AFRO SAMURAI®



Intro

The story of this land goes a little something like this: wherever strife, and bloodshed exists in this world, you can be 300% sure that these two old pieces of cloth had something to do with it. One of these two headbands distinguishes the wearer as the greatest swordsman, and the God of this world. Some say they even possess power unimaginable by mortals. Point is, they're untouchable, nobody can ever challenge them, except whoever wears the Number 2 headband.

The Number 2 headband bestows only grief and regret. Unlike the Number 1, anyone and everyone can challenge the Number 2, to claim the headband, and the right to challenge God for his throne.

Who can say where the superstition ends and the supernatural begins, but for mankind, that's more than enough to keep the cycle of revenge spinnin'. The latest poor sap to get sucked into this bullshit is the Afro Samurai. Ya' see, once upon a time, Afro's pop was the Number 1 swordsman. With young Afro bearing witness, he accepted the Number 2's request for a duel.

His name was Justice, a gangly scarecrow-looking motherfucker with skin like a snow leopard, and way too many spaghetti westerns in his DVR.

Thanks to Papa-Afro's need for an audience, and Justice's sneak attack, that little boy got to see his dad's severed head dangle in front of him.

Afro is a grown-ass man now. His losses didn't stop at his only real father, his surrogate family got cut to pieces too, all thanks to these damn headbands. Now he's got the Number 2, and with nothing more to lose, all that's left for him is the bloody path of revenge.

+1000CP

Origins

Age is 1d8+20. Gender is unchanged. pay 50CP to change either.

Spirited Protector

Protector of what? Whatever you damn well please. A friend, an ideal, the world, your own skin, etcetera, etcetera, et-ce-ter-a. You got skills, but you aren't nearly as grumpy or brutal as the rest of the motherfuckers here.

Seeker of Justice

Whether it's justice or "Justice", nothing's gonna stop you from seeking the shit out of it. You've lost everything dear to you, so you'll cut through whatever, or whoever gets in the way of your bloody revenge. You'll fit right in.

Unsullied Hands

The cycle of revenge, the battle for Godhood, saving the world, that's all fine and dandy, but they'd be better as someone else's problem. You only need to sit back and get others to fight battles for you, while you reap the rewards.

Monster Maker

There are some people out there that just make this world a worse place. There are also the people who make those people. Through the power of science and money, your services will be the source of a whole lotta' suffering.

Abomination of Science

A killer is not born, but made. You've suffered unparalleled loss. Only your tears keep your rage from boiling you alive. You've died once, but science has rebuilt you. Will you seek revenge, or have you learned the value of... nah.

Righteous One

Hah! You're funny, talking about "righteousness".... You're serious? You actually want to make the world a better place? The path isn't a pretty one you know. You have to do more evil than anyone else to bring a little good to the world.

Undiscounted Perks

Afro Theme

Oooh! So we're going on this adventure with a background track? You'll get the Afro Samurai OST following you around, out of seemingly nowhere. That includes the anime, the movie, and the games.

(FREE)

Certified Samurai

I guess I shouldn't leave you totally helpless. This gives you an average level of skill in a weapon of your choice. You're good enough to fight off one or two average bandits with relative safety. For 100CP, you can make that dozens of bandits, or a competent swordmaster. For 200CP, you could take on at least 50 average warriors, or tie down the Afro Samurai for several minutes.

(FREE/100CP/200CP)

Cameo Afro

Well aren't we squeaky clean? Whatever kind of hair you've got, it's thick, it's puffy, and it has a special way of blowing in the wind oh so stylishly. You can use this option to get a big 'fro of your own.

(50CP)

My Ninja

Even the most bloodthirsty motherfuckers get lonely. Now you've got a quirky (imaginary) friend to keep you company. They can bear the burden of your emotions in your place, for a time.

