History's Strongest Disciple Kenichi

By: BK

Introduction

Welcome to the world of History's Strongest Disciple Kenichi: a place nearly identical to modern Earth with the exception of martial arts. Mere Disciple class martial artists are already capable of annihilating groups of average men, while the ones who have walked the arduous path to mastery are capable of handling modern military units with ease and performing feats of athleticism that defy common sense.

Beneath the facade of normalcy rages a war between martial artists of the killing fist and martial artists of the life-giving fist as both sides fiercely struggle to uphold their respective ideologies. Whether you fight with the katsujinken masters of Ryouzanpaku or the satsujinken masters of Yami, you'll need power to make it anywhere during your ten years here. So take **1000 CP** and spend them well.

Age and Gender

All origins besides Master are 10+1d10 years old.

Those who pick the Master origin are 20+1d20 years old

You may freely select your gender. You may also pay 50 CP to choose your age.

Location

You can freely pick your starting location from the following list or roll 1d6 to determine your starting location for an additional 100 CP. You arrive at the same time Kenichi begins his training at Ryouzanpaku.

1-Koryo High School

Koryo High School is a Japanese school that boasts a surprisingly large number of sports clubs, a few delinquents with a knack for martial arts, the Invincible Superman's granddaughter, and a certain talentless disciple.

2-Ryouzanpaku Dojo

A number of eccentric, but skilled and good-natured Masters reside in this shabby dojo on the outskirts of Kenichi's town. While you can find martial prowess in excess here, money is much harder for the dojo's tenants to come by. I'm sure they'd appreciate some tuition payments.

3-Yamigadani

The Heart of Japan is a natural training ground for aspiring Masters; the air on the slopes of this secluded mountain is quite thin and the mountain itself is a long distance from civilization. It's a tall order for the average Disciple to survive here, but Masters will find their comfort more pressing than their survival.

4-D of D Island

This private island owned by Fortuna, a morally-bankrupt arms dealer with an obsession for talented Disciples, contains luxury living spaces, high-tech defense systems, and a gladiatorial arena. Hopefully you're with Yami, or you might be painfully escorted off the premises.

5-Free Choice

You may pick any of the above options for your starting location.

6-Roll Again

I could only come up with four locations and I wanted a slot for Free Choice, so a d6 was the best option. Sue me.

Origins

Disciple

You're one of the few who have set foot on the path of martial arts as an apprentice to a Master. Although you lack training, you're an unpolished gem that may reach the lofty heights of Master class with guidance. You may insert yourself as a Disciple of a Master with the same martial ideology as you.

Prodigy (**100**)

You aren't merely someone with a knack for martial arts, but a machine of violence with specialized genetics and training methods handcrafted through hundreds of years of selective breeding and experimentation. You may begin as a member of the Kuremisago Clan or the direct descendant of a Master.

Delinquent

You're not a disciple who just set foot on the path of martial arts and not a prodigy who was born for it. A delinquent is a fighter with some experience with martial arts and one who uses them to dominate others rather than pursue Mastery despite their ample real-world experience and aptitude. You may begin as a member of Ragnarok.

Master (**200**)

Like the members of Nine Shadows One Fist and the Heroes of Ryouzanpaku, you've overcome countless obstacles to reach the title of Master. You're not quite as monstrous as Hayato Fuurinji or Silkwat Jenazad, but your experience is comparable to people like Sakaki Shio. You may begin as a member of either Ryouzanpaku or One Shadow Nine Fists depending on your martial ideology.

Ideologies

Your ideology works as a secondary origin that represents your beliefs as a martial artist and gives you a 50% discount on perks from the relevant ideology's perkline.

Katsujinken

Katsujinken is the belief that martial artists should aspire to use their power to save lives at all costs. Katsujinken path martial artists seek to end fights nonlethally, uphold the sanctity of life, and avoid murder.

Satsujinken

Satsujinken martial artists strive to refine their strength and skills at the expense of others by using their martial arts to slaughter without restraint. Alongside garden variety murderers, some Satsujinken martial artists walk this path to kill for personal reasons besides self-improvement.

Ki Types

Your Ki type works as a secondary origin that represents the characteristics of your Ki and gives you a 50% discount on perks from the relevant Ki type's perkline.

