SHŌNEN
CHAMPION
COMICS

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バキ

GRAPPLER

A JumpChain compliant "Choose Your Own Adventure"

Baki The Grappler

Part 1

Grappler Baki



"If someone is born a male,
at least once in his life he'll dream
of being the strongest man alive.

Grappler, the martial artist who aims
to be the strongest in the world!"

Rising rapidly through the ranks of the martial arts world is Baki Hanma, a martial arts prodigy like no other. At the ripe age of 15, he trains himself night and day, fighting opponents that push the definition of human ability to new heights. Placing his life in danger more times that one can count, he craves the strength to reap vengeance on his mother's killer, the strongest being in the world, the man considered equal to a nation's army Yujiro Hanma, Baki's father.

Even now, Baki has a long road to travel, fighting through hoards of street thugs, trained athletes, legendary beasts, trained killers, and superhuman yakuza, his journey only truly begins at the fighter's holy ground. An arena reserved for the greatest warriors, where the only prohibition is the use of weapons. Crushing balls, poking eyes, even killing your opponent is permitted. Standing as the reigning champion, is none other than Baki himself!

Your stay in this world will span exactly ten years. You'll take your leave a short few days following the time when Baki's fight with Muhammad Ali Jr. and issuing his final challenge to Yujiro Hanma will occur, if you don't interfere in any of these events.

Take 1000 choice points, and join the ranks of these worthy fighters

Select one origin



Spectator

Rather than putting your own wellbeing in harm's way, you've contented yourself with enabling men far braver than you to beat the snot out of each other for your amusement. Besides *There Is Nothing Anyone Can Do*, you receive no general freebees, but may have an extra 200CP to spend as you please.

Beast

Not a warrior, and certainly not a martial artist, you're just a wild ball of violence in human skin. You're no less capable than more traditional fighters, but while they might lean heavily on tradition or technique, your approach is more spontaneous, relying heavily on instincts and raw physical might.

Brawler

What you lack in style or grace, you make up for with inhuman physical and mental toughness, honed through battle. You're a street fighter, you don't concern yourself with "fair play" or "restraint", not to say you don't have your own code of honor. Still, you'll find little respect from the martial arts world.

Professional

Fighting is no game to you, unlike many other athletes of street fighters, you come from a world where loss means death. You're a servant of your government, or possibly a free-roaming merc'. Either way, your opponents are in for a rude awakening, if they think "training" can substitute for the flames of war.

Showman

Being the strongest is all well and good, but what's the point if the world doesn't recognize your greatness? You take your gift for violence into the public arena. If that makes you a phony in the eye of martial artists, they'll have plenty of time to regret underestimating you, from their hospital beds.

Perfectionist

Where would the fighting world be without diligent martial artists like you? You may be somewhat lacking in "real" fighting experience, but if your techniques couldn't stand up to clumsy thugs or vain muscleheads, then what exactly has the world of martial arts spent these last few centuries perfecting?

Convict

These so-called "fighters" wouldn't know a real fight if it stabbed them in the neck. You don't need any gong or schedule to fight, you just start swinging. Before long, five convicts will simultaneously escape from five different prisons, all seeking defeat in Tokyo. You may choose to be among their numbers.



You may decide your age and gender freely for your biology of choice

Human – Free



You're nothing remarkable, but all that means is that you won't have a unique biological advantage over the rest of your peers. With enough blood, sweat, tears, and talent, you may render this gap redundant in time. This is what most your opposition will be, impressive in their own right, but bearing no inherent genetic superiority. None worth noting, at least.

Your speed, strength, endurance, and reflexes are at least at the level of professional athletes, though just shy of gold-medal Olympians. Perhaps you do reach such a glorious standard, but in return, find yourself lacking in some other notable area of physical activity.

With some imagination, hard work, and perhaps a little surgical enhancement, you can reach heights that conventional knowledge would call superhuman. The speed to outrun cars, the strength to pull down helicopters, the toughness to shrug off point-blank buckshot.

That said, these are extreme examples, evocative of only the 2-3 strongest humans on this Earth. In any case, it's far beyond what you would be capable of during your time here, far beyond what most would be capable of in a lifetime, but the potential is there.

Yasha Ape – 200

One of the many nonhumans welcomed underneath the Tokyo Dome. A strange species of mountain ape, one rare and terrifying enough to be considered a beast of legend.

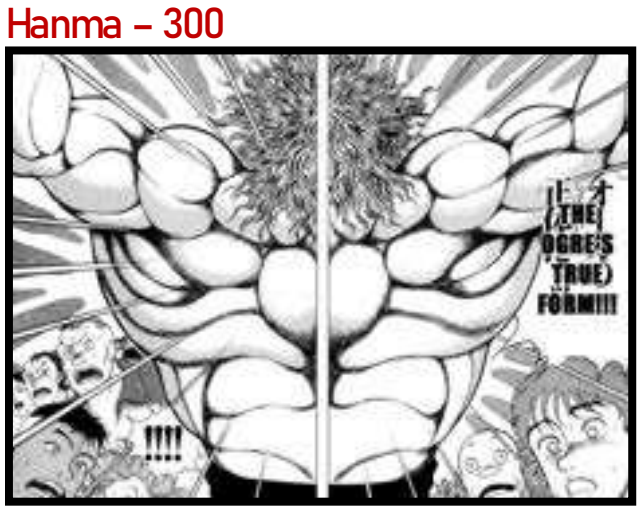
Growing to be over 2 meters tall and living roughly 150 years. Perhaps your kind would live longer, had you not been targeted as a test of mettle by martial artists. Not to say anyone short of geniuses and superhumans have any chance of surviving battle with even the weakest of your kind.

Hide thick enough to shatter blades, without leaving as much as a scratch on you, and muscles powerful enough to destroy steel beams with your bare hands. Sans the ability to talk, your intelligence doesn't fall that far behind humans, though your brain is obviously unsuited to abstracts, such as "society" or "speech". You do seem to grasp the more sentimental elements of fighting, you may even possess the makings of a code of honor, or maybe you really are just a beast.

Your instincts are surprisingly well-suited to combat. Even with your brain severely damaged, you can fight, and even strategize, on the level of an amateur martial artist. Add your natural physical dominance on top of that, and you might as well be a master.



Hanma – 300



Whether your conception was willing or not, you bear the blood of a Hanma. A relative of the Ogre, in one fashion or another. At the onset, you may not find many differences between you and your peers. But once this blood begins to awaken, you'll begin to take the form of something that stretches the definition of "human" to its breaking point.

Your mind will quickly adapt itself to a lifestyle of combat, a fighting genius like very few others. Attacking, feinting, strategizing, countering, baiting, and other maneuvers that normally need to be learned through relentless training, come as naturally to you as walking. As your blood reaches maturation, you may find your affinity with violence developing into a full-blown addiction.

Physically, your growth potential and metabolism defy all reason. Paired with your uncompromising will, you'll be capable of reaching the same heights in months that take most practitioners years to reach. As your muscles grow, along with the Ogre's genetic influence, the muscles on your back will begin to assume a wicked formation, eerily evocative of a laughing demon's face.

Most terrifying of all is your inhuman rate of improvement. Every worthwhile fight will improve your fighting ability. Even Yujiro, feared as a force greater than the U.S. military, and wielding the strength to punch earthquakes into submission, only grows stronger with each injury he inflicts on an opponent.

General Perks

Free

There Is Nothing Anyone Can Do

Martial arts are called "arts" for a reason. In the midst of action, your movements are dynamic, your posture radiates with almost mathematical perfection. The flow of energy, the trajectory of blows, the rippling mussels supporting every lock and hold; your every movement is a sight of profound beauty, and primal masculinity. Even outside of tense situations, you may find your more masculine traits exaggerated, though not to the point of inhumanity (yet). You may even find scenery warping in the eyes of observers, to illustrate the tension between you and an opponent. May be toggled.

Do You Think That It's So Strange?



All fighters wish for their brawls to be the stuff of legend, but unfortunately, the human body is so rife with limitations. At least, it's supposed to be. All who make their way to the Tokyo Dome arena seem to share the same quality of being absurdly hard to kill.

You can ignore injuries that would leave most crumpled over in pain, power through those that should cripple for life, and potentially recover from those that really should kill you.

The extent of this durability depends on your own constitution. This doesn't make you invincible, it just raises the bar for how much damage your body can take before giving in, and lowers the bar for how much medical treatment you actually need to recover from an injury. Incidentally, this doesn't stop you from developing scars. Wouldn't want to rob a champion of his trophies, now would we?

Got Too Much Desire

Not everyone has what it takes to pursue the title of the "strongest". Whether it's raw strength, an iron will, flawless technique, or some combination of the three, you have the qualifications to keep up with many of the fighters you may come across in your time here. The likes of Kosho Shinogi, or Kiyosumi Kaitou are your peers, and you may surpass them, depending on your training and other purchases in this jump. Should you pay an additional *200CP*, you instead start out at the level of those praised as "masters" or prodigies, the likes of Goki Shibukawa, or Katsumi Orochi.

Naturally, this gets you more than a decade's worth of experience in your martial art of choice, likely far more if you paid the plus charge. For every additional *50CP* you pay, you may learn, or simply invent a single potent esoteric technique, not necessarily from your own, or any currently existing martial art. The likes of the Udonde, which can defend against almost any attack by walking with perfectly centralized posture, or the Benda, which lets you infuse the flexibility and agony of a whip strike into your slaps and kicks. You may pay the same amount to enhance the muscles in a single part of your body, allowing them to scale with your gains in the rest of your body. Imagine a jaw that can bite clean through a human arm, or fingers that could rip a car tire.

