

Ninja Gaiden
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Two men stand in a field, both garbed in concealing robes and holding unsheathed blades. They rush towards each other, jump, and only one of them walks away. The next Ryu Hayabusa, a ninja of the Dragon Clan, receives a letter from a dead man and sets out to fulfill his fathers last request and avenge his death. In short order, he will seek out one of his fathers friends in order to learn the truth behind the letter, and be dragged into a conflict between the CIA and a demon known as Jaquio, who seeks to use the powers of a pair of demonic statues to attain ultimate power.

Unfortunately for the world, this is seemingly the demon's plan - barely alive, barely awake, its power reaches out into the world and begs to be used. One of the two statues, formerly under the care of Jo Hayabusa, has gone missing with his death, and the second is likely not far behind. With that said, it doesn't matter whose plan this is, only that it is stopped. …You are here to stop it, right?

+1000 cp

Origins

Drop In

Bam! Pow! Wham! That's the stuff kid, now give it to the bad guys! Alright, sorry about that, I was prepping this kid Tim for going a round or two with Death. Anyways, you're, uh, not from around here, right? Bit of a newcomer to this here dimension. Well, don't worry about that overly much, I've prepared some things for you that ought to help. Now, strictly speaking you don't exist, but I'll plop you down nice and close to Ryu. I'm sure he can help you out if you help him out. And remember, keep things E.

Ninja

A flash of color in the night. A faint gleam of steel. A body hits the floor. Congratulations on joining the dragon clan of ninjas, a group that follows the ancient ways. However, not all is well - your clan head, Jo Hayabusa, has gone missing. Not unexpected for a ninja, you can never be sure if they're actually dead or just faking it to catch you off guard, but his son is going on a bit of a rampage as a result, so. It doesn't quite matter. In the meantime? Either hold down the fort, or keep up with the young master.

CIA

There has been an unusual amount of activity from certain factions in the underworld, and you've been assigned to the case. What do a Brazilian assassin, a crime boss from New York, and a renegade Chinese ninja have in common? I don't know, but you're about to find out. In the meantime… Well, if you can't keep up with madmen like those, maybe you should recruit someone who can? We've got plenty of blackmail to get you started with.

"Demon"

Well, the name might be something of a misnomer, but if you asked some of the people you've killed in the past before you killed them, they'd probably agree and say that you're too evil to be human. You're a professional villain - a murderer, a criminal, perhaps a serial killer? Regardless of the specifics, you were likely approached by Jaquio to be part of his grand plan to ascend beyond mere mortal limits and resurrect the demon known only as Jashin. So that you can claim it's power for yourself, obviously - there'd be nothing to rule over if you burnt down the world.

Age/Gender
Don't care

Discounts
Half off and 100's are free, as appropriate

Perks

Drop In

100 cp - This Is A Children's Jump

Everybody knows that people don't die in children's books, they would never show that kind of violence to a young and impressionable kid. Why, the child might think that it's super cool to murder people like the awesome ninja Ryu! Well, maybe the bad guy can blow up at the end, but it won't be shown on screen. Luckily for us, you're non-lethal. You have the remarkable talent of holding back, able to minimize casualties or otherwise *not kill people*. If you are a martial artist, you're now good at choking people out. If you were a swordsman, you can hit people upside the head with your sword just right to send them to dreamland and not to the reaper. Of course, if you didn't already have any combat skills… Well, you're good at judging how much damage people can take.

200 cp - Ordinary Ninja Child

What's the most important thing for a ninja to be able to do? To be sneaky and stealthy, obviously. You're a master of causing people to underestimate you - after all, how could a child ever be the one to defeat the evil mastermind? Now, this does include some cool ninja tricks, like blending into both an urban and natural environment, but this also comes with a straight up magic ninja trick that makes you look uninteresting. Lastly, through a bit of acting, you can come off as a very mature thirteen year old child, or a very *immature* one. Whatever kind of kid you want to be, you've got the skills to make it happen.