(100CP)

My Aim is Always Forward

You'd think that a bullet would be pretty devastating for a swordsman, but we need to keep our hero alive somehow. In true samurai drama fashion, with only a blade or some other melee weapon in hand, you won't have any more difficulty up against enemies wielding modern or ranged weapons then you would against another swordsman with their level of skill. Under rain of arrows or bullets, only a small percentage would pose any danger of actually hitting you. Even if you were a half-assed swordsman, you could cut incoming bullets, if you see them coming first. If you were on the same level of skill as my man Afro, you could do the seemingly impossible, like dodging hundreds of arrows in mid-air, parry laser beams with a katana, and slice RPGs in half.
(200CP)

Ain't He Lovely?

Domo arigato, my mechanical friend. You've been all kinds of chopped up, then some daruma-looking motherfucker decided to put you back together. For 400CP. Your body is stronger, faster and all around better than any normal human. You might even have some weapons and gadgets built into your body, like a pile driver, a flamethrower, some weak jet boosters, the works. On the other hand, your aesthetics leave much to be desired. I guess Daruman is a function over form kind of guy. Thankfully, this becomes an alt form post-jump.

Double that price, and you're more machine than man, even if it your makers were polite enough to give you a warm meat sack to make you look almost completely human. Your metal skeleton is your real body. You've got the same tech in you as the Empty 7's Afro Droid, minus the microchip containing the Afro Samurai's skills. You got super strength, lasers, jet boosters, rocket punches, a rather evocative main canon, and who knows what else! Like the above option, this may become an alt-form post-jump, or if you'd prefer, you can just fuse it into your regular body.
(400CP/800CP)

Spirited Perks

Half-off for Spirited, and 100CP perk FREE.

Where to Next?

Now, sneaking up on a cold-blooded killing machine moments after the death of their entire family may not sound like a good idea, but you're a cool dude, I'm sure it'll be fine. Just be sure you don't show any violent intent, and people don't seem to mind you inserting yourself into their lives with no warning.
(100CP)

Ninja Senses are Tingling

As seeped as this world is with bloodshed and hatred, the secret to survival is simply to be somewhere else. You've got a ninja's stealth, reflexes, and a sixth sense for danger like no other. You can feel someone spying on you from miles away, let alone trailing right behind you.
(200CP)

My Cell is Off!

Pay no mind to the ninja behind the curtain. Even if you happen to keep company with wanted men while dealing out witty commentary, you have a knack for staying out of the line of fire. No one seems interested in attacking or even acknowledging your existence, until you make yourself an obstacle.
(400CP)

Hangin' out With you Was the Bomb

The heart of one man can be heavier than a mountain. You can choose to bear some or all of an ally's emotions and trauma in their place, for as long as you wish. Once every jump, you can even take a lethal attack in their place, immediately bringing them to terms with the issues you've been lugging around for them. If they find themselves in need of your services once again, you'll be back in the land of the living, no questions asked.
(600CP)

Seeker Perks

Half-off for Seekers, and 100CP perk FREE.

Death and Life

A samurai lives and dies by the blade. You can demonstrate devastating power with the one-sword style, but far from the world's best. No matter how battered and beaten you get, you'll never lose grip of your blade if you don't want to. As long as your soul never dulls or break, neither will your blade. (100CP)

Nothing Personal, Kid

When you need to kill, you don't even know what it means to hesitate. You make sure your every attack is aimed to kill or maim. This iron will shall never yield to any pain of the heart or mind. Your skills may weaken slightly under this pressure, but until your mind or body break completely, you will fight. (200CP)

Formless

Look like this world just got itself another demon. You match the Afro samurai in his base physical abilities and skill, though still no match for him when he's on his A-game. You also can enter a state of true spontaneity, where not even supercomputers or warriors of greater skill can predict your movements. (400CP)

Nightmare

If Afro has anything dragging him down, it's the phantoms of his past. Like him, your strength and skill skyrockets with your concentration and resolve. With full focus, you can keep up with swordmasters and dice hundreds of men. By fully clearing your mind, you can fight off androids designed to surpass you in every way. In the split second after crawling back from the depths of despair, you're a force of nature, able to kill Gods among men with a single strike. (600CP)

Unsullied Perks

Half-off for Unsullied, and 100CP perk FREE.