150CP

Crystallization Of My Soul

Synchronicity! The unexplainable phenomenon of unrelated events occurring in such a fashion that would imply some form of correlation. Going forward, seemingly impossible coincidences will occur around you to set the stage for legendary of battles. Who could imagine six convicts around the world would break out of prison at the same time to pick a fight in Tokyo? Or a caveman would be found preserved enough to be revived, and that they'd be a natural battle-maniac? Can be toggled.

Titled Fighter

You have some name tied to you, that distinguishes yourself as the successor to one or more of history's greatest warriors. Maybe it's a specific fighter that left their mark on history, like Muhammad Ali, or Bruce Li. Perhaps it's a traditional title, such as the respected title of Kaioh. Whatever the case, while this doesn't instantly place you at the level of your predecessors, if taken alongside *Got Too Much Desire*, you may select a martial art evocative of your title, one which you have perfected into a complete martial art with almost flawless compatibility with you, even if it stems from a combat style that was originally unsuited for real battle on a fundamental level.

You Gonna Show

You won't find this helpful in a fight, but you won't be lacking employment. You have the skills of a legendary beautician. You can transform even the most unattractive, uncanny, or outright deformed visages overnight, into the types of beauties you only find in modelling magazines. You can even use your understanding of the human body to create small structural changes, akin to plastic surgery, but with no incisions or recuperation period necessary. Once someone has undergone your treatment, while their makeup will wash off in time, they'll find their body's appearance and overall health to be drastically improved in the long-run.



200CP

When The Light's Shining

You are blind. Not metaphorically, or partially, but truly blind. You lose zero functionality from your "disability" and in fact, the return of your sight would be an objective downgrade. You always have a complete 360° grasp of your surroundings, and naturally intuit details that others might miss, or seem impossible to deduct. For any techniques or abilities that require you to see your target, their effects will adapt to your new range of awareness. You may decide whether to be blind or not at the start of every jump. For an additional *100CP*, you may extend this to any additional senses you lose in the future. If you lost all your normal senses, who knows what might happen.

300CP

The Ultimate

It could be said that all combat exists across a boundary, between violence and technique, between force and control. You can now shift between this binary, allowing you to sacrifice your strength for skill, or skill for strength. This can take between a few days and several months, depending on the extent of the shift. You may even go as far as completely sacrificing one, to become the pinnacle of the other. Specializing in violence may let you destroy armored cars with a punch, while specializing in technique would let you nullify almost the entire force of such a punch. Additionally, this makes you age far slower, and ensures you never lose any combat ability to age, physically or mentally.

Spectator Perks

100CP, one free and one 50% off for Spectators

Couldn't Be Less Sorry

Just because you don't have what it takes to put your life in jeopardy in front of a live audience, doesn't mean you can't defend yourself when the need arises. In any given situation or environment, you instinctively grasp the quickest way to effectively arm yourself from your current position. Rather than reaching for a knife out of your reach, you'll barely have to think before pouring your hot coffee into your assailants pants or leaping for the fluorescent lightbulb over your head.

Dealing in Honor

Fighters are an undoubtedly prideful, but most notably opinionated bunch. Any diverse gathering of combatants can seem impossible to control, but you can always manage. For times like this, you've acquired the skills to thoroughly understand even the most esoteric honor codes, philosophies, histories, culture, and underlying principles of any martial art, by observing how its practitioners carry themselves, whether in or out of battle. You can effortlessly adjust your behavior to show the utmost respect to all but the most mutually exclusive disciplines simultaneously.

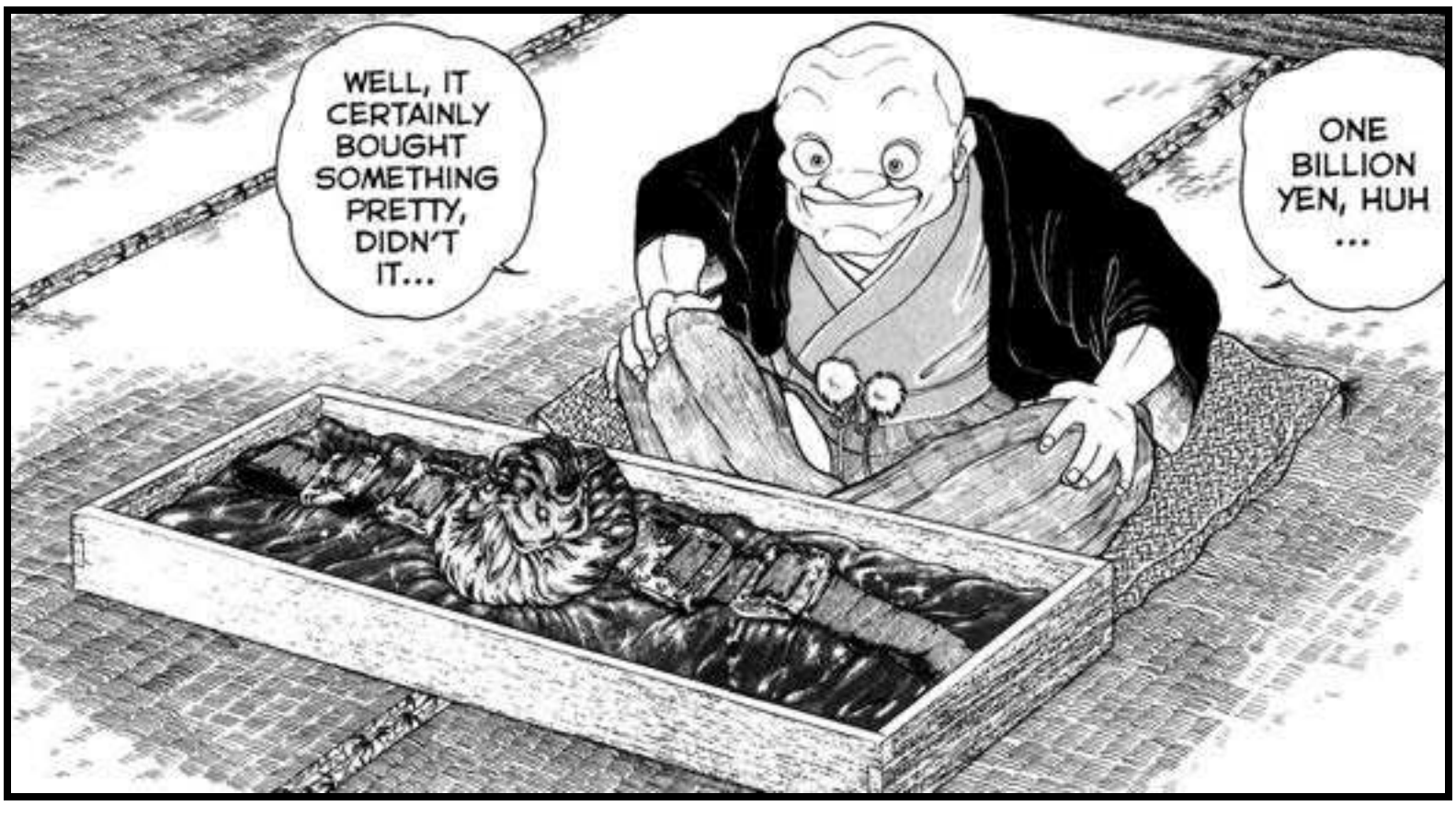
200CP, 50% off for Spectators

Deeper Than Muscle

For every fighter you ask, you will find just as many answers to what a warrior is. Strength is one commonality, but just below that, is spirit. Even if you are objectively weak, you have a warrior's soul, a will that other fighters can't help but respect, even if they ordinarily value strength above all else. They won't expect you to fight, if you can't keep up, but will still treat you as a peer, if not their equal. More than fitting in abnormally well, there's something about you that compels strong fighters to associate with you, whether as acquaintances, friends, or something more.

Clear as Concrete

Officiating a fight is equal parts legislative and crowd-pleasing. You want to make sure there's an even playing fields, but you can't afford to be too stringent either. Whenever you find yourself in a officiating or judicial position, you have the freedom to adjust your verdict at virtually any point after the fact. Declare a man innocent years after you determined their guilt, change your mind on who really won a fight, even after you openly announced the victor. You may not alter an already accurate verdict, but if a decision could potentially be seen as unfair, or even slightly ambiguous, you may change it with zero effort, and nobody will think to doubt the new verdict's validity.





400CP, 50% off for Spectators

Grasping Desolation

Love can be said to be the one thing that all humans crave even more than power. For those who desire your love, your efforts to neglect or outright abuse them will only strengthen their craving. They will go to greater and greater lengths for your approval, reaching unprecedented heights of ability and success at unprecedented speeds, in whatever area they believe will earn your approval. However, this can only persist so long as you maintain the delicate balance of denying them the love that they seek, without giving them the impression that it is completely out of their reach.

Monster Manufacturer

Why wait for evolution to better the human race when you can just do it with your own two hands? You're a pharmaceutical genius like few others. You have the skills to construct drugs that enhance even the weakest humans into true superhumans. A man at death's door could acquire a body that surpasses world-record holders. Not simply steroids, your drugs function in the long term, though the mental strain is not to be underestimated. Like any other drug, overdosing is a very real danger.