Sei Ki

Sei Ki martial artists focus their Ki to calm themselves and extensively analyze their opponent and the surroundings to fight in a calculated manner. Techniques based on Sei Ki are typically those that rely on precision and intelligence rather than ferocity and power.

Dou Ki

Dou Ki martial artists explode their Ki to heighten their anger and overwhelm their opponents with sheer aggression. Techniques based on Dou Ki are those that rely on ferocity and power rather than precision and wit.

Perks

All perks from your Origin, Ideology, and Ki Type have a 50% CP price discount and 100 CP discounted perks are free.

General Perks

Master's Body (Free and exclusive to Masters. Free to all after ten years)
The effects of reaching the enviable status of Master are threefold. You are immune to mundane poison and disease and highly resistant to most supernatural contaminants. Your skills and strength will never decay from age. Your skills and strength will be able to grow endlessly as long as you continue to push yourself.

Martial Art (First style free. Additional styles cost 50 CP each)
You may select any martial art that exists in the world of History's Strongest Disciple Kenichi or the real world and learn the basics of your chosen style. Hayato's legendary 108 techniques are not valid for this perk.

Unarmed Martial Artist (Free. Cannot be taken with Armed Martial Artist)
All unarmed martial artists wish to forge their bodies into weapons and it looks like you've gotten a head start on this process. You can no longer be hurt by the recoil of your own strikes as long as your target wasn't intrinsically harmful like a blade's edge or molten metal. You could punch a steel wall for hours without even bruising your fists.

Armed Martial Artist (Free. Cannot be taken with Unarmed Martial Artist)
You've begun to see the peak of armed martial arts: the fusion of wielder and weapon. You can channel your Ki and other supernatural abilities through anything you wield as a weapon as if it was part of your own body.

Sei Dou Goitsu (200)
The contradictory natures of Dou and Sei Ki are extremely harmful when simultaneously invoked which may result in paralysis or death. However, you've learned Isshinsai Ogata's technique which allowed him and his disciples to overcome this limit and use both types of Ki simultaneously. By compressing your Ki along the principles of Sei and exploding it along the principles of Dou, you can temporarily gain the benefits of both Sei and Dou Ki. This drastic increase in power and focus can only last for fifteen minutes before the aforementioned symptoms begin to set in, but you may increase and perhaps even remove this limit through training. You may use this perk to create super modes with similar effects in future worlds by employing opposing energy types.

Ki (Free)
Ki is a type of energy stemming from one's lifeforce and willpower that cycles through the body. Ordinary people can hardly utilize or even sense Ki, but martial artists have a far greater grasp of Ki. This perk provides you with the powerful meridians of a martial artist for your Kiketsu, or Ki flow. The power and precision of your Ki flow depends on your martial strength and skill while the properties of your Ki depend on your Ki type and perks. This perk also allows you to make any of the Ki-based techniques that are found here compatible with lifeforce/aura based energies in future worlds.

Hatsudou (100)
Hatsudou, or Ki Invocation, is a stage of Ki mastery marked by the ability to strengthen your attacks by channeling your Ki internally. Channeling Dou Ki internally will result

in an explosive increase in your physical prowess while Sei Ki will result in deeper focus and observation. Greater expenditure of Ki will result in greater enhancements.

Kaihou (100, Requires Hatsudou)
Ki Release is the second stage of Ki mastery which gives you the ability to project your Ki externally to accomplish effects that can only be described as magical. The basics of this stage combined with a sufficient amount of Ki can create shockwaves powerful enough to knock out hardened soldiers without even touching them while a more advanced grasp of this stage could allow you to cut off someone's Ki flow with a touch. Who knows what other uses you'll discover?

Shouka (200, Requires Kaihou)
The final stage of mastery, Ki Holding, is one that allows you to freely control your Ki flow and even influence the Ki of others. Those of this stage can spontaneously recover from a completely severed Ki flow and allow hostile Ki to harmlessly flow through their bodies. By exposing others to your Ki and willing it, you can cause them to develop Kiketsu of their own.

Satsujinken Perks

Unbound Evil (100)
Although Satsujinken preaches murder for the sake of self-improvement, most humans are naturally repulsed at the idea of killing each other. You've had this natural inclination removed and see no difference in the lives of humans and the lives of insects. You may kill and maim people without a shred of hesitation or remorse. This perk may be toggled with a few seconds of concentration.

