Cho Aniki Jumpchain V1.0 By Wukong

BEGINNING:

Welcome to a world, completely different to pretty much anything you have faced so far. That's probably the best way to describe it. This is the world of Cho Aniki, where body builders fight each other to prove themselves and protein rules all. It's a strange place but I am sure there will be plenty to keep yourself occupied with. You arrive on the day where the "plot" of the first game begins; the bodybuilding emperor has begun to invade new star systems for their protein energy and so heaven has sent two warriors, a man and a women known as Idaten and Benten, to stop him. Soon they will encounter two brothers defecting from the bodybuilding emperor known as Sampson and Adon and thus begin the "story" of the games.

Of course, you'll need a bit of cash to start you off. Help yourself to 1000CP to spend for this adventure. Choose your location by rolling 1d8 or by paying 50cp to choose your location. You may also pay 50cp to change your gender if you so wish. Your starting age is 1d8+16

LOCATION:

1- Forest:

Your beginnings in this world is just a rather large forest in the middle of nowhere. Has lots of interesting wildlife, especially spiders it seems. Better hope you don't have arachnophobia.

2- Coral Reef:

You begin in this universe's equivalent of the Great Barrier Reef, only much deeper and filled with a huge variety of animal and plant species.

3- Festival:

You awake in a city that is currently in the midst of throwing a huge new year's festival. I suppose that gives a free pass to enjoy this world first hand before needing to jump into fighting. Unless you run into an aggressive corn on the cob that is. Fuck that guy.

4- Cat Tail Cafe:

You find yourself in a small maid café in the middle of a city somewhere. The only peculiar thing about it is the cat theme, but in comparison to where you could be starting instead it is fairly ordinary.

5- Holland:

You start off in, Holland? That can't be right? Well it's rolling green fields with a bunch of windmills peppered around everywhere. While it might not literally be Holland it is damn close to it, so I would just take that as an acceptable descriptor and move on.

6- Adam's Garden

This is a nice flower garden, with lots of different plants and animals in it. A quite nice place to begin all things considered. Just remember to keep an eye out for Adam, as he isn't too fond of other people in his garden. He is the almost naked guy who floats around in a miniature moon, you can't miss him.

7- Galaxy Bodybuilding Contest

You begin your adventure at the Galactic Bodybuilding Contest itself. A place where men and women gather to show off their impressive physique to each other in the attempt to triumph over all. Unfortunately the current Bodybuilding emperor, Botei, has won the last 10 years in a row. Perhaps you will be the one to change that streak.

8- Free pick, you can any of the locations from this list.

BACKGROUND:

This is the part where you choose your identity. Who are you in this universe? Age and Gender is kept from the previous jump or can be changed by paying 50CP.

-Hero (Free): You begin as a regular person, but one who is destined to do great things. Outside of this however you start this jump with no prior memories or experiences. You are simply dropped into this universe without much context. And god knows you'll want context.

-Muscle Man (-100): You are placed into this world as one of the bodybuilders. The people dedicated to getting an absolutely ripped body, at all costs. This background gives you a basic understanding of the world and how it works along with the potential to use protein energy, which is the fundamental powers needed to maintain the amazing feats of this place.

-Heroine (-100): Rather similar to the hero origin, this leaves you relatively intact in terms of invasive or obtrusive sets of memories. The ones you do receive are somewhat tame and ordinary. What this background does provide is the comprehension of how this world ticks, and the sorts of things this place does on a regular basis. However instead of getting sucked into the antics of this world you have managed to keep yourself apart, and so you are a relatively unique bastion of stability in a universe gone mad. Also this background does not inherently make you a female.

-Boss (-100) Instead of the other options provided, perhaps you would rather be more of an antagonistic force in this universe. Or maybe you just want to be a neutral operator, I am not gonna judge. Either way this background sets you up as a powerful force, independent of any other group or faction. Do with this independence what you will, I can't imagine it will take long before other powerful people notice and wish to count you as an ally.

ABILITIES AND SKILLS:

Perks of a corresponding background to your own are half price, and the 100cp perk is free.

Hero Perks:

Wanderer's Luck (100)

When you walk, may the wind blow your way. This perk gives you a useful degree of luck when travelling. Food is easier to find, there is often one room left at the inn and you will never have a pebble stuck in your shoe. While this perks benefits are minor, nobody could argue the convenience is a bad thing.

Heroic Physique (200)

This perk gives you the physique of a hero. This isn't massively bulging muscles, crazy sprinting abilities or other degrees of focus, this instead means you could be considered a fairly strong all-rounder. Capable in most fields of physical exertion along with a very beautiful appearance and a boring, but effective, anything-goes martial arts style. The perfect starting point.