600CP, 50% off for Spectators

Permitted Witness

The world of battle is often one of ethical and legal conflicts, but so long as all parties are aware of the risks involved, events you arrange are all but immune to such repercussions. You can rake in entire crowds without authorities catching wind. Even if you arrange for murderers to fight to the death in public, not a single cop will think to interrupt ongoing fights. You can go as far as drafting endangered species or national treasures. So long as your actions don't reach beyond those of a bystander, neither you nor your audience are at risk of becoming collateral to events you arrange.

Reputable Violence

You possess an unmatched ability to set up fights. You can convince almost any fighter, whether criminals, martial artists, wild animals, or freaks of nature, to participate in any bouts that aren't insurmountably stacked against them. If they would have gone on a violent rampage regardless, your rules can serve to minimize the damage they cause. Your battles are often considered an unparalleled honor, even without rewards, drawing in combatants from around the world. Anyone who has fought for you once can be effortlessly contacted to fight again.

Beast Perks



100CP, one free and one 50% off for Beasts

The Painful Scent

It may not be realized immediately, but to those who get the chance the fight you, it's nothing short of invigorating. Something about you lets opponents walk away feeling like they genuinely had fun duking it out with you, though especially sore losers may not react as gracefully. Not even less intelligent animals are exempt from this. Though your battles may begin as territorial disputes or the like, as your conflict progresses, your primal opponent will feel the embers of fighting spirit take hold in them. Though the flames will only ignite if you can give them the environment to truly savor the stimulation of battle.

Face Against Yourself

You need not fear the tools of assassins and vipers any longer. Your body possesses the astounding ability to detoxify through the act of combat itself. You can work through a cold with a street brawl, and power through a tranquilizer, if you can stay conscious long enough to slaughter the one who injected you. Even supposedly incurable poisons can be forced out of your body, but this would involve legendary and continuous battles, along with the assistance of highly effective medicine. Some toxins will be simply too fast or too strong for you to fight off, but you'll be able to buy at least a few minutes of time before you finally fall.

200CP, 50% off for Beasts

Before Dawn

Yujiro Hanma gained more than strength from all the fighters he's "eaten". He's amassed just as much wisdom in the process. One of his most obvious, yet somewhat audacious claims has been made manifest in you. You've discovered that no matter how many opponents come to face you simultaneously, only four will ever really be able to fight you at once. Even in situations where that probably shouldn't apply, only your four most prominent opponents at any given moment will be able to fight you to any notable effect, and you instantly recognize when any of those four opponents changes. In other words, if you can fight any four of your opponents, group battles will be decided by stamina, not numbers. Though, you'll still have to fight through all your enemies eventually, just not all at once. Do note that the definition of "single opponent" may not always be clear-cut.

Beautiful Beast

Sex and violence often go hand in hand. In your case, your ability to pleasure your partner is directly tied to your combat skills. Most impressively, losing your virginity within a jump will grant a substantial boost to your fighting ability, proportional to the duration and feelings involved. For a one night stand with a stranger, the difference would be negligible. Several days of sweet embrace with the person you love above all others will let you effortlessly smack around several opponents, who would have been able to do the same to you individually just a few days prior. This can only happen once per jump, and only if you are still a virgin, relative to that jump. This can also allow you to alter your history in future jumps, to ensure you always start as a virgin.



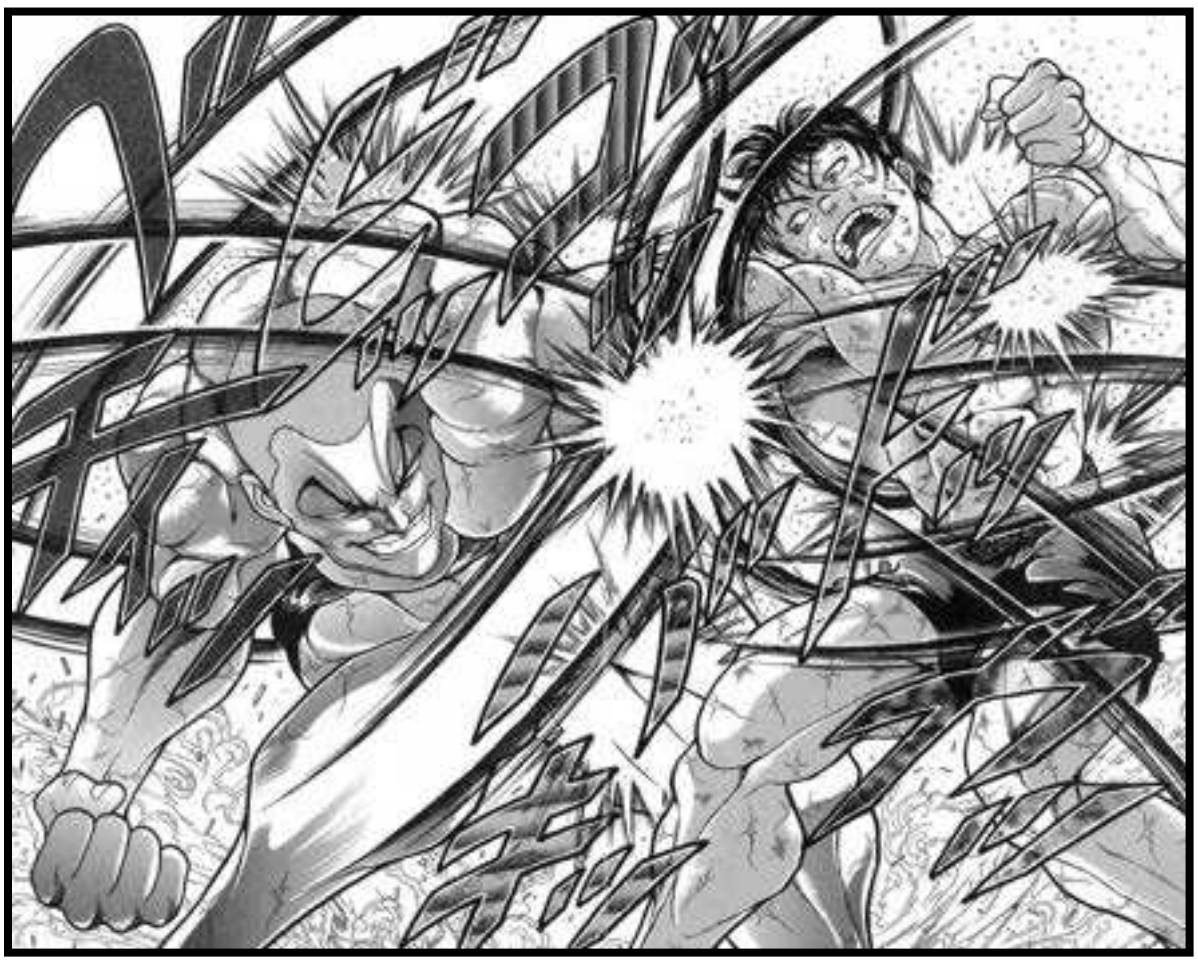
400CP, 50% off for Beasts

Where Light And Shadow Cross

Many resources and connections are reserved by exclusive organizations. This may deter the average laymen, but you've found the procedure to gaining entry, no matter how powerful, or what qualifications may be required, to be surprisingly simple. Just walk in the general direction of your objective and beat everyone who tries to stop you. Once you've fought your way through enough people, you'll be welcomed in with open arms. No grudges will be held for your means of entry, and the validity of your membership will rarely, if ever, be called into question.

Never Give Up The Revolution

If there was such thing as a "perfect" martial art, we wouldn't have so many to choose from in the first place. Using your preexisting martial arts knowledge as a base, you can learn and nearly master entire martial arts in days, if that. You can seamlessly cannibalize the strengths of those styles into your own main style. You can even use your experience to neutralize the weaknesses of those styles, like a wrestler's inflexibility, or a karateka's habitual avoidance of head strikes.