A Hoe is a Hoe

Man, life just ain't fair. You have mastered the honorable art of seduction. You've got game, both on the streets, and in the sheets. Even if you were a bald-ass wrinkly-ass old man, you'll still have bitches all over you like you were dipped in gold. You may even be able to woo more paranoid types. (100CP)

Cutting Corners

Uh... my man? Don't know if you got the message, but heavy explosives and the hunt for a dry, dusty piece of cloth aren't a good matchup. When solving problems with mass destruction, assuming it's even remotely possible, desirable loot is never destroyed in the process. Not that this protects the owner any. (200CP)

Dream Thief

It's one thing to steal a brother's money, but reach into their minds and pull out everything that makes them them? That's just sick. You have the ability to gaze right into someone's dreams. You can even learn their memories, and by extension, their skills. You can even store this information in digital form. (400CP)

Empty, but Whole

You put the "cult" in "cult of personality". You've got the kind of charisma that makes and moves armies. You have no issue finding the greatest talent from around the globe, the brightest scientists, the strongest warriors, the wisest advisors, and how to make them want to work for you. You still need to dish out some green for the ones you can't brainwashed. Heed my warning, the sweetest words won't do a thing against a man set on taking what they want. (600CP)

Monster Perks

Half-off for Monsters, and 100CP perk FREE.

High Demand

Let's be real, no army wants Hippocrates managing their R&D. You can hold tight to your scruples, but when the money's just too good, you're free to turn those off for a bit. The work you do at these times is always in high demand. With this, you'll find the richest scum in the nation after your services.
(100CP)

New Frankenstein

Yeah man, this is cool and all, but it's also really fucking nasty. You're a doctor and a mechanic in one crazy bundle. I'm talking cyborgs. When you've got a poor soul missing more than a few pieces, you can patch up what's left with machines and weaponry. At this point, they might prefer death.
(200CP)

Building Legends

Why patch up warriors when you can make them wholesale? You have the expertise to craft robots with abilities matching a target of your choosing. The more powerful a target, the more materials needed, the more skillful, the more data needed. Enough of both will allow it to surpass the original.
(400CP)

Domain of God

So I guess we aren't even pretending to give a shit about human sanctity? You've perfected the art of reviving the dead. If you have enough of their body, you can patchwork them together. If that fails, you can clone their entire body with nothing but time, resources, and a little DNA. The more torn up their grey matter, the less humanity left in them, with clones being nigh-animalistic. You can program their brains to an extent, but total control is impossible.
(600CP)

Abomination Perks

Half-off for Abominations, and 100CP perk FREE.

Two Hands for Two Blades

What's better than swinging one sword? Two swords! Anything you can do with one arm, you do just as well with the other. You can divide your attention between two tasks at once. You're talented in the two-sword style, but if you lose an arm, you don't even flinch before adjusting to a one-handed style. (100CP)

Tears of a Samurai

Y'know, there's just something about you that digs into people's hearts like a hot knife through butter. Your words can dredge up the dormant emotions and trauma in even the most stoic hearts. Hell, you can even use this on yourself, finding out your true hidden feelings, even when your mind is long gone. (200CP)

Eager Reflection

A man who can see through all your moves is a problem, a man who can see them before you move is a freak. By the time someone is ready to attack, you've already seen through it, and come up with a counter. Unless your opponent can fight with total spontaneity, you might as well be untouchable. (400CP)

One Path

Once you've got your sights set on a goal, nothing on Heaven or Earth will be able to stop you. Your will keeps you going forward through any injury or setback. Even on the brink of death, something or someone almost always comes along to restore you to a state where you can continue your pursuit. Even with your soul gone, your goal will remain. If you reach this state, letting go of your goals will fully restore your heart and mind on the spot. (600CP)

Righteous Perks

Half-off for Righteous, and 100CP perk FREE.