400 cp - I Am Thirteen Years Old

Well, so you are. It's a bit odd, that. Did you flub an age roll or something? Well, anyways - in future jumps, if you wish to do so, you can override your age roll in such a manner that you're significantly younger than you would normally be. Better still, you can do this to others, albeit only a small handful in each jump. This won't change their capabilities overly much - in fact it might get them declared a child genius - so if you age down the hero of the story to be 13 instead of, say, 18, they'll still be the hero of the story. As for the actual limit of how many times you can do this per jump… call it a dozen on the upper limit?

600 cp - E For Everyone

It's one thing to hold yourself back from landing a killing blow, but you can't always be sure that just because you didn't kill them, they won't die. They might bleed out later, or decide to use a suicide attack! And that just wouldn't be the kind of thing we could show in a children's jump like Ninja Gaiden. Thankfully, when you're around you have a limited ability to alter the world around into a safer configuration - or, in other words, to retcon things. That man you killed was a robot, it doesn't count if a robot blows up. That guy who fell into acid, he was actually using astral projection to control a slime creature. Your dad, who was smack dab in the middle of a crumbling temple… by sheer coincidence, all of the falling blocks missed him. Well, maybe one smacked into his leg and left him limping, but he's alive and well. Just be aware - while this field is mostly aimed at letting the innocent and your heroic allies come out unharmed, the occasional villain might come back for the sequel because he didn't actually die.

Ninja

100 cp - Dragon Slash

What's the most important thing for a ninja to be able to do? To violently murder all their targets, obviously. Stealth? Yes, murder is stealthy, nobody will raise the alarm if there's no one alive to do so. And because you need something to murder them with, you're now a master of several weapons. The sword is a fairly obvious pick, but various kinds of knives and throwing weapons are also a classic, such as the shuriken - or 'ninja stars'. You're obviously not the best in the world with just this, I know one cool old dude who could probably put you on your ass, but you know your way around them to the point that you could take a knife to a gun fight and win.

200 cp - Spring Jump

Swords and knives are cool and all, but Ninja are kind of famous for their ability to get into places they really have no right to be. Strictly speaking, they're meant to sneak in while dressed as a servant or some such, but honestly? That's boring. Instead, you've got some pretty absurd jumping capabilities, able to stick to walls for brief periods of time, and climb up sheer walls by bouncing off of them like a demented rubber ball. Heck, with two walls that are positioned correctly, you could probably climb them until they stopped going up thanks to your bounciness. And of course, once you have the high ground, that's the perfect place to rain down death and destruction upon your foes.

400 cp - Ninpo

Human limitations are an unfortunate endpoint to many journeys. You simply can't get stronger, faster, or more skilled. Pushing past that will cause your body to collapse, not let you break through that wall. Well, that's how it goes for ordinary people - thankfully you're no ordinary person, you're a ninja. And because of that you have access to Ninpo, otherwise known as ninja magic or spirit power. This energy source is generally obtained from meditation, and simply put it makes everything better. A thrown knife could curve in a way that makes physics weep, perhaps sparking and catching fire through the sheer speed at which it was thrown. Using it, you could run faster, strike harder, and jump higher - and that's ignoring the occasional outright magical technique you might have -and given that you should already be good at those things, the addition of Ninpo should strike fear of you into the hearts of men.

600 cp - Shadow Warrior

Information is king. All the strength in the world is useless if you know not where to apply it. To that end, you will find threads of mystery all but dropped into your lap. An odd urge to investigate deeper will reveal a letter. Standing around and waiting will get you arrested by the CIA, who will shanghai you into helping them investigate the things you were already looking for. Even an interrogated enemy will turn out to be fairly truthful in the end, though you may not like what they have to say. Of course, this is more than just the occasional lucky find - your skills at spying are enhanced, and I have no doubt that you could read lips. Put those together and you might just get lucky enough to watch two officers discuss the guard rotation right where you can see them, giving you everything you need to sneak past them… or kill them all.