600CP, 50% off for Beasts

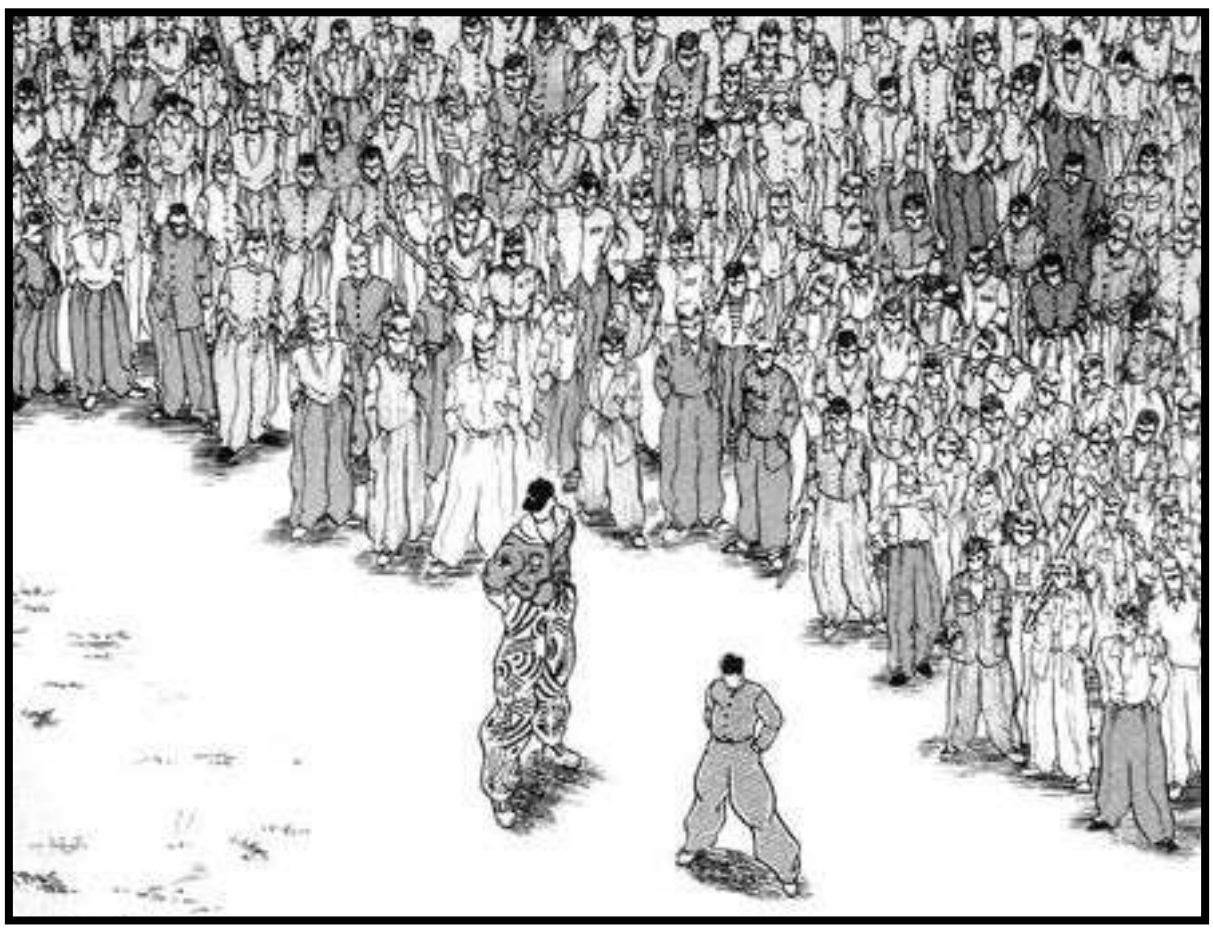
Lightening Only Struck Me

The true limits of the human body, and the limits of human perception are lightyears apart. As proof, you've come face to face with death, and unlocked the ability to control the release of endorphins, allowing you to suppress your body's warning signs with an intense natural high. This additionally grants you inhuman kinesthetic vision and durability. As you push yourself to your limits time and time again, you will find your body unveiling more and more of its secrets, perhaps your body will adapt to execute your trained martial arts through pure reflex, or maybe you'll gain control over your own adrenaline, in the same fashion that you control your endorphins.

Dive Your Drive

If there's such a thing as an unbreakable will, you're as close as any human will likely get. Though the body bears many built-in limits, you've found yourself able to shatter these limits through pure bull-headedness. If your mind can bear the strain, your body will usually manage, to an extent. You can hit with enough force to break your bones, force medical procedures to succeed through pure refusal to die. Even the detrimental effects of overworking are just another wall to break through.

Brawler Perks



100CP, one free and one 50% off for Brawlers

Fucking Maniac

Most people would be ecstatic to see their attacks doing visible damage on an opponent, but when it's you, that sentiment rings hollow. It's not about empathy, there's something purely disturbing about the way you react to injuries, even self-inflicted ones. If you can stand to fight through the pain, your opponents will be struck with enough repulsion over your distorting form to overshadow any confidence they might have gained from inflicting that damage.

Dirty As A Street Rat

Hate to break it to ya, but if you even bother making a distinction between fighting "dirty" or "clean", then you don't know a damn thing about what it means to be in a real fight. Poking eyes, pulling weapons, tying up your opponent, whatever it takes to win. You're a natural at fighting "dirty", you always know one or two cheap tricks to help you even the odds with an opponent, though not all of them will be subtle. Even when your cheating is blatant, if it makes the match more interesting, and not completely one-sided, judges, refs, and the like will often let it slide, once or twice.

200CP, 50% off for Brawlers

The Things I Should Crush

I've heard of beating someone numb, but this is just silly. You seem to have somehow gained the ability to literally punch the pain out of someone. Not just in the short term either. If you find someone living an existence where every instant is indescribable agony, you can make all that just go away with a solid punch, kick, pinch, whatever. This doesn't deal with the source of the pain, but assuming you hit hard enough to overshadow the pain, and didn't kill them, they'll never be able to feel pain from that source again, and it won't even negatively affect their senses in any other way.

Etcetera, Etcetera, Etcetera

Any place, any time, it should go without saying that a brawler is always ready for a fight. No matter how low your guard should be, the second a fight has started, you're ready to fight back. You don't get disorientated from the surprise of a sneak attack, nor do you let yourself get distracted by self-pity, or even annoyance. If you're attacked, whether it's in your sleep, on the toilet, in bed with a woman, all that's left is to fight back. You can sustain this readiness at all times, without the slightest drain on your concentration, stress, or general mental health. It was going to happen sooner or later, so why bother throwing a fit about it, when you can just enjoy your life in the meantime?

400CP, 50% off for Brawlers

Chiharu Flow

You share the peculiar trait, that makes the otherwise scrawny and boisterous Chiharu Shiba such a genuinely dangerous fighter. It's closer to a mentality, if not a mental disability. You appear to have little to no meaningful reaction to pain. You feel it enough to detect threats, but you just... don't care. The Chiharu Flow relies heavily on fighting with brute force that completely disregards the fighter's wellbeing. Breaking your own arm for intimidation, cracking your own skull for a headbutt, breaking your opponent's fingers against your own eyeballs, and no matter how badly you get hurt, you just keep fighting like nothing happened, until your body gives out.

Signed In Blood

When fighting's all you got, you just have to hope that you can use it to solve most problems. You now have the right to resolve any contest of criminal interests by means of 1-on-1 duels. You won't necessarily get to pick your opponent, but those you challenge will always accept, and the dispute in question will be resolved based on the result of the fight. Whether it's drug deals, or simply expanding your gang's influence, they can all be solved with your own two fists.



600CP, 50% off for Brawlers

Bridge Of Men

You're strong, so who cares about minor things like your age, or how many people you've killed, you can bridge any of those societal gaps and more. You can become the boss of a yakuza group in your teens, might as well be a fashion model while you're at it, and become the hero of the local police by stopping an infamous criminal. So long as you have the ability to meet these various expectations, no one bats an eye at these contradictions. People tend to keep your various accomplishments separate in their minds, so you won't get arrested as a yakuza boss for bringing a criminal in to the police station, nor will you deter any of your fans from requesting an autograph in person.

Violence Of A Buddha

Not every warrior has the privilege of potential. Some are blessed with natural might that makes further improvement all but impossible, and yet, you refuse to be left behind. Instead of your body or mind, some intangible, almost spiritual aspect of you is strengthened through battle. You are no stronger, but your strikes hit harder, no smarter, but your words carry unfathomable wisdom, no tougher, but the greatest swordsmen will struggle to cut your flesh. Even if your combat is no more complex than caveman swinging their club, the profound purity of it will leave opponents in awe, as if seeing the divine halo of a Buddha. This growth occurs regardless of your physical or mental potential for growth, or lack thereof, but the extent of this refinement depends on the quantity, duration, and brutality of your battles. After a single life-or death street fight, your fists that formerly could only bruise will break bones with a few well-timed strikes. If you underwent countless such battles, which pushed you near the limit of your mortality, and left you coated from head to toe in scars, a single full-force punch would hold the might to destroy armored vehicles.

Professional Perks

100CP, one free and one 50% off for Professionals

Like Angels In Heaven

Floating like a butterfly is one thing, but that likely wasn't meant literally. You have a body built for almost inconceivable levels of agility, allowing you to swing from trees like a monkey, balance on a tightrope, stealthily dash around unobservant fighters, and jump nearly two meters into the air. You can even adapt your martial arts for mid-air, making you almost appearing to levitate, and slow your descent for several seconds. Few martial artists are prepared to deal with attacks from directly above them, and with leg muscles like yours, each graceful kick hits like a sack of bricks.



Love Thy Neighbor

It should come as no surprise that battle is a sport of aggression, domination, and frustration, but you've found another path. You may fuel your combat with love and empathy, with even greater effectiveness. This comes with the natural talent to understand the emotions and desires of others, but also the needs of your own body, allowing you to make physical gains just as fast as you would otherwise, without causing any long or short-term damage that could cripple you down the line. Of course, that's not accounting damage sustained from actual battle.

200CP, 50% off for Professionals

Knowledge Of Good And Evil

It's easy for the lines dividing "friend" and "foe" to get muddled with those who pride themselves on their capacity for violence. As long as you show them a modicum of respect, and earn at least a modicum of theirs, and assuming neither of you has a good reason to continue your hostilities, nearly any enemy has the potential to seamlessly shift into a personal friend, at least in name. They'll still pursue their own goals, and retaliate when you severely obstruct them. This doesn't require any degree of equality between the two parties. Whether it's a loyal enemy spy, or a one-man army, you'll have the chance to befriend them through even an unsuccessful but serious attempt to oppose them. It should be noted that personal chemistry is still required for these friendships to actually last. The selfish and sociopathic are especially vulnerable to this, for better or worse.