Ready to Duel a God?

Revenge is an inevitability, but that doesn't mean you have to go out of your way to spread it! You're a natural at earning the eternal hatred of others. The kind of bitter loathing that makes people chase you to the ends of the Earth, and spread hatred like a virus to anyone who crosses their path.
(100CP)

Rotten Snake

Fucking ew man! The Hell is this circus freak human scorpion shit? You've got a third arm sprouting out of your back. It's long and flexible enough to reach over your head in a split second and still have more range than your other two arms. This folds up cleanly against your back when not in use, somehow.
(200CP)

Yee-Haw!

Hey now, settle there down deputy. You're one of the few people that turns gunmanship to the easy way out of combat, to its next evolution. You can apply your guns to close-quarters combat, parrying master swordsmen with ease, and never wasting a bullet on anything unnecessary to winning.
(400CP)

Divine Justice

Y'know, for as much as Afro hates Justice, the rest of the world seems pretty down with him as their lord and savior. Whenever you're in charge, all those under you experience peace and prosperity. Their fields will thrive, they'll know no illness, they'll be spared from crime and bloodshed, and you're given credit for basically everything good that happens in their lives. Even evil caused as a direct result of your actions only ever assures people of their need for you.
(600CP)

Companions

Familiar Faces

Just because our favorite afro-toting killing machine (not to be confused with the actual killing machine made in his image) likes to face the world alone, doesn't mean you can't be more sociable. Every time you take this option, you can insert one of your old multiversal traveling buddies into this world. You can also just make someone new, if you don't feel like throwing your friends into this whole mess. Every companion gained through this option gets 600CP to spend, and they can gain up to 200 more through Drawbacks.
(50CP Per)

Worn-Out Faces

This world ain't always pretty, but the people that face it head-on all have something to fight for. Which is to say, you'll have mixed success in getting them to tag along with you through this option. With each purchase of this, you're free to pick out someone already living in this world. Time and time again, you'll cross paths on relatively friendly terms. If you take the time to tell them what they'd be in for, and convince them to leave this world behind to follow you, they'll be free to do just that, becoming your companion.

Just a little warning. In the off chance that your character of choice happens to wear one of the sacred headbands, they'll have to give that up first.
(50CP Per)

Devotees

This is what we call the quantity of quality approach to warfare. Each purchase of this nets you a dozen of these googly-eyed cyborg ninja things. I'll level with ya, against an opponent with even a little bit of talent or above average strength, they're cannon fodder. At least they're unshakably loyal.
(200CP Per)

Items

No discounts.

Blade

Exactly what it says on the box, my brother. You're packing some serious steel. A single sword or some other melee weapon, crafted to your specifications. That's what you get for free, but if you want any more, or if you'd prefer a weapon with greater range like a gun or crossbow, you'll need to pay 50CP.
(Free/50CP Per)

Rising Smoke

A little something to take the edge off. Some smokes, matching your own individual style. Doesn't even need to be cigs, if you're desperate to show off, pipes or cigars are options. This also comes with a light of some kind, once again evocative of your own particular aesthetic values.
(FREE)

Game of Chance

By that, I do actually mean "chance". You've got a pair of dice with far more tech than they have any right to have in them. One press of a button lets you change the orientation of the faces, changing the result without any outward signs of cheating. It's your own damn fault if you're caught in the act.
(50CP)

Swamp Water

I guess you and Afro have similar tastes. This huge-ass barrel is filled with the finest home-made lemonade you may have ever tasted. Even better you can keep scooping out of it without ever running out. If you have a flare for the dramatic, this also comes with a blinged-out straw for your lemonade-sipping needs. Or you could just, y'know, drink out of the cup like a normal person.
(50CP)