Satsujindo (200)
As a practitioner of the killing arts, you possess an in-depth understanding of human vital points and the ability to modify your techniques to target these points. Regardless of the nature of the original technique, you may sharply increase its lethality with only

a few minor adjustments. You can also discern the vital points of nonhuman creatures through careful observation.

Gedo (400)
You embody the selfish philosophy of the killing fist like no other. If you look, you will always be able to find challenging opponents to push you to new heights of power and killing these opponents in honorable combat will cause your power to skyrocket by leaps and bounds.

Katsujinken Perks

Life-Saving Fist (100)
While most Katsujinken Masters have to stifle their full power to leave their opponents alive, you are free of this restriction. No matter how big the power gap is between you and your opponent, you can always knock them out with no permanent damage instead of killing them as long as you defeat them in the first place. To further ease the burden on your shoulders, any collateral damage caused by your fights is guaranteed not to hurt the uninvolved unless a participant intentionally targets them.

4000 Years of Chinese Medical Arts (200)
Like Kensei Ma, you too have become an expert at acupuncture and traditional Chinese medicine. You have an encyclopedic knowledge of the locations and functions of the countless acupuncture points littered across the human body and hands steady enough to accurately target them. These points can act as analgesics, inflict tremendous pain, cause paralysis, and that's just the tip of the iceberg. You're also capable of concocting herbal remedies that are as effective as synthetic drugs for all kinds of diseases.

Heart Reading (400)
The heart to care about others is the entrance to a level that Satsujinken users can never reach. Your empathy has been nurtured so you can read your opponent's heart like an open book even in the middle of a heated battle. As you fight, you will gradually

acquire vague impressions of your opponents' personalities that grow in specificity based on your martial skill and the length of your battle. The more of these personal insights you have, the more accurate your predictions of their movements become.

Dou Ki Perks

Smiling Steel to Angry Iron (100)
You have Diego Carlo's ability to switch between the extremes of the emotional spectrum at a moment's notice. Your expression and body language are now unaffected by your emotions and you gain the ability to convincingly fake any emotion you wish. However, extreme emotions can still reveal themselves as fluctuations in your Ki.

Explosive Ki (200)
Dou Ki martial artists are characterized by their ability to explode their Ki after channeling it into an opponent. This characteristic allows the force of your attacks to partially bypass all but the most robust physical defenses with far greater efficiency than simple destructive power would allow. Although this technique is powerful, it will not help your attacks slip through defenses based on Ki or similar esoteric energies.

Berserker (400)
When you are in an emotionally and physically stressful battle, you may enter a berserker rage that continuously increases your Ki, physical abilities, and aggression while numbing your sense of pain. However, this hysterical strength is unreliable and will leave you as soon as the battle ends or your extreme emotions subside.

Sei Ki Perks

Middle Path (100)
You now have the one martial talent Kenichi possesses: the ability to channel extreme emotions into your Sei Ki. This seemingly paradoxical ability prevents your judgment from being clouded by extreme emotions and enhances your focus proportional to how emotional you would be without this perk.

Silent Ki (200)
Sei Ki martial artists are characterized by their ability to withdraw their Ki and release it in finely-controlled waves in response to danger. Due to the speed and efficiency at which you can exert your Ki, your Ki-based techniques are impossible for those less skilled than you to predict and seem to deplete your Ki half as much as they rightfully should.

Martial Arts Textbook (400)
When a martial artist who underwent hellish training loses consciousness, their body may still react and continue fighting. Whether or not you've undergone such training, you now have this trait. When you're knocked unconscious while fighting, you can continue to fight in an emotionless state where your body moves on muscle memory alone. This state removes the subconscious restraints placed on your body so you can fight with 100% of your strength.

Disciple Perks

Masochist (100)
While an ordinary person would give up when faced with the inhumane training regimen that turned Kenichi into the fighter he is today, you too can bear all manner of pain in pursuit of strength. You will never shy away from training as a result of pain, fear, or sloth and you will always maintain focus regardless of how painful or boring your training is.

Live-in Disciple (100)
You now possess Miu's exceptional home management skills. You have a lifetime of experience when it comes to cleaning, buying groceries, balancing accounts, budgeting, cooking, and all other skills that could help make a smoothly-running household. Ryouzanpaku would be lucky to have you.