In Man's Image

There is no "right" or "wrong" when it comes to survival, only "dead" or "alive". You happen to be a master of survival, able to keep yourself alive in the long or short term in almost any environment. Your instincts let you easily intuit how to preserve your life for as long as possible with the resources available to you, no matter how foreign the location you find yourself in. That said, you know just how raw real life and death matters can be. Going forward, matters of disgust or repulsion are simply luxuries to you, not necessities. When it comes to matters of life or death, whether that means protecting your life, or ensuring someone else's death, you won't hesitate to rely on the most grotesque methods to make it happen. Naturally, inflicting torture on others is no issue, when the need arises. Obviously, if it's not necessary, not committing crimes against humanity is another pleasant luxury you have, but disgust will never be an obstacle for you getting what you want. Incidentally, as long as you don't commit any atrocities unprovoked, those who share a bond with you are often inclined not to hold such actions against you, seeing it as a matter of "survival". Even if said bonds are formed over the course of your attempts to kill them.

400CP, 50% off for Professionals

Enter The Ark

Despite it's implausibility, most world governments and policing agencies are well aware of the threat posed by this planet's many great martial artist, with The Ogre being the prime example of this. As such, they know just how important it is to keep their own staff prepared. Should you decide to begin teaching your martial arts to others, you will quickly find powerful organizations and even governmental bodies reaching out to you to train their agents. They will naturally compensate quite handsomely, but if your martial arts you teach are truly incredible, they will turn a blind eye to even the most blatantly illegal or treacherous activities you involve yourself in, whether it be running an assassination agency, or conspiring with a terrorist organization striving for world domination.

He Who Drew The Sword

You've been inches away from death, but although you were saved at the last second, you've become a changed man. You've seized control over your body's ability to produce adrenaline. In effect, this allows you to enhance your physical abilities at your own discretion. You can effortlessly break any and all Olympic records you please, with flawless precision and agility to match your brute strength and speed. Your ability to enhance your physical capabilities are limited only by how much strain your heart can bear.



600CP, 50% off for Professionals

With A Donkey's Jawbone

The practicality of martial arts in real combat situations can seem laughable in a world with guns and missiles. Then again, if that threat was insurmountable, we wouldn't have to worry about monsters like Yujirou. You find that guns and other projectile weapons aren't that scary once you get used to them. To you, an armed gunman is no more dangerous, or harder to fight, than a man armed with a knife. Often, this means closing the gap between you and your opponent before they can fire. Even if it's too late for that, bullets you can't avoid miss you far more often than they should. Still, a man with a knife can be dangerous in their own right, with enough skill, preparation, or luck on their side. Even when it comes to long-range missiles, you have a keen intuition when such weapons of mass destruction are on their way, and how to be somewhere else before they arrive.

Let Them Have Dominion

If anything can be called humanity's greatest strength, it's their ability to use every part of their environment to their advantage. You too, are a true master of any environment. Everything is a vital weapon, tool, or resource in your hands, from a simple puddle of water, a vine, or just some dirt. You instinctually know how to use everything in your environment to their maximum potential. Whether that means knowing how best to weaponize it, or how to turn it into a nutritional meal. You can preform seemingly impossible feats, like flawlessly camouflaging yourself with just a bit of sand , or treating water like a surface to run across, or launch at an enemy with the stopping power of a shotgun shell. Even your opponents are just another piece of the environment to eliminate, as your natural intuition lets you effortlessly toy with their minds and predict their next moves.

Showman Perks

100CP, one free and one 50% off for Showmen

Saving No Face

Take it from me, in this business, power will only take you halfway to the top. If you don't want the sponsors to drop you like a sweaty sack of bricks, you need to keep the audience coming back for more. Keep them on their toes, even if it means plying the fool. Luckily, acting is what wrestlers do best. Whether it's making yourself out the be a clueless moron, a cold-blooded killer, or a pitiable wretch, you can pull these and other characters off with a level of believability that can even fool paranoid fighters. You'll have to drop this act when you need to make use of your full capabilities, and those who see your true nature firsthand will not be fooled a second time.

Heel's Heel

Is pro wrestling real? Of course not! Pro wrestling is realer than real! Pro wrestling is the reality that the people want to see! And no reality is complete without an unsympathetic bastard to root against. May not be as fulfilling as playing the good guy, but at the end of the day, it's scumbags like you that fill stadiums. Whether or not it's sincere, once you leave the ring, any grudges held against your fighting persona will be left there. Go for every cheap shot you can get, exploit personal traumas, badmouth everyone your opponent knows and loves, because as long as the audience has a reason to hate your guts, they'll keep coming back for more.





200CP, 50% off for Showmen

Around The World For Love

For humans, motivation truly is the difference between five feet and one million miles. When you crave something with the entirety of your being, but find yourself denied repeatedly and shamefully, you can produce a miracle. This requires you to work harder than most humans could ever believe possible, while enduring the physical and mental agony of your failures. If your suffering is great enough, you will be able to squeeze the benefits of several months of dedicated training and healing, in a matter of days. Whether it's shattered bones or shattered pride, both can be mended without even taking a break from your training. Unfortunately, this provides no guarantee of success, if the gap between you and your goal was simply too immense for you to bridge, or if you were fundamentally misguided on what you needed to obtain for success.

No Scripts Necessary

In the professional world, a fight is won before it's even begun, but the world of underground fighting isn't much different. You know just how to fix a fight to make for the best show. You can talk all but the most sincere and prideful fighters into taking a dive for you, or let you take one for them, under the right terms. Even if your deception comes to light, nearly the entirety of the public backlash will be felt by your co-conspirators, while your reputation will come out almost entirely untarnished. If that fails, there isn't a fighter alive who can resist your provocation forever. When dealing with fighters who insist on keeping their distance, or who refuse to fight with you period, you always know the most effective way to taunt someone to steal away their composure. Even if they know that you're full of it, they won't be able to resist the urge to smash your face in. To facilitate all this, you've gained supreme acting and improvisation ability, and the foresight to set up even the most elaborate provocations on short notice. This naturally make you almost impossible to fool by fighters who try to provoke or feign weakness against you.

400CP, 50% off for Showmen

Always Ready To Rumble

Retirement? What's that, some kind of chokehold? Why would you ever stop doing what you love, especially when the crowd loves you just as much? Or maybe they hate you. Doesn't matter; the moment you're in front of a crowd, your wit, strength, speed, flexibility, etc. will be restored to the point where they where at their prime in your life so far. This even goes as far as replenishing your stamina, and obliterating minor injuries and pains, though nothing more serious than a slight fracture. You're always at your pinnacle when you're in the spotlight, though only for the fight's duration.



Mountain Climbing

Who's ever heard of a sneak attack from a walking fortress of muscle like you? Well, I suppose the martial arts world has seen stranger sights. You're fast, impossibly so. In boxing terms, you're like a heavyweight with speed and grace like a fly- or straw-weight, without any loss in power, that's a difference of 16 weight classes, and at least 100 pounds. No matter how massive or bulky your body, you'll maintain a similar ratio of power to speed. You're the type who could get the drop on a fighter half your size. If you train diligently, you can work your punches and kicks to the point that they hit too fast for the brain to even process.

600CP, 50% off for Showmen

Real Enough For You?

Martial arts shmartial arts, it's all just a bunch of flashy dance moves. It's the strength of the fighters themselves that decides the victor. You'll find that no martial arts style is more effective against you or your own style than any other, even if it should be a logical counter to your own. In your hands, any fighting style becomes a free and complete martial art. Kicks, punches, locks, throws, any style can be wielded to adequately handle any opponent or situation, while still maintaining the style's identity. The only way to beat you in a fight now is to simply outmatch you in power or skill.

The Chained Patriot

For those who know what true strength looks like, they know that it is as much a symbol, as it is a tool. It is a reflection, of one's roots, and values, and yours reflect something glorious. The strength to chop through trees with one sing of a 100kg axe, durability like a stone, and dexterity like a gymnast. Although, your true strength is as a symbol. The stronger you are, and the more you show it off, the more beloved you are by your fellow countrymen, and the more beloved you are by your country, the stronger you become in all areas, your growth only ever slowing when your countrymen's faith in you wavers. You may become a form of walking propaganda. There are creatures in this world much stronger than you still, so advertise this at your own risk.

Perfectionist Perks



100CP, one free and one 50% off for Perfectionists

What Attack?

There's more to mastering martial arts than being able to hit hard, you need to know how to take hits, and ideally how to avoid them. For starters, the muscle control you've honed over the years is precise enough to move your eyes independently or pull your balls into your stomach. Your tireless training has taught your body how to reflexively minimize damage to your vitals. Usually this is just a difference of a few millimeters, but in fights between masters, that might as well be life and death.

Surmount The Unsurmountable

The path of the warrior is one that involves willingly throwing oneself into unreasonable, and oftentimes easily avoidable danger time and time again. As such, there might be little to no merit in the ability to foresee such perils. You have an almost perfect subconscious sense for danger. When entering a perilous situation of your own accord, you may hallucinate various physical obstacles standing in your way, symbolizing the severity of the situation. The more honed your instincts, the more accurate the warning, even accounting for factors you have no way of knowing.

200CP, 50% off for Perfectionists

8,000 Years Of Martial Arts

Most devout martial artists are perfectly content believing their own techniques to be the greatest, bar none. In your case, you have a bit more to back that up. You are always a significantly better fighter when relying on the "purist" form of a martial art. Offshoots of older styles, or hybrids of several styles will show decreased benefits. You're still vulnerable to a style's inherent weaknesses, but you aren't wholly without room for growth. With use, you'll perfect your style and attacks into a form even purer than their "true" form, modifying them to compensate for their shortcomings, while sticking closely enough to its core principles and philosophy to still reap the benefits of this perk.