Bling

Why's everybody always gotta strut? Well, none of my business what they do with their money. You've got gold to throw around. Maybe you'd rather have form over function, and deck yourself out in jewelry that you can sell for a month' worth of meals. Or cut out the middleman and take this in cash.
(100CP)

Band-Aids

Ideally, if you want to live your life by the blade, the best plan is to not get cut up too bad. Even still, shit does in fact happen. You got candles, you got bandages, you got herbs and salves and shit. Give yourself a little of this and you'll bounce back from anything short of dismemberment in under a week.
(100CP)

Teddy Bear

Now this may look like a freaky-ass metal teddy bear head, and it is, but it also happens to be packed full of tech like enemy tracking, a remote communicator, and respirator for good measure. You also get a comfy kimono and a pair heavy steel sandals that hit like bricks as a bonus.
(100CP)

A Motha' Fucking Backpack!

This may not sound like much, but stay with me here. This back-mounted box has a weird way of storing whatever you need it to, even if it's nowhere near the right shape, or way too heavy for your ass to lift. You keep flamethrowers, RPGs, dozens of blades, and a couple of old men for good measure.
(100CP)

A Motha' Fucking RPG!

I hear ya man, why bother with all this choppin' and blockin' when you can just blow up everything in sight? Rather than just a blade or a dinky pistol, you also wield something more heavy-duty, like a flamethrower, and RPG, an automatic crossbow with grenades, any of that kind of shit.

(200CP)

Oasis

A rare bastion of solace in this grimy world is what you have here. A humble little home surrounded by serene landscape. Your own little slice of paradise. Chaos, disease, bloodshed, whatever sources of suffering plague the outside world won't reach here. That is, unless you invite them in yourself.

(200CP)

Stylish Ride

I guess revenge-seeking on foot ain't exactly the most efficient approach. You've got your own tricked out motorbike, complete with a detachable sidecar. This thing can ride over nearly any terrain, and never runs out of gas. To top it all off, it's tough enough to drive clean through a building unscathed.

(200CP)

Watering Hole

I was just starting to feel like I was a bit too sober. You're the proprietor of your own perpetually stocked up bar. The real treasure is all the rumors that pass through here. You can learn all there is to know about the world, some things public, and many private. Alcohol has a way of loosening up lips.

(200CP)

Heaven on Earth

I gotta say, I like the way you think. Fuck all this "blood begets blood" shit, just make money and have fun with your life. You are the proud owner of your own casino. You got slots, cards, darts, strippers, drinks, you name it! I shouldn't need to tell you how much you'll be raking in with this.

(300CP)

Digital Death

Remember the Afro Droid I mentioned earlier? Basically the Empty 7's attempt to make an Afro Samurai of their own. While their mad scientist took care of the body, Afro's technical skills were copied and improved in this itty-bitty microchip. This may not do you much good without a robo-brain to install it in.

(300CP)

Slaughterhouse

If you've ever wanted to be a supervillain, here's a laboratory for all your mad science needs. This place is equipped for robotics, cloning, surgery, programing, whatever you may pursue. This won't give you the skills to do any of this, but you have enough directions to not break all the equipment.

(300CP)

Holy Ground

Yeesh! God complex much? You've taken a note from the Empty 7 and built a motherfucking ginormous temple. Those seeking salvation, enlightenment, and all that will often make their way here. This place is like a toybox of traps and clockwork. An open door for believers, a deadly fortress for attackers.

(300CP)

The Headband War

Let's recap, shall we?

Two sacred headbands: the Number One, and the Number Two. The first is said to grant rulership of the world, Godhood, immortality, supernatural power, great knowledge. The second grants only a life of unending conflict

Whoever wears the Number One is untouchable, nobody may challenge them, save for the one who wears the Number Two. The problem with that, is that anyone may challenge the Number Two.

Each headband is accompanied by a spiritual protector, that provides support for the wearer and guides them to the other headband. You're free to have a unique guardian, or make due with those bound to the current wearers.

