 King of Fighters- where the team of Kyo Kusanagi, Iori Yagami, and Chizuru Kagura defeated the otherworldly Orochi and its minions, consigned to the history books -one would assume any future tournaments would be simpler calmer affairs. That after a literal ancient god-like being and all its minions were thwarted and sealed away, this world of fighters might at last become more a world of peace.

This is not that kind of world.

From the shadows emerges NESTS, an international criminal organization whose focus on cloning and robotics, obtaining combat data, and ruthlessly exterminating their foes has made them the most powerful force in this Earth's underworld. With even the finest soldiers and would-be heroes unable to locate their leadership or headquarters, and having obtained a genetic sample from Kyo with which they've made countless cloned soldiers and other experiments, NESTS is finally poised to emerge from the shadows and conquer the world. However, a bit more data (and gathering all potential threats into one place to eliminate them and prove their superiority) couldn't hurt... thus, the tournament that lay dormant is reignited for another three year stretch. Welcome, Jumper, to the NESTS Chronicles.

What will your role be in these events to come? Will you join the heroes in thwarting this latest threat to the world? Will you side with the anti-heroes spurned and scarred by NESTS in seeking vengeance? Will you cast your lot with NESTS itself, and seek to rule this world like a god? Or is all this nonsense immaterial and you've simply come for the love of the fight and the best challenges this world can offer? Whatever the case, you'll be here through to the end, from January 1st, 1999, to December 31st, 2001.

Take these **+1000 CP** with you. These are not the sorts of affairs you want to go into unprepared. And whether this is your first tournament or you've become a regular to these parts, fight your best. There's more eyes on you than you realize...

Age & Gender:

Gender has no limits on one's role in this world, merely whether one can fight. You may keep or change your gender from your last Jump for free. Your age is either 15+2d8, or you can pay 50 CP to determine it.

Location: Roll 1d10, or pay 50 CP to choose:

1: São Paulo, Brazil. You appear in the shadow of the Interlagos Circuit, as a Formula 1 race is set to get underway. You could head out right away to explore, or just take a minute to watch a bit of racing.
2: The Datong Hanging Temple, China. This ancient temple built into a cliff almost 250 ft above the ground is a popular tourist spot, but also a place of great reverence. Careful where you step on your way down.
3: Venice, Italy. Standing upon the Rialto Bridge spanning the Grand Canal, you can see the first rays of dawn reflecting off the shimmering waters. Best get somewhere quick; even at dawn, this area sees a lot of foot traffic.
4: A matsuri in Japan. This New Years festival is already underway as you arrive, with taiko drums and dance, people laughing and cheering and celebrating. You can get lost in the crowd easily upon arrival, and few are likely to notice.
5: The Bulguska Temple, Gyeongju, South Korea. A gorgeous World Heritage site, this Buddhist temple is the sort of place worth exploring and taking in... if, you know, you have the time before all that tournament business.
6: Hidalgo Avenue, Mexico City. In the shadow of both the Santa Veracrus Monastery and the Franz Mayer Museum, this area could be excellent to get your bearings in while enjoying some local music.
7: Las Vegas, Nevada, USA. Welcome to The Strip, the many flashing lights and screens desperate to entice you to come in and spend your coin. Try to remember why you're here...
8: Giza Plateau, Egypt. Sand swirls around you as you stand near the foot of the Great Pyramid of Giza. A sandstorm is on the horizon, and you'll need to move fast if you don't want to be swallowed up!
9: The Fortress, Low Earth Orbit. You might not want to be here, Jumper. This is the secret orbital headquarters of NESTS, home of their most powerful operatives and executives, including Igniz. The son of the current leader, Nests, Igniz is almost impossibly powerful and may well rend you apart with his godlike power if you shouldn't be here. Best to head to the bay and see if a certain palatial spaceship is available to commandeer and head back down below...
10: Stage Select. Choose any location from this list.

Origins:

Who are you in this world? Pick one Origin; while any Origin can be taken as Drop-In, you may find any other than Team Jumper problematic...

Team Jumper: Whoa, where did you come from? You guys are out of sight! Literally. None of the players here will see you coming, which might make those aware of NESTS or still shaken by the events two years ago very curious about you indeed. Oh well, as long as you can fight, folks around here should accommodate you easily enough.

Standard Team: You are a fighter with a history, more than likely having competed in these tournaments before either as a single fighter or in the previous years' King of Fighters tournaments. Even if you didn't, you have enough of a history that most folks will have heard of you, and expect a challenge when they cross fists. Select a team from the Training section marked 'Standard Team'; you may choose to replace a member canonically on that team, or just act as a fifth member that can be swapped in when needed.

Edit Team: Strange times make for strange alliances. Some folks don't fit into any team, or only fit in accidentally. Some step aside to make room for others, while others fill gaps. And some are just weird! If you wish, you can select a team from the Training section marked 'Edit Team'; you may choose to replace a member on that team, or just act as a lone wolf, drifting between teams and even fighting on your own for what you truly desire...

NESTS: In the shadows for years, a syndicate has been gathering strength. With the brightest and most amoral minds of the age backing them, this criminal organization has infiltrated countries and organizations, bankrupting rivals and eliminating threats. Their final goal is nothing short of total global conquest, utilizing advanced robotics, human cloning, and the power of 'combat data', a means by which a fighter's information and even energy can be captured and utilized for numerous ends. Joining them is to dance on a razor's edge, with both potential life-long allies and backstabbing black-hearts on all sides, and a list of former experiments that want you dead growing year after year. But with some help from you, perhaps the dark dreams of NESTS can finally be realized. If you wish, you can select a team/entry from the Training section marked 'NESTS'; you may choose to replace a member on that team (where applicable), or to instead be a lone operative perhaps acting as a back-up plan for that group. Perhaps a NESTS executive overseeing some new hidden facet of the conflicts to come..

Perks:

All Perks are discounted at 50% to their Origins, with 100 CP Perks free for their Origins. Note: if in a prior King of Fighters Jump you took the Origin Team Jumper and/or Edit Team, you retain your discount for this section only regardless of Origin in this Jump.

General:

Fighting Fit (Free): It wouldn't do for someone to be in a fighting tournament who wouldn't even pass the physical. So take this Perk. It provides you with the stamina, durability, and general strength to hold your own against your average opponent on the street even before any other training. Oddly, this Perk stacks with itself to enhance those categories again and again, but you can only take it once in this Jump...

Holding Back (100): It's getting harder and harder to stick to the rules of these matches, i.e., to keep bouts non-lethal. NESTS agents, even when they want to, often have difficulty controlling their powers, and many of the returning challengers have only increased in power and ability since the first four King of Fighters team tournaments. How do you keep up without harming your chances for victory? Take this Perk; with it, you can simply decide that you're Holding Back, and from that point on the worst you can do is knock an opponent out.

I Am The One And Only (100): With NESTS running about, engaging in countless nefarious schemes and stealing everything from combat data to blood in order to make clones and turn brainwashed captives into pseudo-copies of legendary fighters, anyone would have reason to be concerned. Doubly so if you're a Jumper, given the level of power you bring to the table. With this Perk, however, you can fight without fear; unless you want them to, others cannot lay claim to samples from your body to use in their plans. Your combat data will error out, your blood will simply fail to read.

SDM (200): The Super Desperation Move. When the fight has dragged on, damage traded on both sides, that's when the best fighters showcase what they're really capable of. As you battle and deal/receive damage, you can build up a reserve of energy. This reserve, when fully charged, can be exploded forth in a spectacular display. Select a Training you possess when you purchase this (see Training below) and come up with a supercharged version of its capabilities, be it a lightning quick flurry of blows, a massive energy ball, or whatever else would be appropriate. If you connect to an opponent with this, you'll likely do considerable damage even if they defend against it.

Striker Match (200): What is the Striker Match? Well, it's actually pretty simple; all the normal three-man teams are now four-man teams. Matches are still 3-on-3 but with the ability to call in the fourth member as a Striker a limited number of times, allowing them to enter briefly, long enough to pull off a move or two, then retreat just as fast. Wouldn't it be nice if you could make use of that outside of just this three-year block of tournament matches? Now you can! Three times per Jump (or every ten years, whichever comes first), you can call upon the services of a Companion for a brief thirty-second window. This Companion needs to be one you have recruited, but does not have to have been Imported into the Jump; they appear as if leaping in from off camera and have a mere half-minute to aid you by any means they can before being just as quickly unsummoned. It is worth noting (though perhaps not the most fun thing for your Companions to know) that no damage done to them will be permanent, so if you really wanted to you could always summon them less for backup and more for a living shield...

Team Jumper:

Strange Style (100): Your travels have flavored your style, such that even if you faced someone an equal in your chosen arts, you'd have the edge. Anyone attempting to read your stance or movements for an advantage will see those efforts dulled as you move a little faster here, slower there, stop shorter and lunge longer than they would have anticipated. Especially handy against foes who can normally read an opponent's every move...

Ragtag Group of Misfits (200): Hey, where did all these freaks and geeks come from? Are they even friends? Comrades? Whatever the case, they seem to be handling themselves pretty well as a team. Any time you're teamed up with people you've never worked with before, you can ignore any biases or confusion that would normally arise from that. You just gel well together, which by itself could befuddle foes, and if nothing else will save time when you just want to skip to the ass-kicking.

Here Comes A New Challenger (400): The power of Fiat and the Jumpchain put a King of Fighters invite in your hands. This Perk might explain why folks simply accepted it. So long as you show competence in that chosen field, no one will question it if you insert yourself into matters with no prior history. After all, you're clearly an awesome fighter, so why wouldn't you be here fighting?

Challenge Mode (600): Jumpers get strong. Fast. So fast that it becomes unfair for the locals almost immediately. And there's rarely a reason to bring that power even close to within striking distance. Challenge Mode offers that reason. If you choose to lower/weaken your powers to within 10% of your opponents (which this Perk allows you to do if you couldn't otherwise), making it a fair fight they can potentially win, you'll gain two boons. First, any boon you might have gotten from winning is doubled. Flat out. Prize money, bounties, magical powers and artifacts... you earned the prize? You earned double. Second, while normally it takes a very specific kind of setting or person for this to be applicable, for you defeat really can equal friendship. If you make it a fair fight but still overcome them, but don't kill them, you gain an incredible boost in any effort to win them to your side. Make it fair, make some friends.

Standard Team:

Brothers In Arms (100): Your team isn't made up of random people. It's made of friends, family, loves and comrades. And those bonds only make you stronger. Whenever collaborating with friends (Companions included), you all gain a boost to your general aptitude and fortitude.

You've Got A History (200): Fighters on the street whisper your name. Crime bosses stare out their penthouse windows into the night, grimacing at the idea you're not under their thumb. The real powers of this world know your name, in all the right ways. When you enter a Jump- this one included -you can take a skill or ability you're adept in and has any sort of relevance in that world. So long as you're not a Drop-In, you'll have a general reputation among those related to it of your choosing. This isn't powerful enough to make every fighter in the world think of you as the champion of champions, but it will open a lot of doors and put a lot of people in the mindset you were hoping for. What you do with that once you're actually in front of them is up to you.

Not Your First Tournament (400): The King of Fighters began life as a series of one-on-one contests. When Rugal Bernstein changed it to three-on-three team battles, it was a huge shift. And now everyone has to adapt to these Striker Matches?! These organizers keep asking a lot from these

seasoned fighters, some of whom only ever knew singles combat before this. And yet, they seem to adapt remarkably well. Now, so can you. If you're familiar with the basics of of what is being asked of you- for example, cooking -then you can adapt instantly to new rules, complications, or sabotages- for example, having to work with a weird ingredient, or being judged by a ravenous dragon. This could come in handy when the rules change again in a few years...