Love Finds a Way (200)
Your love for martial arts is as deep and enduring as Satomi Kajima's: the man who overcame terminal illness through sheer passion. You may replicate Kajima's miracle and cure your own health conditions by devoting yourself to martial arts. Something like a simple cold might vanish after practicing a few katas, but a terminal diagnosis would require months to years of single-minded dedication to cure.

What Doesn't Kill You (200)
Normal bodies would fall apart when faced with endless amounts of harsh training; luckily for you, your body can no longer be described as normal. Regardless of the frequency or intensity of your training, you will not suffer long-term injuries as a result of training and your body will be in a state of constant recovery identical to the recovery that occurs over a good night's sleep.

Lessons Carved Into Your Body (400)
No matter how much dojo training someone has, it could all fly out the window when faced with true violence. You are the exception to this possibility; no matter how overwhelmed or scared you might be, you will always keep in mind the principles and techniques of your style. If you trained for a specific situation or opponent, this training is automatically brought to the forefront of your mind when necessary no matter how long ago it occurred or how distracted you may be.

Another Step Forwards (600)
Kenichi Shirahama was cursed with a complete lack of talent compared to the people around him, but that didn't stop him from becoming History's Strongest Disciple. At will, you may cripple your potential to be on par with Kenichi's. Training in this state builds up a reservoir of skill that can be spent mid-combat to spontaneously create or master one or more techniques designed to counter your opponent(s). This reservoir is taxed based on the quality of these techniques and grows at a rate based on your unhindered talent.

Prodigy Perks

Monstrous Talent (100)
The basic qualification you need to be labeled a Prodigy is talent: a quality that you now possess in excess. Your talent for martial arts is identical to Miu Fuurinji and Shou Kanou. The former mastered the basics of Pencak Silat alongside a few advanced techniques in just one week while the latter was considered talented enough to be the sole successor of all One Shadow Nine Fists' Masters.

Mixed Martial Artist (100)
Most of the Masters here focus on one martial art and take their favored style to its limit, but two Disciples break this mold. Just like Kenichi and Shou, you're able to seamlessly switch styles mid-combat or even merge separate styles into a cohesive whole.

Bulu (200)
Like a feather dancing through the air, you have gained inhuman dexterity and flexibility. Your sense of balance is flawless and your flexibility is at the very limit of your anatomy regardless of how musclebound you may be. This superhuman coordination has somehow given you the ability to move as if you were half of your true weight.

Trampling on Tradition (200)
Your sheer creativity and adaptability are capable of overturning the martial arts world's preconceptions of what's possible. You can freely convert your techniques to be usable with any body part or weapon you wish. Performing a one-inch punch with your foot or applying the principles of a crescent kick to a sword technique are child's play for you.

Kiketsu Control (400)

Your ability to control your Ki flow, or Kiketsu, is phenomenal; by controlling your Kiketsu, you can freely transfer energy between your strength, speed, and vitality to increase or decrease each attribute at will. By finely-honing this technique through years of training, you may reach a level where you can consciously control the whole of your anatomy through Kiketsu alone.

Invincible Superman (600)
The man of no equal, Hayato Fuurinji, now has an equal when it comes to talent alone. You have the cheat-like ability to perfectly execute any martial art technique as long as you get a good look at it and are physically capable of performing it. However, this perk only applies to the physical motion of the technique and does not come with knowledge of the best ways to use said technique.

Delinquent Perks

Rugged (100)
Unlike most Disciples, you've tested yourself against the untamed violence of the real world. Glass bottles shattered against your skull, knives sinking into your torso, and even your bones breaking are all agonies that you're accustomed to. Pain will never reduce your ability to fight or cause you to hesitate.

Streetfighter (100)
As a result of your finely-honed situational awareness, you're an expert at foul play of all kinds. No matter how hectic a fight becomes, you always maintain awareness of every aspect of your surroundings and you're skilled at improvising violent uses for these aspects. You're also skilled at observing your opponents; things like old wounds, imbalanced muscles, and impractical clothing stand out like sore thumbs to your predatory gaze.

Crushing Ants (200)

Fighting groups of fighters too scared to challenge you one-on-one is commonplace for a delinquent such as yourself. You've beaten comically-large hordes of weaklings with your wits and brawn alone. No matter how many enemies you fight, they cannot defeat you as long as they couldn't defeat you in a one-on-one fight.

Governor General (200)
You now possess the manipulation skills of a sharp-eared alien. You have a natural talent for manipulating people through a personalized mixture of honeyed words, threats, and blackmail. With enough persistent conversation, you can wear down both former enemies and unwilling allies into staunch followers as long as your beliefs aren't completely incompatible.