CIA

100 cp - The Great Equalizer

Ninjas? Swords? Good god man, this is the twentieth century, not the 1500's - we use guns now. And you, my friend, are an excellent marksman. Now, you might not be able to shoot the wings off a fly, but you could certainly replicate that trick with the apple. As for your specific area of proficiency, I'll leave that up to you. Are you a crack shot with a handgun? Or perhaps you'd rather be one hell of a sniper? Or are you more of a 'kick the door down and hold down the trigger' kind of guy? You could even be a bit of a generalist if you want. Well, that's all up to you - what's the same no matter what you pick is that you have an oddly easy time getting the drop on people, especially if they're a martial artist or someone who otherwise disdains guns.

200 cp - Rogue Agent

Organizations can be a bit tricky to navigate, especially when you aren't at the top of them. Some factions just don't have the same goals as others. For example, you might suspect that your boss is looking into a cult not because he wants it shut down, but because he thinks it would make a good deniable asset and wants it for himself. In cases like those, you're… dubiously better off striking out on your own. Unfortunately, the problem with doing so is that you no longer have your organization's support. And yet… You seem to be oddly rescuable? If you end up in deep shit while acting alone, someone, not necessarily one of your 'allies', will end up in a decent position to save you. Lets just hope that they do so.

400 cp - Gonna Need A Ninja

The CIA is many things. A collection of highly competent agents… may or may not be one of those things. Still, when the going gets tough and the tough need a local expert, you have very little problem finding someone to rope into your plans. Perhaps you'll arrest a lone ninja who just so happens to be nosing in on your investigation and offer him the choice between a collar around the neck and a bullet or two in the head? Of course, it shouldn't bear mentioning that mistreating your 'willing assistants' will cause you to run out of them sooner or later. So while you might be tempted to give him both, for secrecy's sake, you probably shouldn't. Or at the very least, you probably shouldn't get caught.

600 cp - Villain In The Making

It's no exaggeration to say that the CIA is… less that well regarded by the masses of its homelands, and the other organizations that serve alongside them. There's a reason for that, and it would seem that you're no small part of that. You see, you're not only a fairly high ranking member of the CIA, but you're quite corrupt. You have both the reach and the skill to siphon away resources, money, and staff to your personal tasks and not just what's good for the US of A. Something like collecting ancient statues and arresting witch doctors in an attempt to recreate an ancient ritual that a certain "Demon Lord" might be trying to use, perhaps? But, that will have to wait until you can confiscate his things for the good of yourself. In the meantime, you're also quite good at arranging assassinations and blaming your many misdeeds on others.

“Demon”

100 cp - Do You Know What You’re Saying?

The best way for a bad guy to get a good deal is to lie your ass off about how honorable you are, so that all the good guys will take a bad deal in the hopes of getting on your good side. But, the jokes on them, you don’t have a good side, just several evil ones! Your liar side, who never intended to keep your deal with them, and your doublecrossing side, who also never intended to keep your deal with them. Well, the doublecrossing side might keep it for five minutes, but that’s about it. And despite knowing that you’re probably lying, you have zero tells to that end, which forces them to believe you more often than not. Whatever it takes to get ahead in life, right?

200 cp - The Greater Evil

Don’t you know? Bigger demons eat smaller ones. Well, that’s a bit of a misnomer - you aren’t a demon yet, after all. For now, however, you have an oddly easy time absorbing other famous names into your command structure. You wouldn’t think that a crime boss would up and leave his territory to go do chores for a cultist, but that just goes to show that you can’t expect a criminal to be reasonable about things. Whether it’s bribes of money or the offer of ultimate power, you can always figure out what will motivate those ‘smaller demons’ to subordinate themselves to you.

400 cp - Fifth Malice

Let me tell you a little something - while Jaquio’s strongest minions may be known as the Malice Four, there are actually five members. It’s just that Garuda is dead, killed by Ryu himself some years ago. And so Jaquio turns to you, it seems. You’re some form of criminal, a liar, a cheat, the scum of the earth. A crime boss from the bronx, a guy who was kicked out of the torture squad for being too crazy, or even a professional assassin. You could even be a ninja - an eeeeevil ninja! And strong enough to go toe to toe with a Dragon Clan ninja and even win. Unfortunately, while this is relatively freeform and can offer you a decent chunk of skill and power, it’s more specialized in crushing those weaker than you than fighting against equals. Unless you’re supremely confident in your odds against an equal, always stack the deck in your favor.