Fist Of Legend (600): The nature of NESTS and their incredible technology should put them outside the realm of all but the most powerful Jumpers to battle, let alone the locals. Their ability to copy and enhance powers, the suits executives wear that let them harness combat data from countless fighters, and to top it all off, a being whose power could be compared at once to both a god and devil. And yet, thankfully for humanity, this is a world where heroes (and villains) can overcome even gods and devils. This power is simple; so long as you are using your own power and not working through another, there is no such thing as an unbeatable foe. Even if they should be light years beyond your grasp, your fist can reach them and hurt them, if only slightly with each blow. Persevere, pick your moments, block and dodge and strike like your life depends on it, and you may pull off a miracle.

Edit Team:

Lone Wolf (100): What an odd talent to be found among those used to fighting in teams. You are remarkably accustomed to relying on no one but yourself. This not only makes you less susceptible to fatigue as you fight multiple opponents, but it makes you more easily able to spot when an 'ally' plans to betray you, and makes it more likely you can survive that betrayal. Handy, since the company you keep may prove as mercurial as your own...

Boss Tier (200): When you fight alone, your power seems to amplify. It's as if the Gods themselves deem you worthy of matching the prowess of those you face and humbling them with your raw ability. Any time you fight by yourself, you find your fortitude and power increased considerably, with your attacks sometimes able to overtake the powers of your foes when they normally couldn't.

Master's Grace (400): A lone warrior might have made more sense in older times, but those times have passed this world by. In these years and those to come, fighting alone is reserved only for the greatest champions or darkest foes. To that end, you might need an edge to get you by. This Perk will amplify your energy reserves several-fold, as act as a general improvement to any Training you take; not so much that you could turn a joke of a style into a God-killer with this alone, but enough that someone else using that style would know they were in a master's presence.

True Path (600): Comfort is a luxury for the old world. The ones you come to the contest with might not be the ones you end up with, at least when contending with monsters and nightmares against whom failure could mean the very end of the world. When the times comes, your preferences or specializations mean nothing; only the fight, and the outcome. When using this Perk, any other Perks or Training you possess that depends on fighting alone, or with allies, or even with strangers functions permanently in all those circumstances.

NESTS:

Dark Genius (100): NESTS, unlike many of the villains of this world, values intellect and cunning almost equally with power and brutality. Many of their inventions that have allowed them to dominate the shadows came from in-house innovations and a complete lack of morality. Now, you can emulate the former at the very least. You gain considerable mastery of the 'basic' sciences of NESTS; human

cloning, combat data, and advanced robotics. With this, you could be viewed as on par with some of NESTS's finest and most indispensable scientists... what you do with that information, though, is your own affair.

Dislikes: Traitors (200): Make no mistake; just being a part of NESTS is a dangerous game. Those above you, below you, and working alongside you could all be plotting against you... or could be your only hope against the ones who are. Everyone is working the angles for their own ends, and it would take a sixth sense to sort out your allies from the wolves in sheep's clothing. Which you now have, in spades. You have an inherent sixth sense that warns you when someone you're looking at is plotting against you. It won't tell you the specifics, but it will kick in once they intend to backstab you and will only cease once that changes. Whether that is by convincing them otherwise, eliminating them or the means by which they could betray you, or by them actually betraying you is up to you and your actions. The door swings both ways on this one; you also gain a sixth sense for when would be the most advantageous time to betray others. While this one isn't as robust, it will make sure that if you decide to backstab your notoriously dangerous criminal syndicate overlords, it won't be at a time when they can get operatives into position to destroy or take over your ace in the hole. Which certainly isn't nothing; Clone Zero probably would have appreciated having this Perk...

Likes: His Underlings (400): On the other hand, loyalty is also something that runs marrow-deep for many in NESTS. The outcasts and outsiders, the freaks and monsters, those who want to hurt the world... NESTS has gathered many to their banner, given them power, and a chance to be a part of something better. As a result, many remained loyal to NESTS until their deaths or even long after the organization fell. So long as you do not betray them, anyone operating under you in an organization gains a boost to morale and efficiency, and cannot be persuaded by any false means that you intend to wrong them or otherwise deceive them. Note that is only protection from *false* means; if you have deceived them and your enemies figure that out, it's fair game.

Combat Data (600): A mere few years ago, these fighters were literally fighting a divine being and its seemingly unstoppable minions; how the hell are you and your comrades giving them a hard time?! This is how. You've gained the kind of mastery of Combat Data that normally needs to be fed through one of NESTS's special suits. Not quite combat mimicry, you instead grow more powerful the more combat you observe. While there is an upper limit to this for a given practitioner of a given style, so long as you keep gathering data from different sources, this has no true ceiling. In this world a power like this could make you a god... or at least close enough no one will dare question the difference.

Training:

It is not enough to possess skill in this world, for the skilled are many. It is not enough to possess power, for even Gods can bleed and eternal life can be snuffed out. To survive the trials ahead will require both in tandem and then some. Take on whatever Training you can afford, all the martial arts and abilities mundane and supernatural you may manage. But never assume it is enough by itself to buy you victory in this world... that will still require effort, practice, and luck.

Gain a **300 CP** stipend for Training section only, with a bonus **+200 CP** for Edit Team and **+300 CP** for Team Jumper Origins.

All Trainings are, where applicable, discounted to Origin at 50%. There are no free Trainings, regardless of Origin. Standard Team Origins gain their discount for the marked Standard Team they chose, as do Edit Teams and NESTS. If a Training has multiple Origins listed, it can be chosen by any character with that Origin for the purposes of receiving a discount.

Hero Team

A.K.A., K' Team. Unlike the former Hero Team, the membership of this one fluctuated wildly over this three-year period, though it always centered on two people; the pyrokintetic K' and the cyborg ex-soldier Maxima. These two started out as undercover NESTS agents, but by the end of 1999 went rogue after K' learned his mind had been altered and Maxima wanted to continue to support his partner and friend. Eventually, the duo were joined by Whip- a member of Heidern's Ikari Soldiers that was revealed to have a secret history with K' neither were aware of -and Lin, a member of the Hizoku, a secretive band of assassins. This odd quartet, formed out of necessity and circumstance, would prove to be the greatest heroes of the era and instrumental in stopping the darkest of NESTS's schemes... (Standard Team)

Sadistic Soldier (100): You receive training in the Heidern style of assassination arts, effectively making you a brutal close range fighters as well as providing familiarity with the standard training a soldier would require. More over, you receive incredible training and skill with whips, able to use them almost like an extension of your being. From tangling and tripping foes to lashing yourself forward using the whip for extra momentum, you can even briefly manipulate the air around you with a whip in hand.

Blood of Hizoku (200): You gain considerable skill in Bajiquan, a Chinese striking style known for its explosive short-range power. This combines well with the rest of your training, making use of it to deliver stabbing bare-handed blows to quickly subdue and kill targets (or in the case of this tournament, disable and defeat them). This is somewhat at odds with your very blood, however; poison runs through your veins, harmless to you but deadly to others. You can spit this poison like acid or expel it like a cloud, making you remarkably lethal living weapon.

Steel Human Warrior (200): You have transcended humanity; your form is now that of a cyborg. Aside from making you a lot tougher and stronger, to the point where you could conceivably survive a fair bit of gunfire (so long as it doesn't hit your head), this gives you a number of built in advantages: a cybernetic suite that allows remote hacking of machines, built-in GPS, infrared vision, and threat analysis that functions like a low-level version of NESTS's Combat Data analysis capabilities; the M-4 Vapor Cannon, a steam-powered impact cannon intended to enhance punches and deflect projectiles; repulsor jets located in your legs, allowing limited flight; the MX-II Final Cannon, a chest mounted weapon capable of short ranged extreme damage; and the Maxima Heart, a miniaturized nuclear reactor that powers all of the above. Combine this with some limited pro-wrestling training and you have the ingredients for a walking talking tank of destruction.

Pure Violence (400): This style blends Jeet Kun Do with raw savage brutality, delivering thundering kicks and punches with deeply effective results. It alone could mark a man out as a force to be reckoned with in this world, but it also comes with two actual powers. The first is translocation, allowing brief teleportational hops forward or backward as if you were sliding through another dimension towards or away from your opponent. The second is pyrokinesis, and while it may have had its roots in NESTS and their experiments with samples from Kyo Kusanagi, this one is decidedly unique. While it is limited only to flames one can generate, and only from one extremity (defaulting to the right hand), the sheer power of these flames is so great it can barely even be controlled by the wielder. Handle these skills properly, and even on a team with soldiers, assassins, and a humanoid tank you could stand out as the deadly force in play.

Japan Team

When Kyo Kusanagi, Goro Daimon, and Benimaru Nikaido first joined forces for the 1994 King of Fighters, few could have anticipated the impact they would have on the world. Kyo's flames and modernized martial arts, Goro's strength and Judo, and Benimaru's swift shoot boxing mixed with electrical assaults cut a path through their rivals and saw them win time after time, which also put them at the heart of the growing threats of Rugal and the Orochi. While the composite members- along with Shingo Yabuki, a shockingly talented fan of Kyo's -ended up scattered across several teams or solo efforts in 1999 and 2000, in 2001 this quartet joined forces looking not only to win, but to help Kyo take down the forces of NESTS who had used him for their many evil experiments and attempts at world domination. The fact this would put Kyo up against his 'clone' in the form of K', a man who Benimaru and Shingo had partnered with in '99, seemed to only be of interest with regards to seeing whose flame could burn brighter... (Standard Team)

Honed Steel (100): This training is markedly traditional, merely consisting of Judo techniques and striking training. Barely worth mentioning in a world of Gods and Devils... except for the fact it *keeps* working even against them. If you can manage to grapple an opponent, much to their likely horror, they'll find any supernatural advantages or defenses they possessed are temporarily suspended. Not long or complete enough to do more than a simple throw or slam in most cases, but one truly hasn't lived until they've watched a self-proclaimed God get dunked on their head with little more than a satisfied grunt from their opponent.

Lightning and Grace (200): Shoot boxing techniques, when well focused, are deadly enough on their own. Combine it with electrokinesis? Now you're a contender in these parts. With the power to summon and discharge electricity through your strikes, blending into your very bones and granting you limited bursts of speed so fast you leave after-images, you can make a real statement anywhere with this Training.

Burning Shingo! (200): What once was merely a talented mimic has come into their own. You gain no special powers with this Training in the sense of summoning elements or other supernatural abilities. What you gain is two-fold; first, a fusion style of Kusanagi-clan martial arts and Chinese boxing, altered to suit your own body and abilities. Second, you gain the ability to learn by observation. Witnessed a martial arts move? You can jot down the notes on it immediately, and with those notes, perfect it yourself. This won't let you make use of powers like the Kusanagi bloodline's flames, but when you're delivering your own thundering combination strikes to your opponents coupled with several of their moves you saw them perform once ages ago, they might not be conscious enough to note the difference.

Flames of the Kusanagi (400): These are the skills of a true scion to the Kusanagi clan. Inheriting their ancient martial art and its unique empty-handed combat style, you blend it with Chinese boxing and a power only a select few possess; the gift of pyrokinesis. Combined together this would be a lethal enough package, and against mortal foes it certainly is. But this combined power will earn its name as a cleansing exorcising flame in the coming years; the blows born of this Training can badly weaken beings whose presence in this world is especially dangerous. Summoned godly beings, demons from the pits of hell, even angels on the warpath. While alone this power cannot seal truly eternal threats, it can plow through these beings and those they empower, if wielded correctly. Prove yourself worthy of the flames, Jumper, and few foes will be able to permanently call themselves your betters.