Mind over Matter (400)

This ability gives you absolute control over your own body. As in 100% control. All conscious and unconscious bodily processes can be sped up, slowed down or stopped altogether. Just in case, this perk also gives you a full understanding on the limits of your body and what will happen if you change its natural processes. While this perk can lead to some interesting applications, anything it does must be possible within the scope of your biology.

Pixie Dust (600)

This perk is peculiar, even by this jumps standards. It allows its user to freely summon and control a cloud of pink, glittering dust. Make no mistake however, it is a powerful tool in combat. Its abilities range from shaping it into any form the user can conceive of, shooting it as a beam of energy, and simply using it to blind or disorientate your foes. It’s most interesting feature however is its ability to function as a vector for spells and enchantments if it can get into someone’s body, allowing the user to shape magic that directly affects the infected target with much greater ease. This ability provides a natural, low-level charm person spell for free but no others. An experienced jumper will likely have some rather scary uses for this ability.

Muscle Man:

Swole as Fuck (100)

This perk makes you RIIIIIIPPED. No joke, you'll look like a professional body builder in no time. This comes with the added functionality of a massively increased base strength and endurance levels.

Bottomless Stomach (200)

This perk bestows a truly endless appetite. You will almost never be full again, able to eat anyone out of house and home. This is done through converting all consumed foodstuffs into raw protein energy that the body stores for later use. This may allow you to go for months or years without touching the slightest morsel of food, although once your protein energy runs out you will likely begin to starve. You may even go without sleep, although the longer you go without the faster your energy drains.

Perfect Partner (400)

Can easily sync your body movements with another person, and if you have history it will be super easy to accommodate for each person's powers. Dancing, banging and even persuasion using body language will be far more effective. This perk makes you truly the perfect partner, allowing you to easily sync your body movements with another. Co-operative efforts such as ballroom dancing, the horizontal tango and even the common barroom brawl will become like second nature; allowing you to accommodate the other with a grace no other could match. With experience and practice, you may also be able to match your movements to account for your companions unique powers, potentially allowing for perfect symmetry and understanding in a combat situation.

Protein Master (600)

This perk will give you a mastery of the protein energy that powers this reality. This allows you to tap into an internal reservoir of protein energy to improve your body, from increasing healing, bulking up muscle mass and strengthening your will. Most noticeably however it will allow you to shoot energy lasers made up of this energy at your foes, including one massively focused energy beam if charged up correctly. The only way to build this up energy however is activities such as weight lifting, posing and eating. If bought without the perk [200] it is likely that your total energy will be quite limited and require restoring often.

Heroine:

Skills (100)

This perk makes you... pretty good I guess. This grants you passable skills in most fields, meaning you are an effective jack of all trades. Your familiar with the skills in most situations could call for.

Ludicrous Speed (200)

This makes you really, really fast. It ups your speed dramatically. Running speed and reflexes get a huge boost. This also quite considerably improves your manual dexterity to help allow you to cope with the speeds.

Who needs plans? (400)

Okay now this one is a fun one. This perk essentially gives you amazing bluffing powers. But not bluffing people, you bluff the universe. Pretty much, when you go into a situation without any real semblance of a plan, you get crazy amounts of luck and plot convenience to help you reach your goals. When you bullshit the universe, it totally lets you. This perk is not foolproof, you can still be caught out if you screw up, but will definitely make all the difference.

Reality Check (600)

This ability allows you to impose some semblance of reality onto the situation you're in. Things will temporary stop running off things like rule of cool and video game physics and instead have to deal with realism ~shudder~. It won't be an auto win but it will give you a useful opportunity to gain the upper hand against flamboyant foes or at least get a bit of shut-eye in relative peace. This will apply both ways but you will be remarkably less affected than anybody else.

Boss:

Boss Thematic (100)

For this perk you need to pick a theme. This can be as broad or as specific as you wish within reason. After this all of your powers and ability's aesthetic appearance will resonate with this theme. This can be turned on or off at will and includes all present and future abilities. This perk offers no real extra power, just the ability to customize appearance.

Boss Underlings (200)

This perk gives you the capability to summon minions to you at any point. They are autonomous and think for themselves, albeit with a strong tie of loyalty to use. You can summon a potentially large amount of them however the more you create, the weaker each individual becomes. If you have the [100] perk then they will share your theme, otherwise they will be just a standard style of minion, although still styled in the aesthetic of this jump.

Boss Stage (400)

Once per jump this perk gives you the ability to choose a location, no more than roughly a mile in area, and convert it into your boss stage. This stage will be customized based on your theme, style of battle, and sub-conscious feelings. Due to its personal nature and specialized environment it will aid you in most of your endeavours, especially combat. It cannot move however once you place it down and it can still be destroyed by your foes if you are careless.