600 cp - Maybe An Actual Demon

Once you start making deals with hell, things like ‘humanity’ start to become a bit blurry. You sold something to hell and in return have acquired powers beyond the mortal ken. For you, this is mostly knowledge of various dark rituals. How to turn ordinary animals into minor demons under your command, how to infest a man’s mind with your foul power and thus control him, how to… grow extra eyeballs on your body that can let you shoot fire and fly? …Actually, the eyeballs might be the side effect of the ritual to shoot fireballs and fly, not the cause of them. Regardless, this is still far more power than anybody in this world possesses, though be careful not to let yourself fall into an easy to predict pattern.

General

200 cp - Mundane Speciality

Oh, right, I almost forgot. What about that archeologist guy? Well… Here you go, I guess. If you're so inclined, you can take a less violent specialization of sorts. Want to be an archeologist, an airline pilot, a professional athlete, or even a farmer of some kind? I got it handled. This knowledge also comes with a minimum of certification that will follow you into future worlds, though it may list itself as outdated if the jump takes place too far into the future. It is 1988 right now, after all.

Items

Drop In

100 cp - F.X. Nine

What's that you've got there? A book? How nice, you don't always see kids these days willing to sit down and read, they're all "video games this" and "video games that". Oh, it's a book about video games? Makes sense I suppose. Anyways, that book was written by the mysterious F.X. Nine, and is a fairly accurate summary of the world at large. Well, it's a children's book, so there are a few differences that mean you probably shouldn't rely on it to , say, try to tell the future. A hardened ninja isn't likely to appreciate a book about him as a kid and letting all of his enemies live, after all. In future jumps, you'll find yourself in the possession of a similar book by our friend Mr. Nine set in the new world, and with the usual inconsistencies.

200 cp - Adult Supervision

I know, I know - adults just cramp your style, don't there. But, uh, there are these inconvenient things known as age laws that say you're *not quite* allowed to travel on your own. Not to mention the angry moms who would take massive offense at you running around fighting bad guys at your age. To that end, I've arranged for this cool old guy to hang out with you and "supervise" you. He's actually a ninja, and would be more than willing to teach you some tricks, but he's also not gonna take any shit - you show up on time and do what he says, or he's going back to pretending to be the senile gramps your cover story says he is.

400 cp - Batteries Not Included

Now, strictly speaking this is more of a bad guy thing, but for you I'll make an exception. You've got robots. Tall robots, small robots, fat robots, dog robots, bird robots, cat robots. All kinds of robots. Their quality is a bit hit and miss, but within their programming they're every bit as capable as a decent minion would be. In theory the bad guy is supposed to sic them on you, but I guess you've got some of your own. Maybe use them as training partners for when you need practice with your sleeper holds?

600 cp - Worlds Of Power

Oh hey, it's your favorite - the Nintendo Entertainment System! But, this one is special. You see, not only does it come with eight games by default, including our very own Ninja Gaiden, but those games have a secret! Upon clearing one of those games, the cartridge will turn into a book - and whoever the first person is to read that book will gain a reasonable mimicry of the protagonist's powers! That means, that once you clear the game, you can ninja just as well as Ryu can! Of course, you do need to clear the game first. But I'm sure that's no problem for you, right?

Ninja

100 cp - Dragon Sword

The heirloom weapon of the Dragon Ninja Clan, this weapon contains within it fantastic power! Well, in theory. It isn't set to be unsealed for… quite a while. As a result, the weapon you've been given, while excellent, is otherwise an ordinary blade. Good for stabbing and slashing, but doesn't actually contain the power of twelve dragons. It is oddly receptive to rituals and spells meant to enhance its power or reveal hidden traits, but unlike the 'real' Dragon Sword it doesn't actually have an unsealed or unleashed state. It's just a good katana.