Beast Kata (400)
You might not have access to the structured education of most Disciples, so you've taken nature itself as a Master. By closely watching an animal's movements, you can incorporate them into your fighting style as either entirely new techniques or modifications to your existing ones. However, this perk will only work on animals you can observe in person.

War God Instincts (600)
Like the second fist of Ragnarok, you possess otherworldly intuition that could be mistaken for clairvoyance. Your intuition forewarns you of danger that you have no means of detecting in the form of an unmistakable feeling of trepidation that grows more intense according to the proximity and severity of the threat. Your instincts reach another level when it comes to martial arts. You subconsciously read the rhythms of your opponents' attacks to predict their next moves with accuracy that grows over the course of the battle. Following your instincts has erased your own rhythm, resulting in an ever-changing offense that utilizes the whole of your strength without habit or bias that your opponents can exploit to predict you.

Master Perks

Even in Death (100)
Just as the Thai God of Death came back from the brink of death to protect his Disciple, you too can defy the reaper for your students. Once per jump or every ten years, whichever comes first, you can survive an injury that would normally kill you. If one of your Disciples is present when this perk is used, their skill and maturity grow by an amount proportional to the strength of your bond.

Old School Education (100)
You're a savant at coming up with highly-specialized, torturous training exercises to improve martial arts skills and basic fitness. These exercises allow your trainees to improve at great speeds proportional to how excruciating the exercise is. Hopefully you find a Disciple with some backbone.

Pink Muscle (200)
Your musculature has been remodeled according to Akisame's revolutionary theories. Your power-focused white muscles and your endurance-focused red muscles have been combined to create pink muscles that are both powerful and enduring. Your muscular power will never outpace your muscular endurance and vice versa; becoming a marathon runner with the power of a strongman is no longer a pipe dream. Optionally, your physique becomes slim and incredibly toned. Additional muscle training will only make you stronger without making you larger unless you desire a bigger frame.

Polymath (200)
You've gained notability in countless fields outside of martial arts similar to Akisame. You have a shocking natural talent for any skill you care to master which allows you to learn a week's worth of information in only a day. Furthermore, you possess a deep foundation of knowledge that gives you the equivalent of one year of training at any task you attempt as long as the task in question involves skills that aren't accessible to the average person. You also become fluent in all mundane languages you encounter.

Ki of Nature (400)
Your Ki is nearly indistinguishable from the Ki of nature itself. Your Ki is capable of engulfing an island of tens of thousands of square meters and is difficult to detect even at such a size. However, both the range and subtlety of your Ki are diminished in unnatural environments.

Your Ki's resonance with nature allows you to influence natural phenomena based on your emotions. Joy could manifest as clear skies and docile animals while killing intent would create storms and stampedes of frightened animals. You could be called a walking calamity with enough training.

Legendary Master (600)
Legendary Masters are to Masters as Masters are to normal people. Ordinarily, the Demon God Fist, the Invincible Superman, and the Lord of the Two Skies would be the only ones who have reached this class. But now, you too have attained the raw physical might of these legendary warriors. You have the strength to flip a tank with ease, the speed to be barely visible in footage slowed down to .1% real time, and defense robust enough to receive a minor cut when struck by a forest-felling attack. Your metabolism is superhuman, allowing you to fight for days on end while starving and dehydrated.

Items

You can apply one 50% discount per item per price tier. Discounted 100 CP items become free. You may import any item. All items here are returned to your warehouse if damaged or lost within 24 hours unless specified otherwise.

History's Coolest Uniform (free)
You receive a self-cleaning, self-repairing uniform of your preferred design that is perfectly tailored to you and your martial art. The footwear of this uniform provides excellent traction on most surfaces and the fabric is highly resistant to cutting and

stabbing attacks. While wearing this uniform, you receive a moderate boost to your courage.

Training Ground (100)
You've received ownership of a Dojo or Gym around the size of Ryouzanpaku where all exercise and training yields twice the result for half the effort. Your training ground will be fully furnished with any equipment you would find at a real-world gym. Since you're paying CP, your training ground is self-cleaning, gets water and electricity without needing to pay your bills, and can repair itself overnight. Additionally, this training ground comes with a kitchen and enough living space for eight people. In future worlds you can place this training ground in a location of your choice or make it a warehouse attachment.