Yagami Team

Iori Yagami is a solitary creature, and he is typically best left that way. Countless former 'allies' learned that lesson the hard way, and some aren't around anymore to tell it to you. However, his undeniable power has led many to try and tempt him into fighting at their side, typically with the promise of facing his eternal rival, Kyo Kusanagi. So it seemed to be, in 2001 after two years of stalking the tournament solo in search of the missing Kyo (and having to deal with literal clones of the man, his worst nightmare), he partnered with a trio of mercenaries: Vanessa, a talented boxer and devoted mother; Seth, a 'self-defense' expert; and Ramon, a skilled and friendly luchador. All three had their own history with NESTS over the past few years, but their motivations mattered little to Iori, eternally questing for that final battle with Kyo... (Standard Team)

Secret Agent Man (100): This Training grants you a range of basic combat techniques, with an emphasis on the kinds of counter-throws, mounts and strikes, and fighting from the ground one would expect from an MMA specialist. Nothing flashy, but decidedly efficient. In addition, you gain a number of talents that would be handy for a secret agent; wiretapping, tailing and surveillance, and general information gathering. You might not be winning tournaments with this alone, but with a skill set like this one, you'll be in high demand around here.

Lucha! (200): Lucha Libre wrestling moves don't sound like they'd alone be sufficient to make a big difference around here... until folks realize it's Lucha Libre with the strength, speed, and agility worthy of the King of Fighters tournament. You're not just a fast hard-hitting suplex machine, but with the power of Lucha on your side, you have a virtual third-dimension of verticality- high and low -to attack from that most fighters don't expect to have to handle. Keep them guessing, keep them confused, then dropkick them square in the jaw! Lucha forever!

Body, Body, Body, Upper! (200): You're not just a boxer; you might be the boxer as far as this tournament is concerned. Strength and speed are almost redundant to point out around here, but when you can punch a heavily armored cyborg across the room and only slightly sting your hands from doing so, it's worth bringing up. Hell, your punches are so exceptional, you might even be able to use them to counter all this flashy projectile malarkey folks around here love. Bring a sturdy pair of gloves and put them to good use, and you might see the finals over your bruised knuckles.

Flames of the Crescent Moon (400): Behold, the corrupted legacy of the Yasakani, honed to instinctual perfection. You now bear the purple flame of the Yagami, able to summon it and even wrap yourself in it, charge it into foes, and hurl it like a torpedo across the ground to explode at your target. What's more, you have the classic Hakkeshu slashing hand strikes melded with the ancient Yasakani martial art, itself equal and match for the Kusanagi arts. Combined with the ability to briefly arrest the movements of foes struck by your flames and you are one of the most lethal things that will ever step onto this stage.

...oh, reminds me, you are now an excellent bass guitarist and a surprisingly soulful singer. Maybe you can use that to stay employed in between burning your foes to ash.

Fatal Fury Team

From the streets of Southtown to the four corners of the globe, the road has been long and hard for wandering warrior Terry Bogard, ninja-trained Andy Bogard, and Muay Thai champion Joe Higashi. Having battled in these tournaments since there were one-on-one affairs run by secretive criminal kingpin Geese Howard, this trio of fighters has become legendary and a true challenge for any would-be heroes looking to claim the crown. Joined in this four-man team effort by Blue Mary, a private detective and exceptionally close friend to Terry, this quartet is more than willing to prove that these wolves can still hunt and win. (Standard Team)

Young Champ (100): OSHAA! It's not enough to be a badass, you gotta make them know you are! This grants considerable Muay Thai prowess, making your elbow and leg strikes lethal and making you solid in the clinch. But where it really shines is in how undeniable your enthusiasm is! You'll never find it lacking when needed, helping you relish the good times and power through the bad. This even bleeds into your combat, making it so the fury you strike with can burst forth in unexpected displays, the sheer force of your best blows summoning gales that can further damage opponents. Your legend is just beginning, Jumper!

Whole-Body Weapon (200): Melding the fiery arts of Shiranui-ryu Ninjitsu, the bone-breaking strikes of Koppouken, and the powerful chi techniques of Hakkyokuseiken, this panoply of skills makes you a threat in almost any situation. This well-rounded Training means that even when learning new arts that should only focus on a single attribute or attack type- like traditional boxing -it will enhance all your martial arts skills as you onboard and adapt those teachings to all your other facets. Just be careful you don't get so absorbed into learning and perfecting yourself that you start ignoring the folks around you, hm?

Commando Sambo+ (200): This Russian hybrid martial art, focused on strikes, grappling, and joint locks, would be sufficient for most mundane competitions, especially at the level you receive. To help you measure up to these competitions, it also comes with a fair infusion of ki energy, which you can burst forth amidst your attacks for extra damage. Interestingly, this Training also comes with a robust set of detective skills, with an emphasis on background analysis. You might be able to find some interesting things out about your opponents in these events, though what use that'll have is up to you. And to make it fair for the enhanced cost over the last arc, this Training comes with a free motorcycle and a free well-trained and loving dog! Neither will help you win fights, but come on, free dog!

Hakkyokuseiken Wanderer (400): This Training is arguably the most diverse available here in terms of how many things it touches on. Boxing, karate, kung fu, kick boxing, and raw brawling all are touched on by this, blended together. What holds these various skill-sets together, though, is mastery of Hakkyokuseiken. This art, famed and ancient, teaches the student how to channel and perfect within themselves the energies of the earth, enhancing one's natural abilities and making it easier to both learn and develop new arts. With this Training, you can deftly not just learn new styles as you challenge their practitioners, but can make them uniquely your own as you do so. This won't automatically grant you the explosive power of wielders such as Terry Bogard or Geese Howard... rather, it is the start of your own journey to become as powerful as they if not more, by your own hand.

Art of Fighting Team

Beware the power of Kyokugenryu... again! While it has had a tumultuous history over its relatively short lifespan, the nature of the Striker Match format has allowed its four core masters to come together and demonstrate this martial art on the grand stage once more. Patriarch and creator of the style Takuma Sakazaki, his son and perceived successor Ryo Sakazaki, Ryo's friend and rival Robert Garcia, and Ryo's younger sister Yuri Sakazaki. United in KoF for the first time, let all who doubt Kyokugenryu step up so they can get struck down! (Standard Team)

Unorthodox But Effective (100): Kyokugenryu was not developed for use by women, but that didn't dissuade Yuri from developing her own unique variation on it. You now have this abnormal variant under your thumb, combining the chi harnessing and swift striking of Kyokugenryu with a wide array of original moves devoted to even more rapid movement and wild attacks. Slaps with your open palm can be chained like a machine gun volley, and even a flying hip attack can carry the weight of a solid kick in the teeth. Fight like a wild flying swallow, and make them all regret underestimating you.

Refined Technique (200): Some people have to struggle for every ounce of ability. Some, however, are prodigies. Born with some inexorable quality that gives them a natural edge in their field. Yours is Kyokugenryu. While training in Kyokugenryu in general gives one rapid striking and chi defense, this Perk focuses on how the art can be translated into other forms. Enhanced speed and agility, the ability to deliver thundering kicks quick as jabs, and to maintain one's cool and poise all the while. With talent like this, you might need to reinvent how you fight every few years just to not get bored...

Modern Master (200): Being a master of Kyokugenryu on the same level as its founder, Takuma, is a double-edged sword. On the one hand, you're a powerhouse in combat, able to generate almost absurd levels of chi and strike with body-sundering force at full power... but on the other hand your skills are just that. Kyokugenryu. Anyone familiar with the art will be able to predict your move-set... but certainly not your power. Once per Jump (or ten years, whichever comes first), you can up the power of one of your attacks to a frankly insane level. How insane? 'Countering an orbital city-destroying laser with a large chi projectile' insane.

Inheritor Of The Art (400): Ryo Sakazaki began these tournaments following in his father's wake, trusting him to lead the charge. Yet, even with his father once more a part of the team, many look to Ryo as the true leader, and for good reason. This Training grants you a master's skill with Kyokugenryu, but more importantly grants you a boon when entrusted to take up the torch of others. Whenever you are chosen by a leader to represent some greater cause they've trained you in, be it a combat style, magic, or more mundane skills such as cooking or the arts, you'll gain a moderate boost to those abilities for the duration of your time acting on their behalf.

Ikari Warriors Team

In this world, when threats arise on a global scale, there is one team of mercenaries that can be counted on to fight for the forces of good. A group of soldiers, led by their famed and trusted commander Heidern, willing and able to step into the fire for the sake of humanity. These are the Ikari Warriors, and to the best of their ability they'll spend the next three years running counter to NESTS and their dark designs. Led into this battlefield by their commander are the three greatest of the Ikari Warriors; the veteran soldiers Ralf Jones and Clark Steel, and Heidern's adopted daughter Leona Heidern, herself still grappling with the revelations (and power of her blood) revealed during the 1997 tournament. Such concerns must be put to the side, however, as the Ikari Warriors must both fight towards victory and uncover the dark truths hidden behind these new tournaments... (Standard Team)

Mercenary Combat (100): You have been trained in the Mercenary Combat style of the Ikari Warriors. In addition to the typical suite of skills for mercenary soldiers- firearms, survival training, knife skills, and the driving of military vehicles -you have gained a mixed training of striking and some limited grappling. It is in the former where this Training shines the brightest, as now the crack of your enhanced fists is like a whip in both speed and power. Indeed, your blows seem to detonate against your targets, causing increased damage while leaving you unharmed.

Improbable Wrestler (200): Being a skilled soldier is impressive, but more impressive is the man who can be a one-man army. With this Training, you'll have incredible wrestling skill, easily worthy of the Olympics (or King of Fighters). But what gives you a borderline impossible edge is this; when you grapple a foe, you seem able to ignore their weight entirely, hurling them about even if they're more than twice your size. If you catch someone, their fate is almost certainly sealed.

Legendary Commander (200): Being removed from the battlefield might make most former soldiers a vastly reduced threat, but you are far from most. You maintain the Heidern assassination skills, with incredible acrobatics and slashing aura that makes unarmed strikes rend flesh with ease. But more importantly, you are among the greatest leaders of the era. Anyone who counts you as their superior will find themselves empowered and strengthened in the field, so long as they are pursuing a mission you set forth for them. Morale will not waiver, and even should it put their lives on the line, they will not let one another down if they can help it. If a man can be judged by those who follow them, you may be the most worthy person in this conflict.

Silent Soldier (400): Yours is an undeniable power, not merely those of a solider or assassin but as an inheritor of a legacy of blood. This Training grants you prowess in Heidern's assassination combat arts, enhancing speed and agility while making your strikes and very aura radiating cutting force. But more critically, it makes you able to tap into inner reserves while barely breaking the surface of your emotions. If you so wish, as long as you are in full control of your facilities, you can wield any powers you command with a perfect poker face, betraying nothing of their source or your intentions to your foes. Let them wonder at the enigma you present, even as you shred them apart.

Psycho Soldier Team

As the Orochi incident proved to many, this is a world filled with strange and supernatural powers. Among these are the powers of psionics, and for a long time their champions in these tournaments were the pop idol heroine Athena Asamiya and her friend and comrade Sie Kensou. Led into battle by their martial arts master, Chin Gentsai, these heroes sought to hone their powers and protect the world. However, strangely, Sie Kensou's power seems to have vanished, at the same time Chin adopted and brought into the team a mysterious young boy named Bao. Yet at times of extreme duress, Kensou now seems capable of summoning unfathomable power while Bao grows weak or even passes out. What is the secret between them, and can they figure it out while still defending the world from these latest villains? Only time will tell... (Standard Team)

Drunken Master (100): Chinese Kung Fu is your bread and butter. While you have at least a taste of every type there-of, your expertise lies in Drunken Fist style, mimicking the erratic movements of a drunkard to duck and dodge before unleashing a chaotic storm of strikes. In this universe, that further extends to considerable alcohol tolerance and the ability to breathe fire powered by the same. This isn't where your greatest talent lies, however; it lies in your ability to train others, especially those of extraordinary powers and potential. With your help, those whose powers might otherwise be dangerous to themselves and the world can learn how to safely utilize and hone them. They might grow stronger slower as a result, but this will keep them from making horrible mistakes they can't take back.