The current wearer is a Mr. Afro Samurai, a killing machine with nothing but revenge on his mind. You want that headband, you have to take it from him.

With the Number Two around your head, travel to Mt. Shumi and battle Justice, the current Number One. That said, even once you've reached this far, the cycle of blood can not be stopped so easily.

You may find yourself disappointed to find the ultimate power granted by the Number One to be slightly exaggerated. Your powers don't even appear to extend past the throne room atop Mt. Shumi. In this small world, you border on unkillable, can gaze anywhere in the world, even so far as seeing figments of a man's imagination, and control this room as part of your own body.

Mt. Shumi will follow you into future worlds, along with something else: the Number Two headband and the legend that surrounds it. That's right, this isn't over! If it makes you feel any better, at least you've rid this world of their curse.

The battle for the headbands will continue on into future worlds, until you either complete your chain, or leave both headbands behind, and let that world bear their curse. Aside from that, any efforts to hide the legend, conceal the headbands, destroy either headband, or possess both simultaneously will fail, as if this cycle was ordained by the gods.

If you still think you can defeat the cycle of killing, then you will have to wait as one Number Two after another make their way to you, after cutting down who knows how many other candidates.

As long as you wear the Number One, none but the Number Two may challenge you, though that doesn't mean someone can't just steal it once it's no longer on your body. This extends both to you and to any who may somehow take the Number One headband for themselves. Should you be unable to retrieve it by the end of your time in a jump, both headbands will remain in that world, and their true power will be forever lost to you.

One world after another, the fighting will pursue you, until the time comes to complete your chain. It don't matter how that end comes, at that time, you and the current Number Two will find yourselves in the Mt. Shumi throne room. You are to have one final battle to determine the owner of the sacred headbands. The battle will be hard-fought, no matter your opponent's world of origin, and the winner will finally receive whatever secrets the headbands concel.

What this power entails is anyone's guess. Maybe the Godhood promised in the legends? Forbidden knowledge? Absolute power? Maybe you've just become the long-awaited punchline for a prank of celestial proportions? I guess you won't know until you get there.

If the end of your chain wasn't a total victory, and you lack the planeswalker spark, whatever you get is limited to the world you're stranded in.

Hope it was worth all the death and destruction.

Drawbacks

Dayum Motha' Fucka'

You ain't the most educated mothafucka' 'round, or mayb' you just one lazy- nah, nah, I can't keep this up, I need to keep some self respect. The point is, you speak in some of the least intelligible, and might I add highly offensive, ebonics known to man. It's not like nobody can understand you, but it doesn't take long for this to get on people's nerves.
(+50CP)

White as Polluted Snow

What fucking irradiated cesspool did you crawl out of? You're like a snowman that got pelted with soot and beat with the ugly stick. Your body as a whole looks all kinds of diseased. Don't seem to hurt, but man are you nasty! If that wasn't enough, you have a body like a skeleton, and a face like a demon.
(+50CP)

3, 4, 5, 6, 7, 8, 9, ...

Little known secret about the sacred headbands, there wasn't always just two. Who knows how many there were, but they're out there, alongside the Number One and Number Two. Unlike the relationship between the first two, just having one of the other headbands doesn't make you untouchable to anyone but the wearer of the next headband, nor do they give you any right to challenge the Number One. It's now common knowledge that all the headbands are needed to become God. That means the amount of killings across this whole land will skyrocket, even when the Number Two is nowhere to be found.