Homefield Advantage

Even in the honorable art of battle, bias is impossible to avoid. In any competitive environment where you would be considered a "native", and your opponent an "outsider", you'll receive an unbelievable degree of preferential treatment. You can get away with completely changing the rules of the competition, like transforming a single-elimination tournament into a team battle, or swap participants for those of your own choosing, or physically assaulting the judging bodies. That said, you can't do anything that would negate the inherent challenge or entertainment value of the competition by giving yourself an overwhelming advantage, and if you aren't sufficiently respected to begin with, there's no guarantee that your hijinks won't bear consequences outside of the ring.

400CP, 50% off for Perfectionists

Cord Cutting

Arguably just as vital as strength is precision, which you have in spades. In the midst of a flurry of blows, you can aim all your strikes at the smallest of vital points. If you knew where to aim, you could pierce an opponent's body to grab individual nerves or veins in a split second, without so much as grazing nearby arteries. To help with this, your control over the "edge" of your strikes let your strikes cut like sharpened blades. Chops like a katana, pokes like a scalpel, kicks like a battle axe. If you train appropriately, you may find yourself capable of seemingly impossible feats, like carving a chunk out of a glass bottle without shattering it, or severing wire without bending it.

Perfect Human Body

The human body is truly without limits, but by extension, that means true perfection is forever out of reach. Still, you make for a convincing substitute. You've been gifted, or perhaps engineered, a perfectly balanced body. The speed, flexibility, durability, strength, endurance in all of your muscles are perfectly balanced for all areas of physical exertion. You can still make a concentrated effort to strengthen certain specific muscles over others, but you'll still find these five qualities perfectly balanced in that part. When you do show priority to one muscle over the others, you'll find that it takes roughly half as much effort to get the rest of your muscles up to speed with the outlier, if you felt so inclined.



600CP, 50% off for Perfectionists

Joining Spirit

The esoteric practice of Aiki. A principle loosely applied to styles such as Aikido, but few have mastered the underlying mechanisms to the extent you have. On the most fundamental level, Aiki is the control of energy. Whether that means "blending" into an attack to make it your own, puppeteering an opponent's body against their will by exploiting their reflexes, or minimizing the impact of attacks that do manage to hit. With this, even a skinny old man could bring some of the strongest giants to their knees with minimal effort. This even comes with the skill to read and predict an opponent's moves like a game of Shogi. This may seem invincible in normal unarmed combat, but some attackers are simply too strong, too tough, too smart, or just too wild to be subdued by this. Beyond that, Aiki's strength is in counterattacks, with few methods for initiating battle.

Medical Wizardry

How arrogant martial artist are, to assume that they are the masters of bodily destruction. You stand as a true testament to both masterful destruction and restoration. You have a mastery of medicine matched only by the likes of Kureha Shinogi, able to preform several-hour surgeries in 30 minutes, or have something as minor as the lack of a medical license overlooked by hospitals and authorities. Your medical knowledge really does border on magic, such as grabbing someone's heart or ribs without breaking the skin, reviving the recently deceased with barely any tools, administering general anesthesia with a single pressure point, or repairing a severed nerve in minutes, with your bare hands, among others. Your medical expertise makes you not only better at healing, but at damaging the human body as well. You can apply your knowledge to destructive acts as well, such as forcing your own blood to prioritize certain muscles or attacking an opponent from the inside out using the water in their own body. Still, your precision is far from impossible to overcome with creativity, or just pure toughness, something martial artists have in ample amounts.

Convict Perks

100CP, one free and one 50% off for Convicts



Gong Of Knockout

A warrior without a worthy opponent is no warrior at all. You have impossible accurate instincts, if not an outright sixth sense, when it comes to sensing where strong fighters or legendary battlegrounds can be found. If a battle of unprecedented proportions is soon to occur, you'll not only know about it before it happens, you'll know where it is going to happen, down to the exact city. If you're physically close to these incredible people and places, you'll be able to track it down like a shark chasing the scent of blood, and you'll similarly be able to know when staring down people with a talent for violence, though this won't tell you the extent of their ability

Just Begin, Begin

You have a skill for weaponizing things that you really shouldn't be able to weaponize. This goes beyond simply improvising, allowing you to milk the peak damage potential out of seemingly harmless items. Think throwing a newspaper so it cuts like a shuriken, launching beard hair into your opponent's eye like a blow dart, or thinking ahead and lining your shirt collar with razor blades. These aren't anywhere near as effective as real weapons, almost useless without the element of surprise. Thankfully, this also helps you with getting the drop on those who aren't accustomed to sudden battle.

200CP, 50% off for Convicts

Sleep By Sundown

This is not the tool of any self-respecting warrior. It is a killing art, nothing more. You are a natural when it comes to mixing poisons. You can create impossibly lethal and almost incurable poisons with nothing more than relatively common herbs and insects. You can not only make these poisons, you've built up such an obscene resistance to poisons of all kinds that you can soak your hands in these poisons without being harmed in the slightest, such that your opponent's can be infected through skin-on-skin strikes. You can instantly blind a man with a punch, or potentially kill monsters like the Hanmas with a few well placed blows. Do note that continuing to use this practice may cause you to develop into raptor-like talons.

Be Loud, Be Loud, Be Loud

For fighters on your level, the fraction of a second it takes you to breath can mean life or death. You've mastered the art of breathless movements. Your lung capacity is in itself astounding, letting you swim from the bottom of the ocean to the surface without any equipment. Most terrifyingly, you don't need any additional oxygen to punch with your full force. You can unleash an endless series of full-force punches for five minutes without breathing or even slowing down. This also greatly enhances your endurance overall, letting you run around an entire city at full speed all day without rest, or letting loose enough continuous punches to shatter the statue of liberty in a single night.

400CP, 50% off for Convicts

So I Take A Long Breath

Some fighters use their bodies as their only weapon, others use guns and knives. You, on the other hand, fight with the world itself. Select a single commonly found component of nature, whether air, water, electricity, plants, etc. You've mastered the art of weaponizing that aspect in all its forms, through your superhuman martial arts. Using air as an example, you'd be akin to the greatest masters of the vacuum palm, allowing you poison someone with oxygen condensed in your palm, put your lips to someone's ear to literally blow their brains out, shatter bulletproof glass with the vacuum formed under you hand, and more. Even if you chose a different element, you'd be able to accomplish equally impressive and deadly feats with it

Losing Bars

Far as you're concerned, there's little difference to live behind bars than outside of them. Maybe it's your superhuman body, inhuman willpower, or some higher power, but fate seems determined to have you die a free man. It's completely impossible for you to be executed, detained, or tortured by an unworthy opponent or opponents. So long as none of your captors have what it takes to beat you in a deadly battle, not only will they be unable to do anything to you, you'll be able to come and go from your cell as you please. So long as these conditions are met, you can escape from even the most impossibly secure prisons. Do note that, even if not done directly by your captors, if you are detained as a result of being defeated by a worthy opponent, this perk's effects will cease to apply.

600CP, 50% off for Convicts



We Are Our Physique

You've reached a level of raw physical strength beyond what humans should be capable of. This can only be the result of a freak mutation or human experimentation, or both. You could casually flip cars, or make grown men airborne with a slap. Your actual punches, on the other hand, are strong enough to be mistaken for, and arguably equal, grenade explosions. You're tough enough to shrug off the same level of attacks you can dish out. This can also alter your height, making you either short enough to be mistaken for a child, or tall enough to be mistaken for a dinosaur. In the former case, you're just as fast as you are strong, but making extensive use of your strength places agonizing, and potentially lethal strain on your body. In the latter case, you're no faster than usual, but can make unlimited use of your strength. You may switch between the two between jumps. You can also choose either without the accompanying height change.

The Winner's Mind

The mysterious art of hypnosis has not only been mastered by you, but weaponized into a deadly trump card. You can hypnotize someone in a fight with a single clap. This will instantly send them into a trance, where they will live out the battle as they most desire it to happen. In reality, they'll be stuck in that fantasy until its conclusion, oblivious to the outside world. This has the drawback that, if someone's battle lust and experience is great enough, the battle they see will be identical to the one occurring in reality. You can further perfect this with practice, letting you induce hypnotism just by cracking a knuckles, function outside of combat, affect multiple targets at once, and have full control over what illusion they see, even if they're impossible, or involve people and events from the target's memories that you have no way of knowing about.

Companions

50CP/Per

Returning Challengers
To battle is to bond, and to have a bond, is to be willing and able to fight again. Going by that logic, it's understandable that fighters in this world tend to stay in contact. You may import an ally from your past travels into this world, or even make a wholly new ally. They'll be given 600CP to throw around, and may gain 600 more from drawbacks, but they may not buy more companions.

New Competition
The fighters born in this world can range from absolutely pathetic to titans of legendary skill and might. With each purchase, you will be given frequent opportunities to form a lasting connection with an inhabitant of this world. For fighters, this opportunity will almost certainty come in the form of a fight. If you can get their informed consent, you may take them with you into future travels.

50CP, free for the relevant origins

Officiator (Spectator)
A stout, elderly man has taken a liking to you. They're a glutton for spectacle and will follow you through the multiverse to see what legendary battles await you.

Loyal Mate (Beast)
The ideal mate, for one who prioritizes strength over all else. They seem tame now, but they secretly harbor a desire for carnage. They will do whatever it takes to stay by your side, and help cultivate your strength.