Hidden Dragon (200): You gain a solid foundation in Kung Fu, with a focus on more acrobatic elements found in the Northern Shaolin style. This would normally come with considerable consistent psychic power, but those seem muted now... unless the situation becomes truly dire. Once per Jump (or every ten years, whichever comes first), in the event you or someone you care about is in dire straits, you can summon the power of the Dragon Spirit. This intense unfathomable power is enough to supercharge your abilities, ward off damage with ease, and even draw away harmful energy from fatally wounded allies with no harm to yourself. Utilizing this power is exceptionally draining and can only function for a limited time (long enough to get yourself and your allies out of a jam, to be sure), but when invoked it is capable of miraculous things.

Ball Of Power (200): While this Training does provide a measure of Tai Chi skill, you're unlikely to be focused on fighting hand to hand with this. Rather, you've gained considerable ability and reserves in the field of psychic powers. Telepathy, psychic projectiles and shields, even limited teleportation! You can even combine them together a bit, shielding yourself up and then flinging yourself like a living fireball at your foes. Anyone who thinks you a weak link in the team is going to be in for a painful surprise...

Psychic Goddess (400): While this grants you capable skill in Wing Chun Kung Fu, your hand-to-hand skill pales compared to your psionic might. Telekinesis, energy barriers capable of reflecting attacks or damaging foes, psychic healing for yourself or others, or just good old fashioned balls of psychic energy to lob at foe's skulls. This training comes with a non-insignificant degree of idol training, so when not smashing foes with mind bullets you can entertain the masses.

Women Fighters Team

Once upon a time, three powerful women were scorned by their allies when the first team-based King of Fighters was announced. These three refused to be denied, and entered together, forming a sisterhood that has shifted several times over the years since but has remained an ever-growing core of powerful friends. Today, the members of that original core are typically treated as the leaders of the Women Fighters Team, and so long as at least one of them is around they'll gladly recruit teammates new and old to charge for the top. This team blends all of the above; two of the founders, the firey ninja Mai Shiranui and Muay Thai expert-slash-bar running ex-bouncer King, joining with two allies made over the course of these three years, the Kung Fu waitress with a boundless hunger Li Xiangfei and the prim proper Russo-Japanese sumo schoolgirl Hinako Shijou. They're not here to be heroes or for revenge... they're just here to compete side by side, prove themselves, and win. (Standard Team)

Refined Rikishi (100): You gain the skills and training of a professional sumo wrestler. Striking, grappling, and pushing to gain control of the space and force your opponent into a disadvantageous position are all at your fingertips, with enough added strength to even throw around foes considerably larger than yourself. In addition, you receive a classical education, horseback riding training, and... jousting training? Hey, whatever works for you.

Drunken Fist & Dim Sum (200): You gain a surprising degree of training in a number of Kung Fu styles, in particular Nam Pai Chuan and Drunken Fist, with a focus on striking and throws. You can even wreath your fist in energy, delivering a massive and powerful blow. You also gain training in a number of weapons, in particular twin Jian, which is unlikely to be of much use in a non-fatal competition but certainly doesn't hurt to know. Oddly, this also comes with what can only be described as a bottomless stomach. You can eat a near-limitless quantity of food without suffering the usual expected results of such indulgence, at worst showing an abnormally bulbous balloon-like gut temporarily from the effort. So hey, if this whole fighting tournament thing doesn't pan out, maybe you could take up competitive eating...

Legs Of Steel (200): You are a debonair and artful fighter, but any idiot off the street who mistakes that for weakness is liable to get their skull caved in. This comes with expert Muay Thai training, with a boost to your acrobatic abilities incorporated into them to make you a deft and agile competitor. What's more, you can combine this with your own energy reserves and crack off energy projectiles with your kicks the same way many in this tournament can do with their fists. Oddly, this training also comes with considerable skill in billiards, drink mixing, and the semi-subtle art of the bouncer, making handling or even running your own bar a snap.

Sakura-Swirled Ninja (400): Shiranui-ryu Ninjitsu is a combative art descended from ancient ninja practices, spread over eighteen disciplines and varied enough that while practitioners may share elements in common, each can display their own unique flare. In this case, literally. Your version retains the emphasis on speed, elbow strikes, and powerful kicks, but further funnels that in a pyrokinetic direction. You can create and control fire on a limited scale, cloaking yourself and your attacks in it without causing harm to your person. This won't let you control flames you didn't create, however. Combined with more general ninja skills of disguise and stealth, and training in Tessenjutsu (the art of the war fan), you're a threat to any fool in your path.

Korea Justice Team

Evil must fall, and justice must prevail! Hailing from Korea, the legendary Taekwondo champion and hero to the people Kim Kaphwan once more enters the King of Fighters tournament alongside his 'pupils' and eternal rehabilitation projects, the diminutive but swift and agile Choi Bounge and the massive powerhouse Chang Koehan. These two former- to their chagrin -criminals now have even more to suffering through this year due to the Striker Match format; Kim's childhood friend and fellow master of Taekwondo, Jhun Hoon, has joined the squad to provide his own... perspective on how to rehabilitate Choi & Chang. If this quartet manages to not fall apart from within, they might just prove Kim an able teacher and the power of Justice in the face of evil. (Standard Team)

Justice Strong (100): Raw strength is your forte. While this Perk provides some measure of skill in Taekwondo, what it really excels at is teaching you to smash fools. You can heft abnormally heavy weights and swing them around with ease... including yourself. If your form is unusually tall, heavy, awkward, or a combination of the above, you can move relatively unencumbered.

Justice Swift (200): Pure speed is your forte. While this Perk also provides some degree of Taekwondo training and skill, it mostly does so to make the most of your almost supernatural swiftness and agility. You leap, dash, and strike with alacrity, sacrificing little power to increase the number of strikes you can make. At its most powerful, this training could allow you to literally create a small localized hurricane around yourself just by spinning rapidly. Dazzle them and then slice them to ribbons! For, uh, Justice.

Justice Style (200): What good is being a master of Taekwondo if you can do it with a little flash? This grants you an... odd mastery of Taekwondo, focused exclusively on kicks. But it also provides a range of stances and alternate methods of attack... still all focused on using one's legs, but hey, go with what works. Strike hard and fast, switch up often to throw your foes off their game, slash and pierce with your feet and legs, and bring your team to victory!

JUSTICE (400): Tae. Kwon. Do. You are a master of it, specifically the version found in the world of King of Fighters. This means a major focus on kick strikes, extremely acrobatic maneuvers integrated into combat, and... the power to sense evil? Weirdly, yes. You can now sense evil energy or intent in others, and the stronger it is, the more you are filled with resolve and empowered to battle it. Just be careful... in a sometimes very gray world, 'evil' can mean many things, and this power does nothing to make its user able to distinguish those shades of gray from pitch black if that's what they choose to see...

NESTS Team

You have to be pretty ballsy as a criminal organization now wanted for trying to take over the world twice over (well, that second time technically wasn't their fault, in fairness) to then sponsor a team, name it after yourself, and populate it with your agents and experiments. NESTS, as it turns out, are *exceptionally* ballsy. Competing in the 2001 King of Fighters, though some of the members made their marks earlier, this is a terrifyingly potent team worthy of the name NESTS: Kula Diamond, the immature and 'innocent' cryokinetic agent; Foxy, Kula's handler and a stunning sword-wielding agent in her own right; Angel, a deadly and deceptive agent tasked with handling rogues and traitors; and K9999, Angel's charge and an incredibly powerful but unstable shapeshifting killer intended to be the culmination of the project begun with the Kyo clones and K' himself. With these four in the field, it's no shock to those watching how dangerous NESTS must really be... (Standard Team OR NESTS)

Sword of Sacrifice (100): You are an expert fencer, able to fight with rapier in hand on an Olympic level. What's more, you can channel energy through it, able to cut the air like a fireball, as well as move fast enough that to the untrained eye it almost looks like you're teleporting. Your greatest technique, however, is also your most dangerous. By charging your blade with enough energy, you can embed it into an opponent and detonate it. This, however, does not protect you from the blast... so how badly do you want to win?

Enhanced Human (200): Are you an angel or a devil? With abilities like those, it'll all depend on whose side you want to be on. You gain a variety of techniques derived from American professional wrestling combined with Muay Thai, but it's your body that's the real driver of your victories. Enhanced to an almost transhuman state by NESTS sciences, your strength, reflexes, stamina, and dexterity are all vastly superior to a normal human. And your speed? It's so fast that, when you want, your foes will barely see the blur that smashes them down. Whatever you are now, your opponents should learn to fear it.

Ice Doll (200): A combat style seemingly born out of weaponizing ice dancing, mixed with the kinds of acrobatics and flexibility someone would expect out of a circus act? Might be fitting for around here. But what really defines this as the 'Anti-K' Style' is your cryokinesis. Simply put, you can create and control ice to a frankly terrifying degree. From simple bursts of cold air to flying or jutting ice projectiles to covering an entire area in a layer of ice, it's all at your command. The true extent of this power might be more extreme than most would care to know... just how cold do you have to make things for *steel* to freeze and shatter?

Anomaly (400): This Training grants you very little in the way of combat technique, so understand us when we say that the power alone marks it out as frightening. As the final masterpiece of the K-Project, you have limited pyrokinesis, but what you really have is unimaginable shapeshifting. Change your hair, change your clothes, it's all very simple. But at least at the start, where this manifests most is in one limb, defaulting to the right arm. This limb can become practically anything; a drill, a blade, a fully-functional gun, even massively extending and mutating to slam a distant foe. Combined with a degree of psionic might that manifests largely in the form of powerful shields, and you're the kind of out-of-context nightmare that could really leave a bleeding gash across this whole tournament and beyond.

Wild Cards

Some in these tournaments come, and some go, but few cross this fighter's stage without leaving a mark. These four entries represent those who only ever really had one shot at the brass ring but who without this era would be lesser. Kasumi Todoh, once again stepping into the limelight for the sake of her family's arts and honor. May Lee Jinju, a fan of Kim and Jhun who uses both Taekwondo and her own unique style to fight for justice. The Kyo Clones, cornerstone of NESTS's original plan to conquer the Earth. And... who is this strange figure that seems to have come from nowhere? A sorrowful figure who claims to hail from a NESTS base in space and guards the glove on his hand carefully. One only known as Nameless... (Edit Team)

Wayward Scion (100): The Todoh family art of Todohryu Aikijutsu, while itself no older than its chief rival Kyokugenryu, is as different as night and day. Focusing on counter grabs and chaining powerful strikes together, the only truly supernatural element to it is the power to summon forth a cutting force from one's hands. When used properly, it can be as if the user is slashing down with a massive greatsword as they swing their empty palms down overhead. This Training also comes with a minor life sensing ability, potentially tied to the art, making it much harder for foes to sneak up on practitioners.

A Copied Fist (200): This grants both the flames and fighting style of Kyo Kusanagi, but without the evil-sealing/combating powers of those flames. Yet, at a glance, it certainly *seems* like it should, doesn't it? You gain a special skill in that if your abilities resemble those that could fill a specific purpose (for example, to fulfill a prophecy), it's remarkably likely folks will mistake them as such. Perhaps not overwhelmingly useful, but if you can trick someone into thinking you have their weakness when you don't...

Justice Hero! (200): This grants you a solid understanding of Taekwondo, enough to be a worthy fighter on this stage... but the real power of this Training comes when during battle you decide things have become dire enough to use your full power. When you do, you can activate Hero Mode, granting your attacks electrical charge and explosive power... at the cost of your defensive abilities. Is an incredible upgrade to damage worth the risk of being unable to properly defend yourself? In the name of Justice, it sure is!

Ж (400): The true final fruit of NESTS, the culmination of their efforts at cloning and copying and refining powers, the triumph of Project Ж... is you. With this Training, while you gain no normal combat or martial arts skills, you receive quite possibly the ultimate flame. This blood-red fire summoned by your pyrokinesis is absurdly powerful, dwarfing both Kyo and K' from whom the flames are arguably descended. However, you gain no special defense or resistance to these flames, meaning that using them without destroying yourself in the bargain will require extensive (and probably painful) training. In addition, once per Jump (or ten years, whichever comes first), if use of your powers would harm or kill yourself, an apparition of one you care the most about will come to your defense, allowing you to survive the effort without injury.