Challenge Medals (100)
You receive a set of ten white gold medals similar to the ones used by Yami to signify a challenge. Each medal is professionally engraved with an emblem personalized to fit you and your medals restock weekly. If you give a medal to someone while challenging them to a battle, they will be compelled to challenge you according to the terms you have laid out. This compulsion only works if the challenged is similar to you in strength, the terms you have laid out are fair to both parties, and you follow these terms as well.

Garyu X (200)
A mask of your preferred design imbued with the power of mysterious teenager Garyu X. This mask will never come off against your will or impede your vision. While wearing this mask, any general statements you make about your own identity will be accepted as true. You could pass for a different age or gender, but things like claiming to be a specific person or a member of a select group won't be covered by the power of this mask.

Kousaka Relic (200)
Looks like you've got your hands on one of the few weapons forged using the Kousaka family's techniques. This weapon is unbreakable, requires no maintenance, and channels Ki with ease. This weapon can be any hand-held object that is not a firearm. If you selected a ranged weapon for this purchase, it comes with an unlimited supply of ammunition forged using the same techniques.

Resistance Suit (200)
You have a replica of Takeda's resistance suit: a series of tight metal springs designed to provide resistance against the wearer's movements. Your version of this suit automatically adjusts to the wearer's strength so wearing it will always provide a challenging workout.

Battle Cage (200)
While Ryouzanpaku trapped Alexander and Diego with a cage of honor, Yami trapped Hayato with a cage of battle. You now own a copy of this cage: an uninhabited island far from civilization. As long as only you and one opponent are on the island, neither of you may leave until a victor is decided. Also, if you respect the island and its wildlife, flora and fauna will subtly aid you in both combat and survival.

John (200)
This is one of the disguise kits utilized by the ninjas of the Kuremisago clan which you can use to mimic the physical appearance of others with only a few reference pictures and hours of applying the items provided. This kit comes with simple instructions on how to use its contents. Hope you have the acting skills to go with it!

Kousaka Inheritance (400)
Like Shigure's father, you've chanced upon the Secret of Steel coveted by any weapon-wielding martial artist who knew of it. This item is an illustrated book containing clear instructions that can take someone go from a complete novice to

Shigure's level of smithing through independent studying. Purchasing this item gives you a 50% discount on Kousaka Relic.

Eternal Setting Sun (400)
You now own a copy of the intercontinental ballistic missile that Yami planned to use to begin World War 3. This item comes with instructions on how to set a target and launch the missile alongside a silo to store it which may be placed at a location of your choice in this world and future ones. This missile is unhindered by anti-missile defenses and other wide-reaching barriers. The only way to stop this missile after it is launched is for it to be destroyed physically using either one's body or a melee weapon.

Companions

Master (300)
You may choose a canon master class fighter to be predisposed to liking you and you may take them as a companion on your chain by obtaining their informed consent.

Disciple (100)
You may choose a canon disciple class fighter to be predisposed to liking you and you may take them as a companion on your chain by obtaining their informed consent.

Import (50)
Each companion that you import into this jump gets a stipend of 600 CP to spend on perks and items.

Drawbacks

Martial Multiverse (0)

You can attach this jump as a supplement to any other jump with a focus on martial arts.

Keep it PG (+100)
Throughout your time here, you will never be able to see the bare skin and curves that the female characters here are infamous for revealing during their fights as censor bars will appear in your vision to cover these naughty scenes. These bars are pretty big, so try not to fight while affected by them or you might end up getting knocked out by a black square.

Hundred Dan Bum (+100)
You're now addicted to the twin vices of gambling and alcohol. You can hardly go a few hours without an elevated blood alcohol level and the first thought that comes into your head after payday is running to the horse races. Better start training your body to hold your liquor and find someone to manage your finances for you before you're ruined.

I AM A LUCHADOR (+100)
Your attitude when it comes towards fight is now that of an entertainer rather than a warrior. Your strength is limited to half of its usual level unless your battle has a willing audience of at least four people. Even with this audience, you consistently drag out fights to be as long as dramatic as possible while spouting out terrible one liners and pulling off impractical-flashy moves.

Least Raunchy Shigure Fight (+200)
Whenever you fight, your clothes will be torn to shreds that barely cover your private areas unless you are far stronger than your opponent. You also find it exceedingly likely for people to walk in on you while changing and cliche ecchi scenarios with you as the fanservice will plague you for your ten years here.