Yes-Man (Brawler)
A reliable friend that will have your back through thick and thin. They consider themselves to be both your underling and parental figure, and will willingly follow you on your travels to make sure you're never alone.

Second Face (Professional)
You seem to have an identical twin. They love you as family, and would rather leave their world behind than break up the team you two make. They have none of your powers, but are otherwise identical to you, and have a natural talent for fighting alongside you.



Method Actor (Showman)
A talented, and might I add, quite attractive, actor has fallen head over heels for your charm. They have an uncanny skill for impersonating others,, and have no qualms using this for psychological warfare. They won't be particularly opposed to tagging along on your journey.

Star Pupil (Perfectionist)
A young prodigy that you've taken under your wing. They take to your teachings like a fish to water. They have a bit of an ego, but they realize how much you still have to teach them, and will follow your lead anywhere, even through the multiverse.

Free Ride (Convict)
An old friend who has your back, even when the world has turned on you. They aren't all that skilled, but they always keep their promises, and they even know how to fly a plane. Even if they can't help with much else, they have no problem being your chauffer through the multiverse.

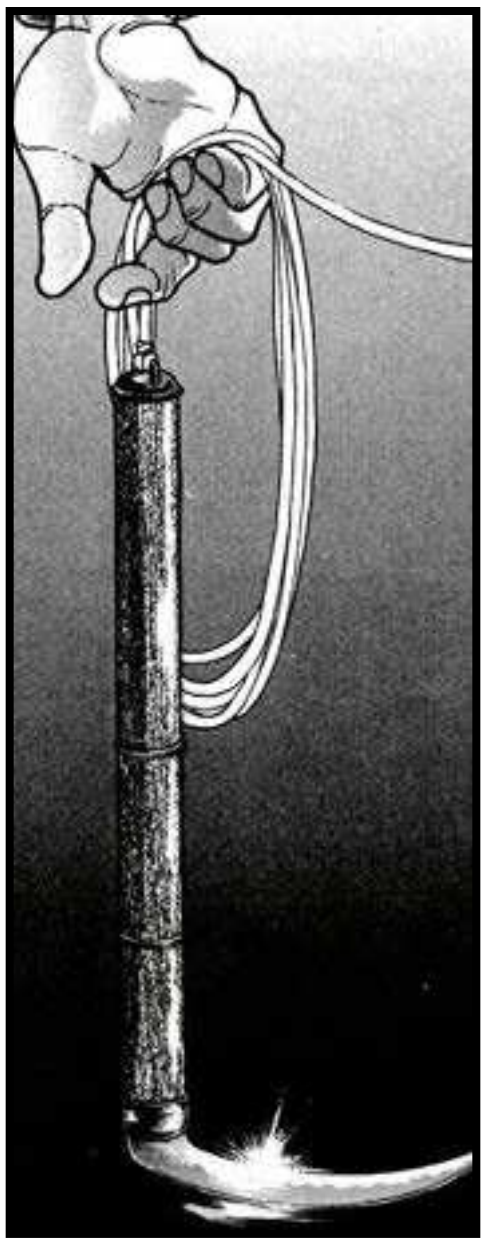
Equipment

Free

Fleeting Melody
I suppose your heartbeat isn't the only thing pounding in your ear. Going forward, you'll be followed by the original soundtrack of seasons 1 & 2 of the Baki the Grappler anime. The music will play as appropriate for the current situation, and nobody else seems capable of acknowledging it. This may be toggled on and off at your own discretion.

100CP, one free for everyone

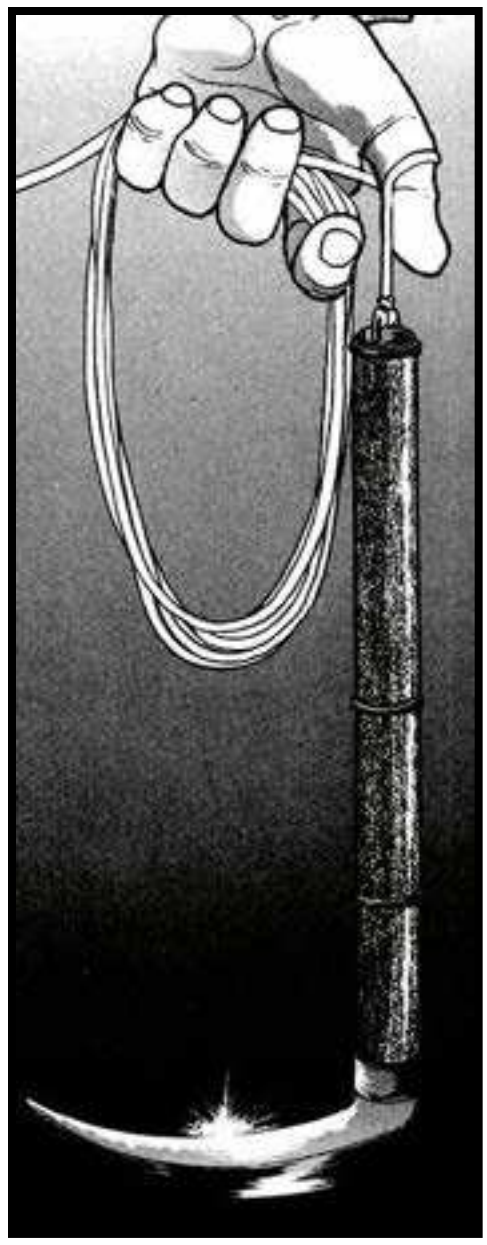
The Complete Picture
This won't be much help in the long run, not without the skills or power to back it up, but it will certainly help ward away the chaff. A large portion of your body is covered with an intimidating mark of some kind. It may be a few dozen massive scars, perhaps a tattoo, the likes of which you'd expect to see on yakuza, perhaps both.



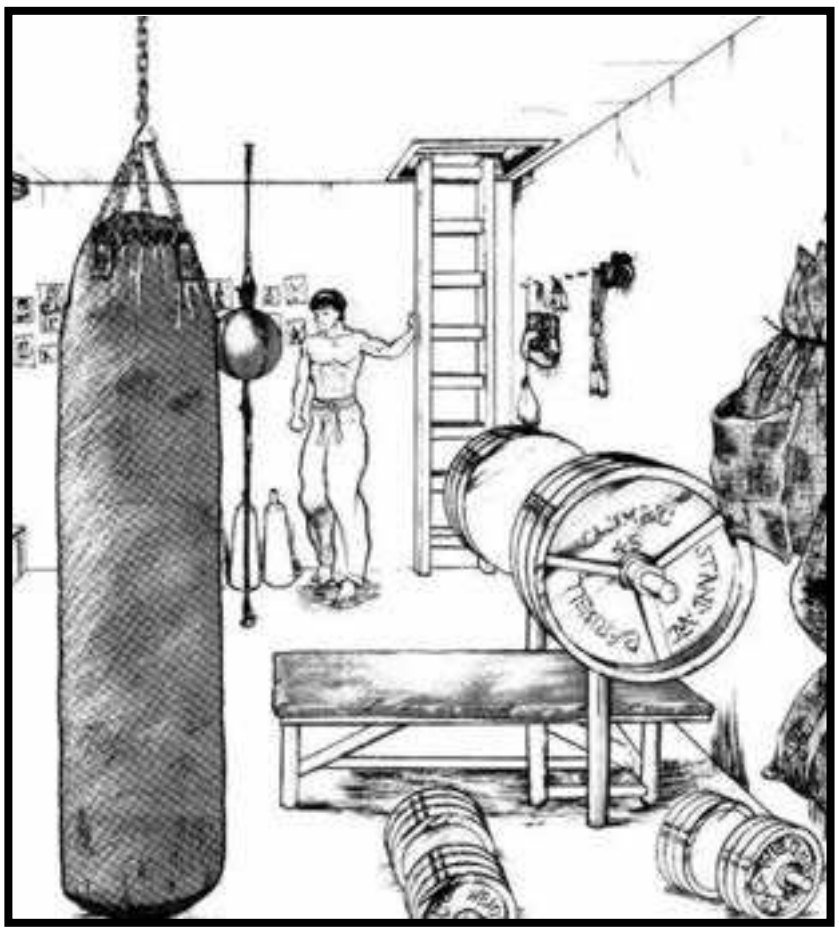
Herbivorous
Just a few, or well, quite a lot of rations for those long camping trips. You have a massive assortment of foods, all of which replenishes monthly. Some of the food is suited towards long-term muscle growth, while the rest is better for quick but temporary energy, perfect for actual matches. If you prefer, you can instead receive equally effective traditional Chinese traditional medicine.

Improper Channels
I suppose this is one way to make sure you don't get rusty. Somehow, you have a reliable system set up to arrange fights with local street thugs on a moment's notice. If you want a quick brawl, the best you'll get is a few delinquents, give them a few weeks, they may have an entire mob ready to rumble against you.

Inexperienced Territory
A path that some warriors would call despicable, but a valid path all the same. You have a wide assortment of finely crafted melee weapons. From katanas, to shuriken, to kusarigama. They're all sturdy, and incredibly deadly, but far from true masterpieces. Still, these will allow you to put many bare-handed fighters at a distinct disadvantage.



An Elusive Future
A liar by any other name. You have a seemingly endless assortment of disguises, that will allow you to hide your identity with minimum effort required. Even if you have no talent for makeup or costumes, you can slip these on to make yourself almost completely unreliable, even letting you conceal easily identifiable injuries, like massive scars, or a missing ear.