Maniac Strikers

What th- who are these people?! Where did they come from?! It's like someone broke time and space, and these folks just spilled out. This is no dream, but it can barely be called real either... this group of six oddballs normally would at best appear as a sideshow act, a shadow called upon from nowhere and returning just as quick. But it seems in this reality, perhaps thanks to your appearance, they've become an actual force. This illogical roster includes: Neo McDonald & Geo Kentucky, a pair of do-gooder private detectives; Smart Chang & Cool Choi, seemingly alternate-dimension versions of Kim's wards with none of his training but a lot more physical charm; G-Mantle, a strange floating masked figure whose very appearance hearkens back to a lost era; and Syo Kirishima, an impatient and impulsive but powerful martial artist with strangely familiar flames... (Edit Team)

Neo-Geo Quiz Master (100): This 'fighting' style is pretty rudimentary, mostly boiling down to street combat focused on using one's fists and the environment. Nothing too pretty. What it does have, however, is an odd pair of powers; if your foes ask you a question you answer correctly, your power with these basic techniques skyrockets... and you gain a shockingly diverse knowledge base of general trivia. If you can figure out a way to trick some NESTS executives into asking you questions with defined answers, you might deliver this arc's most baffling victories...

Smart & Cool (200): How far do you think you can get in a fighting tournament with all the components except martial arts skills? This Training grants you Chang's super-strength, Choi's speed and agility, and vastly improves your physical appearance and overall intellect. It's a heck of a combo package, but to say you'll need some proper combat skills to compliment it is putting it mildly...

G-Mystery (200): Power and mystery can get you far in this world, if you know how to use it. With this Training, you gain the power of levitation, the power to disguise your appearance to an almost perfect measure in shadow, and the power to both summon roses and throw them with deadly aim and piercing. You might need more than this to win fights around here, but you can probably throw most foes off their game when you come to haunt them.

Prototype Flames (400): You gain training in the Kirishima Arts, a combat style that emphasizes a mixture of striking techniques with a summonable fire. In many ways, it is akin to the flame of the Kusanagi, yet its strange prototypical nature has granted it a unique property. This flame can be used in place of other powers for the purposes of specific weaknesses and prophecies. Can a foe only be defeated by an ancient sealed magic? Nope, Kirishima fire will do just fine! Only silver arrows and an ancient blade? How about a flaming punch instead? While this martial art isn't as refined and developed as the arts of the Kusanagi family, nor as rich as Kyo's blended style with Chinese Boxing, the sheer flexibility of these flames might well prove it superior in the right hands.

NESTS Executives

An organization is only as strong as its leadership. Which, given the power of these four, could explain how NESTS was able to have such a monumental impact on the world. Overseeing the darkest acts and most ruthless plans, each of these men left their mark on the world no matter their fates. Krizalid, a K' clone who oversaw the 1999 Kyo Clone plot and whose mastery of wind and fire attacks marked him as a lethal foe. Clone Zero, who along with his own clone masterminded the 2000 tournament to gain control of the Zero Cannon and made a play for conquering the world for himself. Original Zero, a man of extreme loyalty and power and one of the highest ranked executives in NESTS. And Ron, betrayer of the Hizoku Assassins, a man with dark necromantic powers and even darker designs... (NESTS)

Hizoku Massacre (100): These are not subtle powers or abilities, but in the hands of a subtle man, they could be utterly destructive. You gain training in what Ron calls 'Magic Mauling Evisceration Boxing and Self-Styled Exploding Fistwork', effectively a brutal derivative strike-based style of Kung Fu seemingly unique to the Hizoku. Defenses are only partly effective against it, aside from pure avoidance. You gain the ability to draw the soul 'out' of an opponent briefly in the form of a blue simulacrum of their body, allowing you or a swift ally to strike it and cause them damage they cannot easily resist. And lastly, you gain a disgusting form of teleportation, able to seemingly decay to nothing almost instantly, only to reform elsewhere in a reverse fashion. This can't heal wounds, but it could be great for faking your death. Oddly, once per Jump (or ten years, whichever comes first), you can instead teleport any number of individuals out of harm's way, even if you can't see them in that moment. Handy if some of them could still be useful to you...

Zero Darkness (200): You gain training with the unique Combat Suit designed by NESTS; able to manipulate the many-bladed almost tendril-like extensions, you can cut and carve with relative ease. This also grants you two powers; power over darkness such that you can weaponize it by catching foes by their shadows or summoning black hole-like rifts to damage your surroundings, and almost perfect mimicry, allowing you to take the face, voice, and general body of whoever you so wish. A perfect set of skills and powers for infiltration and deception...

Zero Light (200): Much like Zero Darkness, you gain training with the unique Combat Suit designed by NESTS. Unlike Zero Darkness, your power is in the realm of the light; able to generate shields and attacks of pure light, powerful enough to overcome defenses and even absorb inanimate objects. Also in contrast, your other power is that of your unshakable honor and loyalty; so long as you fight fair and clean without deception, not only you but those who follow you gain a boost to their abilities and overall power. This oddly translates to being a surprisingly good parent, so long as you're honest and truthful to those in your care. Maybe you'd be better off in a different organization with this skill-set...

Dear Fallen Angel (400): With powers like these, you're almost unfair. You gain the Combat Data-driven skills and powers to summon both flame and wind, letting you blast opponents apart with tornado-like kicks or massive explosions around your form. Your speed is enhanced, lending itself to the cutting aura you can generate with your hands as you strike swiftly and efficiently. And through the power of NESTS technology (or perhaps Original Zero's support), should you die, once per Jump (or ten years), you will be revived elsewhere far from the battlefield somewhere safe.

Igniz

The man who would aspire to godhood. The true mastermind of the events and horrors of these three years. Son of the founder of NESTS, Igniz plotted to overthrow his father and claim absolute power over the Earth openly. To do this, he funded and backed everything from the projects that birthed K', Kula, Whip, and K9999, manipulated events to see his creations tried and tested, and drew a limited number of supporters to his true cause while hiding his intent from the rest. When at last confronted in The Fortress, the orbital base that represented NESTS's true headquarters, he slew his father and claimed control of NESTS, intending on killing his creations and all other champions to crown himself the new god over all humanity. He seeks to be the Strongest, and it would take the best this world can offer to prove otherwise... (NESTS)

Mastermind (100): Most villains think locally. Some think globally. You? You're thinking galactically. You're the sort of person who can conceive of and keep track of wheels and plots spinning not just across the whole globe but across space as well. You can stack deceptions upon deceptions, build back-up plans on the moon of a distant planet, and bring it all together for your moment of glory. Just be warned, this provides no protection against flaws in those plans brought about due to ego, hubris, or other personal shortcomings. So maybe hold the god talk until after you've fully won.

NESTS-Style (200): You gain mastery of NESTS-style Boxing Arts, a unique combat form that makes the most of specialized weapons like their tendril-sporting combat suits, bladed whips, and weighted cape. In addition, you gain an almost supernatural level of strength and durability, enhanced by NESTS science to beyond peak-human. This also provides you with a perpetually youthful appearance, if you so desire. Let the mortals tremble before your divine abilities...

Psionic Might (200): You gain incredible psychokinetic abilities; telepathy, force fields that can protect, capture, and reflect both projectiles and foes, and the power of flight. In addition, if you're wearing or wielding something that can be weaponized, you can synchronize with it via telepathy, granting yourself greater control of it. If they feared the bite of a NESTS executive's combat suit before, wait till they fight you...

Brutal God Project (400): You do not merely harness power, Jumper... you harness the power of the stars themselves. This grants you control of cosmic energy, the power to channel it from the heavens and wield it to your own ends. This blazing white energy with a purple tint can be used to summon destructive attacks from bursting pillars to potent spikes to even a colossal ball capable of rending apart all but the mightiest of foes. What's more, you can use this power to fuel your other abilities, and once per Jump (or ten years, whichever comes first) you can use it to unleash even your most powerful of attacks with neither cost nor requirement. Has someone offended you? Unleash an SDM on them casually before they can even take a second breath, and show the world what it means for you to smite down your foes.

Items:

Items are discounted/free if noted such for specific Origins. If an Item is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Edit Team Origins receive **+100 CP** to use in this section only.

KoF Invitation '99 – '01 (Free): You'll of course need this to really enjoy your time here. This is a ticket to entry for yourself to enter into the King of Fighters tournament, one delivered for each year you'll be here. The regulations for who gets to enter seem a bit odd, though. All you really need is to HAVE the Invitation, hand it over at the start along with your teammates, and bam. Official team of record. This seems like a system primed for abuse, but since these invites are sent to the best fighters in the world, one assumes they're safe in their care. After this Jump, you'll get a replica of these Invitations still sealed to do with as you wish. Might make a handy trophy?

Neo Geo MVS Cabinet (50): This multi-slot stand up arcade cabinet, bedecked in red and black, has four openings at the marquee for rectangular inserts, two sets of controls, and a Select Game button smack in the middle of the controls. A staple of the 90s, these SNK-produced cabinets came with the ability for the owner to plug in different game cartridges into internal slots, switch in the appropriate insert to advertise which games were available, and thus have a customized experience for one's self or customers. This Cabinet comes with the cartridges and inserts for King of Fighters '99, 2000, and 2001, and can be pre-installed in either one's Warehouse or a property they own. Should you already own a Neo Geo MVS Cabinet, you can take this Item for free to just receive the cartridges and inserts.

Gimmick Item (50 ea, 1 free Team Jumper): Bladed gloves. Ball and chain. War fans. Paralysis darts? The fighters in this tournament utilize a variety of mundane weapons when engaged in combat, and it would be unfair to deny you that. When you purchase this, you may decide whether your weapon is a permanent or one-shot weapon. Permanent weapons can channel your energy as if it were your body, while one-shot weapons can only do so if you have Training that says you can. As an upshot, though, you have an unlimited number of said one-shot weapon, summonable from essentially hammer-space. Only one one-shot weapon can be summoned at a time, vanishing shortly after its use regardless of whether you hit with it or not.

Uniforms (50 ea, 1 free Korea Justice Team): Deeply valuable when attempting to create a sense of camaraderie- especially when none existed prior -this Item provides a combat-capable uniform that is remarkably resilient to wear and tear, and one specifically tailor-made to resist the after-effects of your own powers. Should you buy multiple copies, or you and your Companions each purchase this, you'll all receive variations of the same uniform but built to match your body type and combat style.

Morphic Item (100, Free Hero Team): This implement, defaulting to a color-coded control glove, is capable of shifting its form between several modes. In the hands of, for example, a whip-user, that whip could shift itself into a sword or firearm and back again. If the default form of the item is something worn, like the aforementioned glove, it can also change shape along with the user if they themselves can do so, and has the added benefit of providing stability and control to powers that could otherwise be uncontrolled or unstable in some fashion.

Museum (100, free Japan Team): This natural history museum, focused on dinosaurs and sporting both real and cast fossils along with animatronic exhibits, features a full Tyrannosaurus Rex skeleton. Ironically, it's got enough space in front of it for public events such as musical acts, guest speakers, and of course fighting tournaments. A perfect source of both income and education. In future Jumps, if

Imported, you can have the Museum retheme itself to the prehistoric creatures and biomes of that world/region instead. If not, it can serve as a Warehouse expansion.

Aquarium (100, free Yagami Team): This expansive aquarium has large biodiverse tanks with tropical fish, manatees, and more. It comes with a full team of guides, naturalists, an education department, a husbandry department, a facilities department to maintain things, and a variety of interactive exhibits to educate and entice repeat visits. And of course, the concourse is nice and large, in case you'd like the scuba divers and clownfish to watch you win a tournament match. In future Jumps, if Imported, you can have the Aquarium instead support and house marine life native to that world/region instead. If not, it can serve as a Warehouse expansion.