200 cp - Shinobi Supplies

Of course, a sword isn't the only weapon a ninja should be able to use. Honestly, it probably shouldn't even be your primary weapon, but I digress. Within this small bundle of cloth you'll find a few odds and ends that might prove useful - various kinds of kunai, some potions to restore health and spirit power, and a scroll that can be used as the material component of a spell to shoot fireballs. Oh, and the cloth itself is a fairly durable ninja outfit in a (dark) color of your choice. Now, I wouldn't rely on just these to see you through, but they should get you started until you can raid the enemies supplies for more.

400 cp - Talisman Of Time

I'll be real with you - I'm not actually sure if this is something that is supposed to exist. Still, it's here and it's extremely useful. You see, this small amulet in the shape of an hourglass has a hidden power. Once per day, it can freeze time itself for five seconds. It's not much in the grand scheme of things, but for a ninja, that single moment of people being genuinely incapable of catching you can be all you need to turn a failing mission into an outstanding success. After using it, a number of cracks will spread through it, as though it had aged decades in a single second, which will slowly repair themselves as if moving in reverse over the course of 24 hours.

600 cp - Dragon Ninja Clan

No, no, no - everybody knows that you only ever send one ninja on a mission. Sending more than one causes a narrative overflow that will kill most of them. Just, keep that in mind while I walk you through the rest of this. Perhaps you're a sibling to Ryu or a very close cousin, because it seems that you're somehow also the heir to the might of the Dragon Ninja Clan. This means that you more or less have control over the hidden ninja village that the Dragon Clan calls home. I'm honestly unsure as to what kinds of benefits this might provide you - surely they will have more weapons than just swords and throwing stars, or more secret arts than just the creation of fire?

CIA

100 cp - Tranquilizer Gun

Guns may be the weapon of the modern age, but sometimes you need to NOT kill your target. Maybe you need to extract them for an interrogation, and them being conscious is counterproductive to that? Anyways, pick a weapon. Handgun, assault rifle, rocket launcher, this is free choice here. In addition to receiving a normal version of the weapon, you also receive a modified version designed for capture. Perhaps your guns now shoot tranquilizer darts, or that rocket launcher has an integrated net with knockout gas? If you'd prefer to not have two guns, you can also simply have alternate ammunition for the purposes of capturing people.

200 cp - Off The Books Vehicle

The one thing a government agent should always be is accountable for their actions. Maybe not to the common man, but to somebody - if nothing else, to make sure they aren't wasting money on first class tickets to nowhere special, just for the hell of it. Instead, you're flying cargo. You've got a small black book with a handful of names and numbers in it. Each one corresponds to a guy that a friend of a friend knows, who owns a boat, a plane, or similar vehicle that he wouldn't mind going missing for a week or two. While it's not nearly as comfortable as flying first class, it is more or less untraceable. Though, if you can't operate them yourself, you may need to shell out some more cash to have their owner do it for you.

400 cp - Confiscated Materials

Sitting deep underground in a secured vault is a stone statue made out of almost yellowish material, in the shape of some ancient demon. How did you get it? Eh, don't sweat the details. In any event, it's one of two statues that Guardia de Mieux and his merry band of madmen are looking for. You can keep it locked away down there if you think you're a match for him, but I'd keep it on the move between a series of undisclosed locations. Additionally, this vault will contain a similar trinket or object of potential in future worlds, something that will likely get you dragged into more than one conflict. Of course, they could also be your key to coming out on top and stealing that power granting ritual for yourself… Just something to keep in mind.

600 cp - Special Auxiliary Unit

The Special Auxiliary Unit is considered by many to be a dead end job. No room for advancement, no chance to show your skill, and no right to ever work on anything important ever again. Those people are fools, for the SAU deals with supernatural threats - of course they'd want to keep that under wraps. You're now the section manager of a CIA outpost that is specifically geared towards investigating more discreet threats. Cultists and whackjobs may be your bread and butter, but in the event that they turn out to have even a smidge of genuine knowledge or real power to their name? I've no doubt you and your small army of agents will come down on them like the angry fist of god.