Kensei the Slick (+200)
You've earned the title of Jumper the Slick. Whenever you fight a member of the sex you're attracted to, your attacks somehow strip them of their clothes without harming them. Despite your ability to perform this 'feat' of dexterity, this will not affect your precision in any other situation. On top of not being able to actually harm your preferred gender, members of said gender will assume you're a lecher on the level of Kensei Ma himself.

Heart Covered in Hair (+200)
Like Niijima, you're a complete weirdo closer to aliens than humans. Your mannerisms and movements are inherently disgusting, giving others the impression that you're a cockroach or some other type of vermin. This nasty exterior is reflected in your heart as well. You might not be a genuine killer, but you have a sadistic streak and a lack of empathy on par with Niijima.

Kajima Kancer (+300)
I'm sorry to be the bearer of bad news, but you've been diagnosed with the same disease Kajima Satomi suffered before he became a martial artist. Unfortunately, your case is far more advanced than his and will cause your health to steadily decline until you die in ten years unless you can become a Master class fighter before the deadline.

Cage of an Actual Prison (+300)
You're not restrained by a cage of battle nor a cage of honor, but by an actual prison. You're now an inmate of Big Lock: a prison located in a frigid hellscape designed to restrain Masters. Your starting location is changed to Big Lock.

No Cheating (+300)
You may not access perks or powers obtained outside of this jump during your time here.

You Got a License for Those? (+300)
You may not access your warehouse during your ten years here.

Screw You in Particular (+300/600)
The 300 CP version of this drawback results in either Yami wanting to kill you or Ryouzanpaku wanting to imprison you in Big Lock while the 600 CP version results in both. You fail your chain if you end this jump in Big Lock. Good luck and godspeed.

Scenarios

Secret of Steel (Cannot be taken if you have purchased Kousaka Inheritance)
You've become enamored with the Secret of Steel that so many weapon users across the world wish they could uncover. This secret is a collection of blacksmithing and metallurgical techniques created by Shigure's father and refined by Shigure. During your ten years here, you must uncover these techniques on your own and prove your mastery by creating a hand-held steel weapon which matches or exceeds the quality of one forged by Shigure. If you succeed, you gain the following perks:

Secret
Although Yami had samples of the Kousaka family's work and countless specialists working around the clock, they were unable to uncover the Secret of Steel. Your creations have this quality as well. Your creations are impossible to reverse engineer or replicate without an explanation from you about the process behind them.

Steel
Your skills have reached the peak of blacksmithing in this world, so pat yourself on the back. Anything you create using steel and traditional blacksmithing techniques is fiat backed, indestructible, and increases in power based on the skill of the wielder.

History's Strongest Master (Requires Katsujinken)

The Life-Giving Fist is a beautiful, yet impractical ideology for martial artists but it's the one you've chosen to follow. To finish this scenario, you must perfectly embody the ideals of Katsujinken by saving the lives of any canon characters who died after the story began and either redeeming or imprisoning all canon Satsujinken martial artists. Your success yields the following rewards:

Will to Protect
Your skills and physical abilities steadily rise in response to battle against opponents with murderous intent. The rate of this increase depends on how murderous your opponent is and how many people are depending on your victory for their safety.

+500 Cp to spend on perks from this jump.

Perfected Demon God Fist (Requires Satsujinken)
The Killing Fist is a destructive ideology fit for a demon and you must embody this path perfectly during your time here. To finish this scenario you must kill all canon Satsujinken Masters in fair fights. Good luck. If you manage to complete this monumental task, you gain the following rewards:

Devil's Whispers
This perk gives you access to Jenazad's amnesia-inducing technique and his skill in psychological conditioning. This technique is a ki-infused strike to your target's temple that makes them forget all specific memories relating to their past while leaving their skills intact. However, you will only be able to erase the memories of those less powerful than you and strong emotional impacts can undo this technique.

+500 Cp to spend on perks from this jump.

Ending Options

Stay

You remain in this world.

Return

You return to your original world with all items, perks, and companions.

Go

You move on to your next jump.

Change Log

Version 1

Finished most of the jump, but I forgot to add the Disciple origin capstone perk.

Version 2

Added the Disciple origin capstone perk. Added scenarios and a supplement toggle.