Kyokugenryu Palatial Dojo (100, Free Art of Fighting Team): How do you move up from opening international dojos? Open one that could be mistaken for a royal hall! This large elevated multi-story dojo has huge open walls on its main training level, providing students with both fresh air and a breathtaking view of the surroundings. In addition to instantly being a worthwhile landmark anywhere you choose to place this, in this Jump or future ones, anyone who trains in this dojo will find their stamina and ability to learn new information is improved while here. Continue to spread the greatest of all martial arts across the Chain, Jumper!

Park (100, Free Psycho Soldiers Team): This expansive park, with covered walkways and gazebos, can be placed anywhere you'd like a slice of peace and quiet. While unlike most property Items this one isn't likely to turn you a profit (unless you get really creative/evil), its value comes in its serenity. Anyone who spends time here can heal more swiftly from emotional or mental strain, making it an ideal place to rest, recover, and spend time with one's family and friends between action. In future Jumps, this can be Imported and can take on aspects of the native flora or retain what it has/had in this Jump, or it can serve as a Warehouse extension.

Neo Geo World (100, Free Woman Fighters Team): Want a break from all the fighting but want to keep things exciting? Then we've got a theme park for you! Roller coasters, a carousel, ferris wheel, fairy tale castle, waterfall grotto, arcade, cafes, and more! This comes with its own staff and even mascot characters, all to make this theme park the most enjoyable experience guests could ask for. If you wish, it can even combine with the Park, Aquarium, and Museum Items to create an experience guests won't soon forget. Post-Jump, this can be Imported to your new setting, or serve as a Warehouse extension so just you and your Companions can indulge in it. Hey, not judging, you do lead a stressful life...

Factory (200, discount Fatal Fury Team): This heavy industrial facility, placed where-ever would be suit your needs initially, can be utilized to make almost anything. Steel I-beams, furnishings, brick and rebar, cars... whatever would require serious manpower and machinery to accomplish, this Factory can be used to make it. Once a year, you can reassign what this Factory is set up to produce, and all machinery and facilities internally will change to suit that need automatically. The only caveat is, it must be something either this world can make or that you personally possess the blueprints (or equivalent) to produce. Post-Jump, this can be Imported for free- at which point the caveat functions for that world instead -or it can become a Warehouse extension where it retains the default options of this world.

Candy Diamond (200, discount NESTS Team): This is not the Candy Diamond herself specifically (unless you want it to be) but a NESTS android of the same make and model. With a learning engine brain, considerable strength, speed, and durability, and built-in weaponry such as micro-missiles,

Candy Diamond could make a great agent but initially lacks the free will to be considered a Companion. But hang around her long enough and she'll develop the sapience needed to be considered one both here (where she can count as one for free) and for future Jumps. This also comes with the blueprints, should you wish to create more androids in future.

Clone Laboratory (200, discount Wild Cards): The beating heart of all of NESTS's sins. This laboratory facility, with its own generator to avoid being dependent on external power supplies, contains the equipment and resources to generate Kyo clones and similar derivative beings. With a little reworking and research, one could use a facility like this to create Anti-K' entities like Kula, perform brainwashing and memory alterations, and any number of other horrifying acts. Perhaps, if one were inclined in a more benevolent direction, this place could be used to repair the flaws such beings suffer from and undo the mental harm NESTS has caused them, as well as branch out to hopefully less malicious ways to grant others powers. But just benevolence is unlikely to be found in NESTS as it stands... Post-Jump, this can be Imported for free, or serve as a Warehouse extension.

Hospital (200, discount Maniac Strikers): This hospital appears normal on the outside, and indeed a casual walkthrough would reveal nothing abnormal; staff on duty, clean halls and rooms, a simple cafeteria, everything one might expect. However, what is unique about this Hospital is its transdimensional nature. Simply put, if it can be treated in any universe, or the biology of a being is understood somewhere, this Hospital has the resources for it. This is not in the sense of instant-fixes or eternal life, mind; it's a place for treatment and cures, not immortality and invincibility. But even if a being was not of this world or any future world this Hospital could bring them in, call on a specialist who would understand their unique physiology, and could administer aid or provide medical assistance that fit them without harm. Handy, in case these dimensional issues get any weirder...

Zero Cannon (300, discount NESTS Executives): Clone Zero's ace in the hole, and a rare moment where the motivations of both heroes and villains aligned. This massive orbital laser is tied to a generator you may place anywhere you wish. When combat transpires in or above that location, it charges the generator, which then can send that charge to the Zero Cannon itself. The end result can be a beam of destruction ranging from destroying a single target to- at maximum charge -leveling the greater part of a large city. This was the weapon that ruined Southtown, and there are many who would be displeased indeed to learn a second one exists... Post-Jump, you can import the Zero Cannon into orbit around the world of your choice, as well as placing the generator somewhere in that setting as well. Comes complete with two triggers to fire it, in case you want the same level of back-up planning Clone Zero tried for.

The Fortress (300, discount Igniz): How do you avoid a global manhunt? Don't be on the globe. This orbital space station, capable of independently producing enough oxygen, power, food, and water to sustain a full crew, also contains extensive labs and training facilities, command and control rooms monitoring events on Earth, and a large throne room with wide windows through which one can observe the stars. A perfect lair for a being aspiring to godhood. The Fortress also comes with a docking bay and a handful of space-worthy vessels able to bring your forces (or victims) to and from the surface of the planet. Post-Jump, you can Import this for free into orbit around a world of your choosing, or it can be accessed as a Warehouse extension via a new large door emblazoned with the NESTS insignia.

Companions:

This being a Striker Match tournament, it won't do much good for you to show up stag. As such, you'll gain **three free slots** automatically upon entry. You can choose to use these for Importing existing Companions, or for Exporting new ones. If you pick the latter and have the Standard Team Origin, they can be your teammates; if all three choices are, you gain the fourth member of that Standard Team for free as well. If you have the Edit Team Origin, you already have a completely custom team, so no reason not to take advantage of that; take **one additional free Companion slot**.

Import (50/200): You may Import any Companions you already have for 50 CP each, or 200 for eight. They can take any Origin and gain the basic 300 CP Stipend for Training, though the Team Jumper & Edit Team Origins will not give them extra points. They can take any Drawbacks, and must take ones the Jumper took that affect the entire Jump (e.g., Enjoy The Ride, Ripples On The Pond).

Export (100): Met someone here you want to team with for a lot longer? For 100 CP a pop, you'll gain a slot, literally. An invitation will appear, in an envelope with a wax seal bearing the initials JC. If you can convince someone to join you on your Chain, hand them this envelope; once they open it, they're in. Just, uh, be careful if you hand this to anyone on the NESTS Team. Or any NESTS executives. Or most of the clones- you know what? You know what you're doing, I'll leave you to it.

Glugan (50, free NESTS): Original Zero's pet and companion, Glugan is a genetically engineered black lion. Aside from the obvious benefits of having a loyal fully-grown lion on one's side, NESTS couldn't leave well enough alone, and this lion has been significantly enhanced. How enhanced? It's an actual martial artist, using a modified version of Command Sambo to fight with its fangs and claws. If recruited, Glugan will follow you as faithfully and loyally as it did Original Zero, which is bad news for anyone you don't like.

Clone (100, discount Edit Team): Looks like NESTS got to you and yours. This 'clone' represents either yourself or one of your Companions in this Jump, though their attitude, appearance, and even race and gender could vary wildly. They can either have the same Perks and Training as the original, or can be an 'Anti' Clone, in which case their Perks and Training are inverted where possible (e.g., if the original's Training gave them fire powers, the Clone could have ice powers, and vice versa). In spite of their origins and any questions they may have about their past, this Clone is more than willing to side with you and yours.

Goons (100, discount Standard Team): Students of your style? Bodyguards to protect you from rivals? Soldiers under your command? Cultists in service to your god (or you)? Groupies? Whatever the case, these five well-trained and loyal Followers would be almost Companion-tier in a more down-to-earth setting, and follow an appropriate matching theme... to you if possible, but to one another certainly. They'll carry over to future Jumps, and if any are slain, will be replaced with local talent within the month automatically. You may take this entry more than once, and can choose different themes or the same theme each time.

Another Jumper (400): Think of it as the Maniac Striker version of you; the version that could have been, in a different timeline, a different Chain. Much like the Clone, this version can vary wildly in attitude, appearance, race, and gender. What makes them unique- and powerful -is that they represent the path not traveled. Go back through all prior Jumps you've done (up to a maximum of five); select up to 1000 CP of Perks from each of those Jumps, no Items, no Drawbacks for additional points, and no selecting Perks you already chose where possible. Another Jumper appears in this world with all of

those Perks. How they'll take encountering their 'main' version and where you go from here is up to the two of you, but odds are if nothing else you two will have a lot to talk about...

Drawbacks:

You may take as many Drawbacks as you wish, gaining the listed CP for each. Be warned, though... you don't want to overburden yourself here too much. Worse fates await than just losing a tournament if you don't watch your step in this world...

Veteran Of Southtown (+0): If you have ever participated in another Jump whose characters are featured here (see Appendix), you can carry over the effects and results of those Jumps to this one, including any relationships friend or foe.

Chain Combo (+0): If so chosen, this Jump can be chained immediately into the King of Fighters: Tales of Ash Jump. If this is taken with Enjoy The Ride, it will apply to those years as well.

Enjoy The Ride (+100 CP): Normally, this Jump would conclude at the end of 2001, as canonically nothing happened regarding the tournament in 2002. With this, however, you'll remain in this world for one extra year, the Jump concluding at the end of December 31st, 2002. Nothing too major, and if you've done well to earn the friendship or respect of those around you that year could be a blast. But be warned, there are forces in the background here that were not idle that year, and you may attract their attentions if you made a big enough splash...

The Fight's The Thing (+100 CP): Even if there wasn't a tournament, you'd be in here cracking knuckles and busting heads. Fighting is in your blood, and nothing short of a gun to your head or a threat to your loved ones is going to get you to pause when a chance to throw down arises.

Preening Peacock (+100 CP): Hey, this is a combat tournament, not a fashion show! To you, it's both. You'll constantly be concerned with how you look to the fans watching on, adjusting hair and attire if it gets mussed. Admittedly, if you still win repeatedly while doing this, you'll probably win over a good number of fans. Fighters might get annoyed, though.

Under Investigation (+100 CP): Who are you, Jumper? Where did you come from, and why? There are powers in this world- and these tournaments -who are keen to find out. From governments to special interests, expect to have eyes and ears on you for the entire duration of this Jump. And if you start to behave too wildly, there's a good chance those groups will seek to intervene..

Visible Tell (+100 CP): No one is going to mistake you in combat mode for you out of it. Any time you want to make use of any Perk or Training that could be viewed as 'powers' (e.g., pyrokinesis, cryokinesis, chi channeling and use, etc.) you must first 'change'. Your hair and eye color will radically alter, a very visible sign you're about to engage your powers. And given this must be done first, and is not instantaneous, it both gives foes an opening and means you'll need to remain very visibly striking and obvious for the duration of most battles.

Translation Error (+100/200 CP): Even for an international tournament, it feels like you're getting a lot of things wrong. Expect to get across and hear the general gist of what everyone is saying, but for it to come across like it was slapdashedly translated. This won't apply in your home region, so at least there's that. For and additional **+100 CP**, this will also apply to things you say that others hear, so expect some raised eyebrows and lowered opinions from your fellow fighters. In either case, other fighters won't have this issue with each other, and if you bring it up will probably assume the problem lies with you.

Fight Fair (+200 CP): While some involved in these tournaments are considerably more powerful than in past years, your access to the same or similar powers would keep things on par, if it weren't for this whole Jumpchain thing. This drawback will prevent the use of your Perks and Skills from prior Jumps, but only in relation to your respective tournament matches and your opponents there-in. So while outside the bout you'd be as powerful as ever, inside even the weakest team might stand a chance. The more knowledgeable fighters might even respect you more for taking such a drawback, earning you points in their eyes.