“Demon”

100 cp - Masked Armor

When one is attempting to become a devil, they cannot afford to be seen as ordinary. Devils are more than just men, and so you must stand out. Unlike a government issue goon, or a ninja in their supposedly stealthy suit, you stand out. This suit of armor is something special. Perhaps it is an authentic witch doctor outfit, complete with the shrunken skulls of your enemies. Perhaps it is modeled after a football players uniform, if with a few extra spikes and bloodstains here and there. Or maybe you’d be more interested in a genuine suit of samurai armor, complete with a set of cursed blades? In any event, with this, nobody will mistake you as anything but a terror.

200 cp - Criminal Estate

Everyone requires a support network. The CIA needs ammunition, a ninja needs weapons, and you… Well, in the end everything turns back to money. That’s why, before you were recruited by Jaquio you had a sweet little gig running, one that you’ve still got access to. Perhaps you own a few restaurants in the big apple that sell delicious food up front and cooks something harder in the basement? Or maybe you rule over a small town out in the boonies with an iron fist, forcing the residents of this otherwise ordinary town to pay tribute to you. The specifics are something you’ll have to decide for yourself, though I suggest something small, so as not to risk it collapsing in a moment of inattention should Jaquio require your services elsewhere.

400 cp - Man’s Worst Enemy

Dogs are widely considered to be man’s best friend. If you treat them right, they will love you with all their heart - which, of course, makes them the ideal sacrifice to use in a demonic ritual. In this specific case, you murdered your doggo to bind its soul and corpse with that of a demon’s. Perhaps your new ‘friend’ holds the image of Cerebus, able to spawn two shadowy copies of itself to rip and tear your enemies to pieces? Or maybe you’ve summoned something more akin to a Grimm, a large black dog that spreads misfortune and misery everywhere it goes. In any event, with all the killing prowess contained within his frame, we can all agree that he’s got more in common with the big bad wolf than any good boy.

600 cp - Jashin Temple

Somewhere deep in the jungle of South America is a temple. That temple is the focal point of a magical seal, held in place by two statues, one light and one dark. Unfortunately, you have no idea where those statues are, for they were looted some time ago. In the meantime, the place can serve as a decent enough base, and a larger statue stored deep within the complex holds the potential to mind control anyone dragged before it should a certain ritual be performed. Admittedly you’re not entirely too sure on the nature of those rituals, but I’m sure there are more than enough fools for you to sacrifice in the name of demonic science nearby. Failing that, there is this old journal belonging to an archeologist that likely took your missing ritual instructions.

Companions

100 cp / 300 cp - Companion Import
The conservation of ninjutsu says that a ninja should only ever operate alone for maximum narrative manipulation, but I'm sure that you aren't afraid of something like that, right? Right. That's why I'm going to let you bring your companions with you. For 100 cp, you can import two of them into the jump, each with 600 cp to play with. Or, for a slight discount of 300 cp, a full set of eight of them can be imported into the jump under the same rules. They get all the choices you do, but cannot take additional drawbacks or buy companions.

100 cp - Companion Export
Wait, wait, don't tell me - while you were traipsing through the forests of South America you hooked up with this really hot CIA chick, and you want to settle down and run a curio shop with her? Or, well, a shop in the next world. I can't imagine the CIA just letting her go like that. In any event, for the small price of 100 cp you can take her with you on your chain. Or him, I won't judge. Them ninja boys are damn fine, I'm not gonna lie. I'll even throw in a decent first meeting for whoever it is you're looking into.

Drawbacks

+0 cp - What Do You Mean The Timeline Doesn't Start Here?
This may be somewhat surprising to learn about, but this is actually Ryu's third adventure. His first was to deal with a cult that had formed around one of the prophecies of Nostradamus and was attempting to steal the president's launch codes, and his second was to deal with a man called "Garuda", who attempted to take over New York on Jaquio's orders. If you've somehow managed to find yourself in this world previously, then Ryu will almost certainly remember you. Perhaps you were that nameless ninja in orange who helped him out with the cult? Otherwise, I really hope you didn't fight against him.