Boss rush (600)

This capstone perk is rather special. Once every year, if you are challenged to a contest of some form by a legitimate adversary, you may activate this ability. This makes it so that instead of directly going against you, they must first fight each of your currently active companions one by one. Nobody may interfere with these matches and if they manage to beat your companions then they have full right to a 1v1 against yourself. However be warned, if they get this far nobody else may aid you in that fight. It will be just the two of you.

ITEMS:

Speedos (100)

This pair of mono-colour speedos and optional sports bra look amazingly good on you, with the added benefit of never getting worn out or smelling. Also as an added benefit people won’t find it weird if that's the only thing you’re wearing

Protein Capsule (100)

A small pill full of concentrated protein energy. This single capsule should be good for a rather considerably sudden boost of energy and will replenish itself once a week.

Replenishing Meat (200)

This is not infinite food, but it’s damn close to it. You always seem to have just one more steak, pork chop, or lamb shank. It's totally your call what kind of meat, although push it too far and you won’t have any more for a day or so.

Training Weights (200)

These weights attach onto your ankles and wrists. They are always heavy relative to your current strength and will always let you get stronger with time and effort, although there will be diminishing returns

Holy Protein (300)

This near mythical being is a powerful amplifier for your protein based powers. You can focus your energies onto it for massively destructive beams of energy or just to make your uses of protein energy much more efficient.

Muscle Ship (300)

This is a rather large, sentient battleship. Roughly 200 meters from stern to bow this ship has many powerful weapons at its disposal along with an intelligent, and surprisingly female, AI. Most of these are powered through protein energy, which might explain the crew of highly muscled crew, whose job it is to maintain the ship while simultaneously providing the energy to keep the ship afloat. Oh if I didn't point it out, this ship totally flies.

Companion Import (200-600):

You may import one companion with a free background and 400cp to spend. It costs 100cp after the first to import another and you may import all eight for 600cp. Jumpers with the muscle man background may import one companion with these rules for free, but they must take the muscle man background as well.

DRAWBACKS (Maximum of 600CP gain):

Honour Bound (+100)

You must fight honourably and without sneaky underhand tactics. This will also make you more prone to making straight forward and fairly simple plans

Trouble Magnet (+100)

You are a literal magnet for trouble. Expect to get pulled into shenanigans on a regular basis and world changing events once a year or two.

Wimpy (+200)

Your manliness is weak at best. You cannot maintain visible muscles very well and you appear weak and ineffectual. Also your capacity for using this universes protein energy is highly limited and very inefficient.

Titular Hero (+200)

You feel the need to be a hero. You struggle to stand by while there is injustice in the land. This drawback means you must seek adventure and glory on a regular basis, and will not allow evil to stand in your sight, even if it benefits you.

Big Brothers (+200)

Sampson and Adon have a friendly rivalry with you. Expect sudden competitions in many different forms, and at the end of the 10 years a straight up brawl. Try not to lose. For an extra 100cp it's not friendly anymore, they will be playing for keeps. If you gain the extra 100cp then lose once against them and you go home.

All-You-Can-Eat (+300)

The ease and fun of this setting is gone now. Everyone is playing seriously and even the highly suggestive bosses will not be pulling punches. Expect 10 years of hard-core fighting and difficulty rather than the rather laid back atmosphere the initial content suggests.

Disgust (+300)

You find this place totally sickening. The colours, the styles everything. You hate this place with a passion and cannot contain your hatred. You will hate every minute of being here, no matter what you do.

Locked in the Gym (+600)

All your jumper abilities acquired past the body mod and the warehouse is locked for the ten years. Perks and items gained in this jump are allowed.

END CHOICE:

You've survived this world for 10 years, and you're presented with your choice. Where too next?

-Sanctuary: Maybe this jump took a more than expected toll on you, or that the inherent insanity of this place just got to you. Either way you choose to end your jumping days here, and to return to your home universe in one piece, with all your powers retained as a going away gift.

-One more set!: I must say I am surprised. By choosing this option you opt to stay in this universe forever. It must have grown on you. By choosing this option your life on earth is resolved and any loose ends are tied up.

-Moving Onwards: With this option you elect to continue your journey, moving on to the next jump in your chain.

Creator's Notes:

If you use Reality Check in Jojo's then we can't be friends.

In terms of context for this, these are a bunch of really homoerotic side scrolling shoot 'em ups from japan. They have very little written story in them and I had to take some creative liberties to make this a decent jump. The setting really is what you make of it. It's not particularly high powered all things considered, just body builders fighting each other.

Just to clarify, there is no obligation to be female if you take the heroine origin.

Also it's perfectly fine to be a woman in general, there is such a thing as female body builders you know.

Sorry for the wait