Obsessed Rival (+200 CP): What did you do to this guy, Jumper?! Whatever it was, they want to whup you badly. On the plus side, this won't equate to trying to poison you or stab you in your sleep; no, they want to beat you halfway to a coma in public. If it's not someone already in the tournament, expect them to do whatever it takes to join in the hopes of fighting you. And don't think you can beat this by taking them out early or permanently... the universe will twist itself into a pretzel to make sure that, come next tournament, they'll be there with at worst a trendy new scar. Somehow.

Combat Pacifism (+200 CP): You don't kill. Oh, you can beat someone unconscious, you can break bones, you can make them *wish* they were dead, but even if you just saw them kill your own father before your eyes, you will never be able to deliver a killing blow by your own hands.

Morale Issues (+200 CP): Normally, you could pick which order your team fought in. You still can, but you yourself will always be third in the order. Worse, each person in the team who is defeated will reduce your own personal power and skills by a third, meaning if it comes down to you you'll be operating at around 33% of your normal power level.

Evil Is Unforgivable! (+200 CP): Your sense of right and wrong can be more accurately described now as a sense of righteous and in need of a violent face smashing. Should you learn of evil deeds and their doers, or even suspect as much, you'll be quick to challenge the vile ones to battle... and not overwhelmingly subtle about it, either.

Cruel For Cruelty's Sake (+200 CP): You're a being of great power, Jumper. Why not abuse it? This Drawback will effectively turn off your moral compass for the duration of the Jump, and enhance your joy at seeing those who slight you suffer for it.

Guilt By Association (+200 CP): You've got a history. Or at least people think you do. Ties to the Howard Connection, to the Bernstein Organization, the Orochi Clan, NESTS, or any number of other illicit and dangerous groups. Expect those who would care about such things to care VERY deeply about you being here now, and for word to spread rapidly of your diabolical past. Changing the hearts and minds of folks may not be possible, at least without first fending off their barrages of questions and (as one expects of this world) attacks.

Locked Memories (+200 - +600 CP): Like many of the victims of NESTS and their experiments, your memories of your past- i.e., of all your past Jumps and your first life before the Chain -have vanished. You will live normally, as a member of this world, bearing only what skills and powers you've taken from this Jump... but not for the full duration. During the climax of one of the tournaments, whether you are involved or not, your memories will become unsealed and you'll regain your full faculties. For **+200 CP**, this happens in 1999. **+300 CP**, 2000. And **+400 CP**, 2001. For an additional **+100 CP**, Heidern is aware of your true nature, and may exploit that fact to try and use you in his war against NESTS. For an additional **+100 CP**, NESTS (or at least part of it) will be aware of your true nature, and will *definitely* exploit that fact for their own purposes. Taking this at full value

could see you used as a pawn between the players in this grim game for years on end before finally learning why, potentially sacrificing the person you'd grown to be over those years in the process...

My Teammates Are Jerks! (+300 CP): I don't mean to tell you your business, Jumper, but those folks you're partnering with are just... not the best folks to be around. They'll fight alongside you for the tournaments and all, but once the last match you're in concludes (and any post-tournament nightmares are dealt with if you all won), best case scenario is they'll talk some shit about you and depart. Worst case, they might decide they've had enough of your shit and try to fight you themselves. Long story short, don't expect much in the way of friendship between tournaments from this lot, and *really* don't try to force it. Especially if you end up on a team with Iori... that guy has a history with how he treats teammates once the matches end.

An Interesting Specimen (+300 CP): Not good. At least one NESTS executive (potentially more depending on who the first one trusts) now has their eyes firmly on you. Something about you fits into their grand schemes, or they simply recognize you as a unique entity worthy of study. Whatever the case, being the target of a man with clones, assassins, and unfathomable powers at their disposal could go exceptionally badly for you. Even if they have 'friendly' intentions, that alone could make you a target for even worse forces and push you into some uncomfortable confrontations.

Roster Shuffle (+300 CP): The good news is, the team you've set yourself up with for 1999 goes off without a hitch. The bad news? For reasons outside your control, it won't again, as for 2000 and 2001 you'll end up on a completely different team from your chosen Companions. Who you end up with will be borderline random, with fate twisting itself into a pretzel to excuse who you end up with. And if every team is full even after you're replaced on your first team? Say hello to the folks listed for the Edit Teams, as two of them will pair up with you, again randomly. Hope you can pull off a miracle with just G-Mantle and Neo McDonald as teammates if it comes to that...

Obsessed With A Rival (+300 CP): If a reporter asked you why you entered this tournament, you'd point to someone in it and declare proudly 'To punch them in the face'. Nothing else, when it comes to fighting, matters to you beyond beating this one rival. Shame that reality refuses to play along. You'll constantly find them out of reach, with one of your respective teams losing without getting to fight, having your fights interrupted by all this clones and global conquest BS, forced to instead fight alongside them, or any number of other complicating factors. If you somehow manage to make it to December 30th 2001 and haven't gone mad as a result of this Drawback, you and your Rival will finally have a clean one-on-one fight out of the public eye. Once you do, whether you took it or not, you'll be subject to the Fight Fair Drawback for this one confrontation alone. Think you can prove you're better without all those fancy tricks? You're unlikely to die if you fail, so you're not risking Chain Failure... no one will know the outcome, except you... and your rival.

Plan B (+300 CP): It would be accurate to call this the You Can't Fight Fate drawback, to an extent. Simply put, the events leading to the conclusion of each King of Fighters will, somehow, happen. Krizalid shall lure in and confront the winners of the 1999 King of Fighters, Clone Zero will do the same in 2000 and destroy Southtown, and by hook or by crook, Igniz will slay his father, claim control of NESTS, and confront the 2001 winners onboard The Fortress. Don't think you're spared the worst of this by being on the side of the villains, however; if you are, then Protagonist Powers will see the heroes rally and make it to each conclusion to confront you, one way or another. And this goes double for trying to take out anyone on the Hero Team each year... somehow, it'll always just be a clone, an android duplicate, or some other falsehood.

Unstable Powers (+300 CP): Much like the children of NESTS from K' on down, your powers are unstable. You cannot entirely control them on your own, and whatever protections you had from them are severely weakened if not altogether gone. Without a Control Glove or similar, your powers could rage out of control and cause you great harm and injury, potentially even death. Even with a Control Glove, you'll need to be careful... after all, if that gets destroyed, you could be in for a very agonizing fate.

Familiar Faces (+300/400 CP): Looks like NESTS was able to get a sample of your genetics as well. There's now a number of clones of you running around, most of which thankfully only have some of your powers. For **+300 CP**, this is limited to a handful of prototypes bearing the powers and abilities you had from a single prior Jump each (or just this one if this is your first Jump). For **+400 CP**, these are joined by an 'Anti-Jumper', a Clone specifically designed as a counter to your powers and abilities. These clones all start out as hostile towards you, eager to defeat you and prove their superiority. They may be acting on orders from NESTS (or at least part of it) regardless of your Origin. Whether you can sway these clones to abandon their hostilities or be forced to put them down is up to you...

A Threat To Godhood (+400 CP): Nests, and his son Igniz, have recognized the threat you represent. They have viewed your data and know how powerful you are, how you could upset all their carefully laid plans. And regretfully for you, this means that both father and son are on the same page and utterly united in their desire to wipe you out. All of NESTS and its myriad of dark resources will be turned against you as their primary antagonist. Nothing is off limits; orbital lasers, armies of clones, and their most deadly and distant experiments will be turned loose in a desperate bid to rid the universe of you forever. Even the executives, usually distant scheming parties disconnected from one another, will cast aside their other aspirations and band together to face you should other tactics prove incapable of getting the job done. And if all else fails, Igniz did already have a plan in mind for dropping The Fortress on the Earth...

Threat From Beyond (+400 CP): Heidern and the world powers now believe they know of a threat that, before which, even NESTS pales... you. An invader from another reality, Heidern will stop at nothing to protect this world by putting you down. Facing down the Ikari Warriors would be bad enough, but with global backing and their many ties to the fighter and mercenary communities, Heidern might be able to field even more resources than NESTS in stopping you. That said, Heidern is no fool; if you can somehow convince him that you are no threat, and perhaps even an ally, you might be able to calm him. But the leaders he shares information with might not be so easy to sway, and their efforts might not be as easy to quell. If you're not careful, this Drawback could see you on the run for most of your time here, or facing down foes you'd rather not have to fight...

Ripples On The Pond (+400 CP) Not compatible with Chain Combo or Enjoy The Ride. Your journey starts on January 1st 1999 and ends December 31st 2009; while many tournaments will happen during that time, you only gain by fiat the things you purchased in this Jump. Think you can make it all the way through the Tales of Ash and beyond on this alone? Don't assume things will play out how they did in the past... a powerful person like you could cause considerable ripples and get the attentions of many powerful beings.

This Is My Fight! (+400 CP) Stupid team rules, getting in the way of what you WANT to do. How can you really cut loose when saddled with such dead weight? Now, that won't be an issue, as for KoF '99 through '01 you've been granted special permission to compete solo. This option bars you from all forms of Companions, both the free ones and the ability to take any additional ones by any means for the duration of this Jump. And if your stay lasts longer than these tournaments, you'll find the

drawback holds true, keeping you from joining any other teams. Cannot be taken with Roster Shuffle or My Teammates Are Jerks!.

Project Omega (+500 CP): NESTS did not abduct Kyo Kusanagi in 1997. Rather, following the events of 1995, they obtained the remains of Rugal Bernstein after his self-immolation from his unstable Orochi-gifted powers. It took them just as long to complete their experiments due to the more damaged samples and abnormal power they contained, but the end result speaks for itself; an army of Omega Rugal clones. Each one more than a match for most armored military forces, this army of thousands is primed and ready to tear the world apart in 1999. Worse still, any derivative experiments- K', Krizalid, Kula, and so forth -now instead bear both the Orochi power and mad bloodlust of Omega Rugal himself. NESTS is about to unleash a devil they can never hope to fully control into the world, and humanity almost certainly will not be so lucky as to have this event 'neutralized' by common military forces as the Kyo Clones were. Are you really prepared to face a world of such chaos, Jumper?

Difficulty 8 (+500 CP): You shouldn't take this. You really shouldn't. What are you trying to prove here, Jumper? Okay, fine. This Drawback does two things; it makes it so every fighter here knows your abilities in full, and it makes it so they gain an instinctive knowledge when you're about to use one of them. If this were a fighting game, it'd be the equivalent of the AI always reading your button inputs and acting accordingly, faster and more perfectly than any human ever could. Even if you're unreasonably powerful, in this world, this is a deadly combination, and there's undoubtedly some folks around who can cancel whatever I Win buttons you think you have. Really, seriously, do not tempt fate with this Drawback. You WILL regret it. Repeatedly.

Scenarios:

Up for an extra challenge? Want to prove you really are the King of Fighters? Feel free to take some of these, if you meet the requirements. If you fail, it will not count as a Chain Failure unless you die. So try to avoid that.

Scenario: Clone Liberation Army (Requirement: Must not take NESTS Origin)

NESTS and their cruel machinations have gone too far! The executives must be brought to heel, but more importantly, their chief victims must be saved! To complete this Scenario, you are going to have to personally save at least *one hundred* Clones from NESTS. This can be anything from the thousands of Kyo Clones involved in the 1999 incident, pawns like Nameless's lost love Isolde or his many failed 'brothers', or even men like Krizalid, Clone Zero, or his 'Ling' Clone... if you can think up a way to do any of that safely. What matters is, each Clone saved should normally have perished, but thanks to your intervention did not.