+0 cp - A Kid Named Ryu
And we're back to this are we? Well alright then. You're not dealing with an average ninja warrior right now… You're dealing with a saturday morning cartoon kind of ninja. Ryu is a whopping 13 years old and no less deadly for it. Well, sort of - being a saturday morning kind of world, nobody important ever dies, and if they do it's in no way shape or form our plucky young protagonists fault. That might cause our world to lose its E rating after all. Just except things to be a bit more whimsical than normal, alright?

+100 cp - Does This Smell Like Chloroform To you
Ninjas are creatures of the shadow. Never seen, never heard, never even suspected of being anywhere near - is that a tranquilizer dart sticking out of your neck? I apologize, it seems that while you were listening to me monologue about how hard ninjas are to catch, you got caught. That's unfortunately going to be a bit of a running theme for you - you aren't nearly as observant as you think you are, and so people are going to get the drop on you quite often. Now, you probably won't stick your head around a corner and right into someone's face, but the instant you're distracted by, say, reviewing stolen documents or defusing a bomb, your ability to tell if someone is closing in on your location just vanishes.

+100 cp - That Aint A Birdie It's A Bogey
I'll get straight to the point. Birds don't like you. Heck, I'd put good money on that entire branch of the animal kingdom considering you their mortal enemy. Not really sure how you did that, but apparently it's a thing for you. Anyways, if a bird can screw you over then they'll probably try to do so. Poop on your head? Check. Land near you and start raising an unholy ruckus? Double check. Fly into your parachute and probably kill itself alongside you? Indubitably. If nothing else, you should prepare yourself for them throwing themselves headlong into your face on a semi-regular basis.

+200 cp - You Know The Answer To That
Regardless of which origin you choose and which faction you're supposed to be siding with, I'm afraid that you're going to start the jump waking up in a room with a bunch of CIA agents watching over you. See, they've decided that your ass is their personal property. You might have a bomb in you, or maybe blackmail material of some kind. Or maybe they've just got a few dozen assassins waiting in the wings. In any event, they'll hand you some folders and shuffle you onto a plane fairly quickly because they've got a number of tasks that are perfect for a deniable asset like you. At the end of each of these missions you'll have a decent opportunity to escape, but don't be surprised if they catch up to you again later with harsher methods and an even more painful task.

+200 cp - It's Always Saturday Morning
Alright, remember what I said about the world being a bit more whimsical? Apparently I was wrong about that because the world isn't merely somewhat off - it's actively suppressing Ryu's otherwise lethal intent and turning the world into sugar and spice and everything nice. If you've got any powers or abilities that can be used to kill, you'll find them to be nerfed as though you were using This Is A Children's Jump on them. Whether it's a gun, some martial arts, or a satellite cannon, the best you can do is knock them out. Unless they're a robot, everybody knows that robots don't count. But outside of that? Get ready for a whole lot of recurring villains on account of being unable to keep them down for the count.

+300 cp - The Light And Dark Jumper Statues
Seven hundred years ago, an ancient being came to this land in an attempt to conquer it, but thanks to the power of the dragons and the Dragon Ninja Clan, it was defeated and torn in three. One fragment buried deep within a temple in the Amazon, and two more hidden throughout the world. Do I speak of Jashin, or of Jumper? Unfortunately for you, you arrived a long long time before you were intended to, and were thus sealed away. You possess a limited ability to interact with those in 'your temple', and may loan parts of your powers to anyone who holds one of your statues, but your chain cannot continue unless you are freed. And unfortunately for you, instead of being a cultist set to free you, Jaquio plans to kill you. Beside him, though not necessarily working WITH him, are Ryu and the Dragon Clan, the CIA, and even several other forces - perhaps even DOATEC, all working to either keep you sealed or kill you entirely.

The End

Stay Here
Go Home
Move On