That's all for 200CP. If you want 100CP more, there are now dozens of each headband, save for One and Two. Good luck sorting through that whole mess.
(+200CP/+300CP)

Afro Demon

Afro was never the best at making friends, but he's pissed you off something fierce. Maybe he killed your only family, your lover, or maybe he was in an especially bad mood and iced your childhood dog. Whatever your reasons, you've dedicated your life to finding and killing the Afro Samurai. Just don't forget that you're far from the first. In any case, he won't go down easy.
(+100CP)

Bluest Balls You've Ever Seen

Ain't that always how it is? You sacrifice everything you love to track down the man who killed your father, only to discover he died of old age. Any undertaking or experience you take part in, without fail, ends in unsatisfying anticlimax. Doesn't mean you won't technically succeed, but you might as well have failed, as empty as you'll be left feeling.
(+100CP)

Open Season

You really don't look the part of a killer, and if you aren't a killer, you're a victim. No matter how strong you are, nobody takes you seriously. This is great if you can actually take them on, but it's more than a little annoying. Weaklings often single you out as easy pray, and regardless of whatever reputation you built for yourself, it'll just keep happening.
(+100CP)

Born in the Wrong Century

I mean it, this really isn't the time or the place for someone like you to be out and about. You don't exactly deal well with all this blood and gore stuff. In fact, you damn near puke at the sight of violence. The real brutality around this place will easily make you faint. Hope you weren't planning to chase after any headbands with a mind this weak.

(+200CP)

Age of Tragedy

Whether or not you get mixed up with the crazy headbands, you have only suffering in store for you. Everyone you get close to or who brings even a little bit of happiness into your life, will end up dying a horrible death cursing your name. This weighs heavy on you. For what it's worth, companions who get caught up in this come back after this jump.

(+200CP)

Unforgivable

I take it social grace isn't your strong point. Must have been born under a bad star or something, because you make enemies like most people breath. Maybe it's your actions, or just your grumpy face, but you can't go anywhere without making someone hate your guts. That wasn't bad enough, retaliating in any way only ever makes you more enemies.

(+200CP)

Scapegoat

Afro? Who the Hell is that? I'm telling you, this Jumper guy is the Number Two. That's what the rumors say, and that's what everyone believes. Every fight and every grudge pointed at afro has been falsely attributed to you. Nothing on Heaven or Earth that will change anyone's mind. Meanwhile, the real Number Two is making record time.

(+300CP)

No Rest for the Wicked

You've lost many good friends and allies. That's hardly unique to you, but for some reason, your lost loved ones keep coming back to life as patchwork monstrosities against God. Each one is overflowing with hatred for you, and will do whatever it takes to see you dead. Either kill your own friends a second time, or keep running to the ends of the Earth.

(+300CP)

Until you Wither

What? You thought you could just dick around in this world, and walk away like nothing happened? The cycle of revenge is endless, as is your time in this world. Hah! I had you going for a sec, didn't I? I'm just playing, mostly. Your time here no longer ends after ten years. Instead, you don't get to leave this world until the passing of time shatters your mind and obliterates your will. Until you abandon all resistance, or thoughts of independence, and your own sense of desire and reason crumble to dust, then you may leave. Luckily, all damage to your psyche will be undone once you get out. If you happen to be immune to the mental effects of time, those will be disabled for this drawback's duration. I should mention now, if you didn't bring the means to avoid aging to death, the Number One headband should do the trick. Oh, and one more thing, you lose all memory of this drawback for its duration. Have fun.

(+300CP)

Ending

Break the Cycle
Go Home

Rebuild From the Ashes
Stay Here

The Chain of Killing Stretches Onward
Move On

Notes

Jump by Gene

If it wasn't obvious, I am a very white man. I make no excuses for my terrible attempts at ebonics.

Any origin can be taken as Drop-In.

In the anime continuity, at least, there are far more headbands than just the Number One and Number Two. All of these are hung up in the throne room of Mt. Shumi. Given that the Headband War seems to function perfectly without them, they clearly aren't bound by the same rules as the top two.

The manga and game continuity both vary from the anime and movie continuity, but not enough to be worth pointing out in the jump proper. If you really want to follow one continuity over the other, I won't stop you. Though personally, I would not suggest choosing the game continuity, because they are not very good. Besides the one major deviation from the anime is already present in the manga.