Reward: The Measure Of A Man. Your intervention has spared those who otherwise would have ended up just victims of the schemes of others. It shouldn't be surprising, then, that those you have aided now look to you to lead them. You gain all the Clones you saved as Companions, able to share a single Import slot and any Perks purchased for it. Should you have saved Isolde, Nameless will also join you for free, refunded if you had otherwise purchased him. Your efforts have also born you personally fruit in regards to technology and enhancements NESTS innovated; you gain the NESTS Origin, and **+400 CP** to use for anything related to it (Perks, Training, Items, etc.). Lastly, any clones, copies, duplicates, or dopplegangers you lead gain an unshakable core of self, an understanding that regardless of origin, what matters is who they are today and tomorrow. This may not matter much to you directly, but to these men and women after what they have endured, it could mean the world and more.

Scenario: Advent Of The Man-Made God (Requirement: Must take NESTS Origin)

The rightness of our cause is obvious from how far elevated even a simple NESTS agent is above the common man. Is it truly wrong to view one's self as a God when they can turn an ordinary human into one that can wield primordial flames or surpass the physical limits of even the greatest mortal man? No, I say! Humanity must be bent to the will of its true rulers! Your objective here now is simple; help NESTS control 70% or more of the planet Earth! The means by which you do this are up to you; armies of clones, orbital lasers, colony drops, what have you. If seven-tenths of the planet stands under the banner of NESTS openly or secretly, you will have won this Scenario.

Reward: Apotheosis. You now stand as the rightful champion of mankind's new masters. As such, all that which they can offer and more is at your disposal. All Perks and Training related to the NESTS Origin and its associated groups is amplified, and you receive NESTS-Style and Psionic Might for free (refunded if you had purchased it).

Scenario: Arcade Mode '99 (Requirement: Must take the Fight Fair, Combat Pacifism, and An Interesting Specimen Drawbacks)

You and your team must now complete the arcade mode of KoF 1999; you must enter the KoF '99 tournament, win every match, enter Site Vector 70599, confront and defeat Krizalid, and then escape the crumbling NESTS base with your lives.

Reward: The True King Of Fighters '99. Overcoming the might of Krizalid and foiling the Clone Army plot, in addition to your showing in the tournament itself, has marked you out as a true champion

for this new age. You gain two boons; first, the cash prize of $50,000 as a reoccurring Item at the start of each Jump- a briefcase with the prize money in a local denomination will be by your side at the start each time -and second the Perk **'Rubble Runner'**; if you should have to escape from somewhere as it collapses/self-destructs/sinks/etc., you'll find you instinctively know the shortest and safest way out, even if you've never been there before.

Scenario: Arcade Mode '00 (Requirement: Must take the Fight Fair, Combat Pacifism, and An Interesting Specimen Drawbacks)

You and your team must now complete the arcade mode of KoF 2000; you must enter the KoF '00 tournament, win every match, defeat Kula Diamond when she confronts you, confront Clone Zero and defeat him, and escape the destruction left behind in the wake of the Zero Cannon's last firing.

Reward: The True King Of Fighters '00. Thwarting the plans of the treasonous Clone Zero and his bid for global domination, on top of winning a significantly tougher tournament, is worthy of praise. You gain two boons; first, the cash prize of $50,000 as a reoccurring Item at the start of each Jump- a briefcase with the prize money in a local denomination will be by your side at the start each time -and second the Perk **'A Malfunction?!'**; if an enemy tries to take a final shot at you or your allies after you've defeated them, something will inevitably go poorly for them almost immediately, as if karma was punishing them on the spot for their poor sportsmanship.

Scenario: Arcade Mode '01 (Requirement: Must take the Fight Fair, Combat Pacifism, and An Interesting Specimen Drawbacks)

You and your team must now complete the arcade mode of KoF 2001; you must enter the KoF '01 tournament, win every match, board the airship/spaceship and defeat Original Zero, Krizalid, Glugan, and Ron, then disembark onto The Fortress to witness Nests's death and defeat Igniz, after which you'll be teleported off The Fortress before it can burn up in the atmosphere.

Reward: The True King Of Fighters '01. NESTS is at long last defeated, and the world can rest easier with you as its champion in more ways than one. You gain two boons; first, the cash prize of $50,000 as a reoccurring Item at the start of each Jump- a briefcase with the prize money in a local denomination will be by your side at the start each time -and second the Perk **'No Way I Could Lose According To My Data!'**; any calculations your foes make involving you will go horribly awry. Predictions of your actions, or the likelihood of your success or failure, will be useless at best and completely incorrect at worst.

Special Scenario: We Were Not Born To Simply Die Away (Requirement; must qualify to complete Arcade Mode '99, '00, & '01, and must have at least one of the following Trainings: Sadistic Soldier, Steel Human Warrior, Pure Violence, or Ice Doll)

You must complete the NESTS Chronicles while sticking to the canonical path; using the powers and training of NESTS against them, you must reach and defeat Krizalid, Clone Zero, and Igniz.

Reward: You have earned the final prizes of this era; first, the perk **'Our Real Battle Is About To Begin'**. With this, you gain a kind of radius-effect situational 1-Up; should events conspire to slay you and/or your allies even after you've claimed victory, this can be triggered to save you all and move you a safe distance away from the conflict. While this can only work once per Jump (or ten years, whichever comes first), it can provide a solid sense of protection against winning a war only to be caught up in the after-effects. Second, the **KOF NESTS Chronicles Power Boost Perk**, granting all abilities obtained in this Jump and any future KoF (or related series; see Appendix) Jump a moderate

boost (roughly a 20% increase in power/effect). All KOF Power Boost Perks stack so long as they are unique. The KOF NESTS Chronicles Power Boost Perk will also be granted to your Companions.

In addition, you will receive one more Item... the **NESTS Flag Trophy**. This miniature flag, set into a lacquered wood base, seems oddly durable and will stay aloft as if held there by an unseen wind. It will appears somewhere in your Warehouse or equivalent, and it thrums with a mysterious power, but seems incomplete. Perhaps finding the other Trophies will unlock whatever this possesses... in the meantime, it will at least look good on a shelf or mantle.

End:

Fight's over, Jumper. Whatever happened, whether you had your hand raised in victory or you tasted defeat, your time in this place is over. Now, you have a choice to make:

Go Home: The road ends for every fighter eventually. You'll be returned to the home world you left so long ago, bringing with you all the things you purchased along the way and a lot of memories. Your Chain is over.

Stay Here: For all the threats and dangers this world experiences, it's also a beautiful world with endless lessons to teach at the end of the other fighter's fists. Whether you plan to guide this world or simply revel in traveling and testing your might, this is your home now. Your Chain is over.

Continue: The best of this world never stop their wanderings, so odds are most folks you met here would understand this choice the most. Continue your Jumpchain, and bring the lessons of this world to the foes and rivals you've yet to challenge.

Notes:

King of Fighters 1999, 2000, 2001, and 2002 Ultimate Match, the King of Fighters franchise, and all related properties are owned by SNK Corporation. All rights reserved to their respective holders. Please support the official releases.

Jump #3 of the great King of Fighters Jumpchain project, preceded by the Rugal and Orochi Sagas and to be followed by Tales of Ash and Dream Match. Hope you enjoy the ride.

The story segments at the start of the Jump are each taken from the English-language translated official stories provided by SNK and documented on the SNK Fandom wiki. My hope in repeating them here is to give folks unfamiliar with these games a bit more of the feel and information these games provided... and in fairness even for those familiar with them, these games aren't exactly recent anymore.

If you've read/Jumped the two prior entries, you're likely to notice a number of elements copied over. That is intentional; not only does this mean that the KoF Jumps can be done out of order without leaving out critical elements, but it also gives more chances to repeat Jumpers to obtain things they might have missed out on the first/second time through. Hence also why a number of benefits exist that stack or add on to each other from Jump to Jump. Ideally, one would Jump each of these in order, but random Chain challenges and the like exist for a reason, and that's no cause to screw someone over in my opinion. Bear in mind, though, if it didn't exist in a following/preceding arc, that KoF Jump is the only place to get it. So if you want that K9999 Training, hoo boy you better get it here cause he is <u>never</u> coming back.

Challenge Mode does not allow the Jumper to elevate themselves *up* to 10% above an opponent if they were weaker than them, only to *lower* themselves to that level if stronger.

CP stipends for Training were raised here due to the increased number of entries per Team. Expect them to drop back to their levels from the Orochi Saga for Tales of Ash, since then we're back to 3-on-3 team matches and no more Striker stuff.

For the record: K' is pronounced 'K-Dash', and Ж is pronounced 'Zhe'. The more you know.

Burning Shingo! could potentially be used to learn things other than the combat arts, though that's never really been explored in the games proper. If nothing else, I would suggest that it could, but would still require putting in the training time. Still, learning how to make perfect meals or fly a jet plane just by watching someone do it a single time and taking notes would be something. Fanwank responsibly.

The dog gained from Commando Sambo+ is based on Blue Mary's dog, Anton, who can be seen in her intro/outro. Assume standard Item rules for the motorcycle and standard Companion/Pet rules for the doggo, albeit this one comes for free in this Jump. Hey, Anton could catch a thrown jacket and escort it to safety, a Jumper could use a well-trained pet like that! ...yeah, I couldn't come up with a good way to boost Blue Mary's abilities or reinterpret them since the last Jump.

A bit of background for K9999 and Nameless. K9999 is Tetsuo from Akira, but with a different head. I'm not even joking, it's amazingly blatant. He's been effectively disowned from continuity by SNK, with Nameless taking his place in the narrative in 2002 Ultimate Match. While that's a Dream

Match and will moreso be the subject of the final KoF Jump in this series, his unique position and tale in light of K9999's exile from canon made him feel like a required addition to this Jump.

In spite of being lower in the organization than them, Krizalid's place in his team's Training partly represents his depth of power and events in the story, and partly represents the fact he's the only SNK boss I know of that caused the developers to *apologize* for making him too tough. If that isn't worth the top spot...

The Clone Companion only represents the Jumper or their Companions from this Jump. So only Perks/Training taken from this document specifically.

The 1000 CP per Jump granted to Another Jumper can be used for Perk-equivalent things, like the Trainings from this series of Jumps.

Selecting Chain Combo does not negate the CP gained from taking that Jump, but instead lets you continue on without Jumping away, and thus all your past and future KoF fun will take place on the same world however many times you take that toggle.

If you select Challenge Mode and Fight Fair, both are compatible with each other. Every fight you enter will trigger Challenge Mode automatically, capping you at 10% above the most powerful fighter present against you, but automatically granting you all Challenge Mode bonuses in the process. As a result, should you undertake the Scenarios that require Fight Fair and provide a cash bonus Item, you'll receive twice as many (i.e., two briefcases with cash between them totaling $100K should a single briefcase with $50K be the normal rewarded Item). The other benefit of Challenge Mode may also come in handy, depending on which Scenarios you're pursuing...

All Arcade Mode Scenarios and We Were Not Born To Simply Die Away can stack together, but bear in mind that the latter expressly requires the use of your powers and training gifted by NESTS to deliver those three final victories.

After an extended hiatus from these King of Fighters Jumps, I finally return to hopefully do my favorite arc justice. As much as I love it, loved revisiting these games, and loved writing this Jump I am glad to have the only four-man-team King of Fighters behind me. That's a lot of Trainings.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake

Appendix: The Worlds Of SNK

For the purposes of the Drawback **Veteran Of Southtown** and the Scenario Perk **KOF NESTS Chronicles Power Boost**, the following is a general list of viable properties. Should the Jumper have gone to Jumps based on them in the past/future, these would apply. Note; this is not intended to be an exhaustive list, merely an informative one.

- Fatal Fury/Garou: Mark of the Wolves
- Art of Fighting/Buriki One
- Ikari Warriors
- Athena/Psycho Soldiers
- King of Fighters
- Metal Slug
- Samurai Showdown
- World Heroes
- Capcom Vs SNK
- SNK Vs Capcom
- Neo Geo Battle Colosseum
- The Last Blade
- King of the Monsters
- Savage Reign
- SNK Heroines: Tag Team Frenzy