200CP, one 50% off for everyone

Show Of Worth
While all this gives you now is a seemingly infinite supply of large, rough stones, it's what you make of these stones that makes them so potent. Based off of ancient Chinese training rituals, giving someone the goal of carving this stone into a ball with their bare hands will allow them to reach a superhuman level of physical ability abnormally fast, even if they lack such potential beforehand.

Bag Of Bloody Tricks
A small bag filled with potent medical supplies, and a variety of larger medical equipment installed into your warehouse, or a property of your choosing. The tools at your disposal are perfect for the fighters of this world, and works just as efficiently on people from other worlds. Seemingly magical tools, such as glue that can heal nerve damage, or scalpels that can cut even the densest muscles.

All A Fighter Could Ever Need
You can't be fighting all the time, much as you may want to, you need somewhere to unwind from time to time. Small, but cozy rent-free housing, with supplied meals no less. As a bonus, the landlady is quite empathetic to your lifestyle, and even gave you a room above a secret personal gym. The gym has all the equipment you could ever want, barring abnormally expensive pieces.

The Lack Of Perfection
The best kept secret of the stage magician and criminal world alike. This small lighter-shaped device is actually a dispenser for several meters of specially-made wire. It is thin enough to be nearly invisible, and yet strong enough to support the entire body weight of even a giant of a man, not to mention, sharp enough to cut a man's arm clean off before they feel even a twinge of pain.

Blast Off And Ignite
A care package for the pyromaniac in all of us. A perpetually full gas canister, a flask of alchohol, a lighter, matches, etc. Additionally, you have a couple explosives planted throughout your body, like a grenade in your stomach, or a bomb in your wrist. The explosives will be replenished yearly, and will never cause you any additional discomfort or harm when not in use.

The Monsters That Are Inside Of Me
You've undergone countless operations to become something bordering on a human weapon. You can deploy razor-sharp blades from any of your joints. An explosive is planted in your chest, that can blast away anyone in front of you. You have a spring-like mechanism in your arm that lets you punch like a cannonball. In addition to all of this, you have an implant in your heart, that enhances your physical abilities far past their biological limits. You are in full control of all the mechanisms.



400CP, one 50% off for everyone

Osu!

You'll never have to worry about fighting alone ever again, unless you want to. You have several dozen fellow fighters willing and able to join you in battle, or even fight in your name alone, at the drop of a hat. The form this takes will vary depending on your origin. A Brawler may have their own gang, a Perfectionist may have a dojo, a Professional may have their own unit. You even get a base of operations. This group may follow you into future worlds, but do not count as companions.

Panacea

Call it mana, or call it poison, this tonic is not to be taken lightly. It's a special drug, that can boost a human's muscle growth to superhuman levels. This is the same substance that uplifted the skeletal Jack Hanma into a superhuman beast that could pulverize some of the strongest fighters the Tokyo Dome arena had to offer. You may reach these heights too, at the cost of unbearable pain and the monstrous consequences for overdosing. For better or worse, you have an endless supply of these vials, and all the accompanying vitamins.

Fighting The Inner Battle

It's a tad cliché, but effective all the same. You have exclusive access to a large mountain, perfect for training. Whether you're learning how to fend for yourself, or simply building up your body, any training here is nearly twice as effective. This land is filled with countless natural hazards to test yourself with, including some beasts comparable to mythological creatures, rather than any real-world animal. Though, you'll only come face to face with such threats when you go looking for them.

Dream On!

What child doesn't dream of having their own amusement park? Well, now you do! This amusement park can be run and maintained single-handedly (aside from food service and the like). Still, I'm sure that's not what you want to hear about. This amusement park makes for the perfect arena. Letting fighters battle across countless different terrains. All damages are repaired daily, and so long as there are no other visitors, even the most flashy or illegal battles hosted here will never attract any unwanted outside attention, no matter how much evidence of it leads back to you.



600CP, one 50% off for everyone

Just Words

Baseless rumors or not, even an unearned title will take you far. You have somehow been give the false title of being a fighter equal to the Ogre. You'll have no issues finding work, or scaring off weak-willed opponents with this reputation. More experienced warriors will know on sight if you live up to your reputation, but will more often than not decide to ignore you, if you fall short.

Fighter's Holy Land

Looks like the Tokyo Dome arena had a copycat this whole time. You have ownership of a secret underground arena, completely concealed from the public. If you'd like, this can even be hidden underneath a monument of your choosing. Even without money being exchanged, fighters from all around will come to your arena in search of glory. What's more, it's all but impossible for those with the intention of reveling your arena to the world to succeed in finding or entering it.



Bad Little Boy's Magnificent Life

What's the harm in a little comfort between bouts? You hail from an extraordinarily wealthy family. As in, wealthy enough to be a pillar of your countries economy. You have terrifying political power and seemingly unlimited resources. Even when you're obviously up to illegal acts, the police are hesitant to press charges of any kind against you, lest they earn your ire.

The Soul Of The World

Whether or not you can match the Shinshinkai's battle prowess, you certainly match them in numbers. For every jump you enter, you may start with an obscene number of followers of your fighting style. They are loyal to you, and each other. They can be found in virtually every level of society in your home country, whether they're firemen, taxi drivers, politicians, clowns, you name it. They number in at least the thousands, if not more. Though, even if they share your fighting style, those who can be called particularly spectacular with it are still quite rare.

On The Other Side Of The Door

With so many beastly fighters running around, someone needs to take the liberty of caging up all the ones that rampage out of control. You are the owner of your own high-security prison. Maybe it's equipped with all kinds of specially-made containment cells, maybe it's actually a submarine at the bottom of the sea, or a decommissioned missile silo. Whatever form it takes, it's equipment and staff is top of the line, ready to contain all but the most inhuman of prisoners. As you can't take non-companions with you, a copy of your prison will be left behind in each jump you leave. Just to make sure that, if your chain reaches its conclusion in one way or another, your captives won't be free to run rampant as soon as time resumes.

Drawbacks

+0

Gaiden

You may choose an earlier point in time to start your jump. As far back as when Yuicchiro Hanma was alive and kicking, or when Doppo Orochi accomplished his famous tiger-killing feat. The jumps ending point is unchanged, unless your next jump is Baki Part 2, in which case your time in this jump may flow seamlessly into the next.

+100CP



DISHONERABLE!

Oh goody, it's another one of these types. Your ego is downright ridiculous. You're the type who will keep talking shit to the strongest fighter in the room, immediately after suffering a humiliating defeat, which left you with a broken arm and who knows how many other injuries. If that wasn't bad enough you're a hardcore elitist, both for your country, and your martial art. You see any other fighting styles as inferior to your own. You'll take any chance to insult any other fighting style, and even the insinuation that any other style is superior to your own will earn your rage. On top of that, the aforementioned patriotism makes you just the slightest bit racist, ironically making you pathologically disrespectful to everything that comes out of a country other than your own.

Call It Cultural

A battle isn't like some kind of play or movie. You can't just start and stop and start at your own convenience. Once you've started, your only choice is to keep going and going and going until one side can't go any more, and then go a bit more just to be safe. Your bloodlust is out of control. Once you've got the okay to fight, stopping yourself before you've had your fill is a monumental task. Even if you win, your next challenge is stopping yourself from pummeling your fallen opponent into oblivion. Even in times of peace, you find it difficult to sleep soundly after an entire day free of violence.

Eternal Lightweight

People do like an underdog, but you might not want to punch too high above your weight class. You are tiny, people may even go as far as calling you a midget. Your frame is so small that it'll take more effort for you to gain the kind of strength needed to seriously compete. No to mention that your range is far less than that of other fighters. Without at least a little bit of ingenuity on your part, getting other fighters within your range will always be something of a challenge. This makes out-boxers your natural bane.

+100CP



An Eye For Nothing, A Tooth For Even Less

For every grappler worth his salt, their body is the only weapon they need. Unlucky for you, since you clearly have a little, or a lot less body to go around. In one way or another, you've lost the use of one part of your body that, while not technically vital, is invaluable to a fighter. Something like a missing eyes, killing your depth perception, and giving you one Hell of a blind spot. Maybe even an entire arm, or a leg, crippling your balance, and likely giving you one fewer means of attack. You may choose something less visible, but it must be something that hampers your fighting ability to a similar extent. You may take this multiple times, but it's on you not to completely cripple yourself.

I Want To Know The Defeat

Victory and defeat are both equally vital steps to temper a warrior's heart. Defeat is a given for the weak, but for the strong, the path to defeat is one of despair. You crave a true defeat more than anything else. You will seek out dangerous battles to accomplish this end, but still insist on using every last skill and resource at your disposal to ensure that it is hard-won. You may throw fights, if it leads you to your goal, but you will not accept anything as the true defeat you seek, unless you are beaten after giving it your all. If worse comes to worse, and your final defeat is a particularly traumatizing one, the shock may be enough to leave you mentally impaired for the rest of the jump.

Unbearable Nonfiction

You may not realize it now, but you'll quickly come to realize that you don't really "get" martial arts. You lack any semblance of a warrior's code, and you can't seem to grasp the subtleties of martial arts culture, or why it's so important to others. Even if you realize your deficiency, you'll never truly comprehend it. Even with the loose rules of the Kourakuen, you'll still manage to get on the bad sides of countless fighters, regardless of your own intended maliciousness, or lack thereof.

+200CP

Babyface

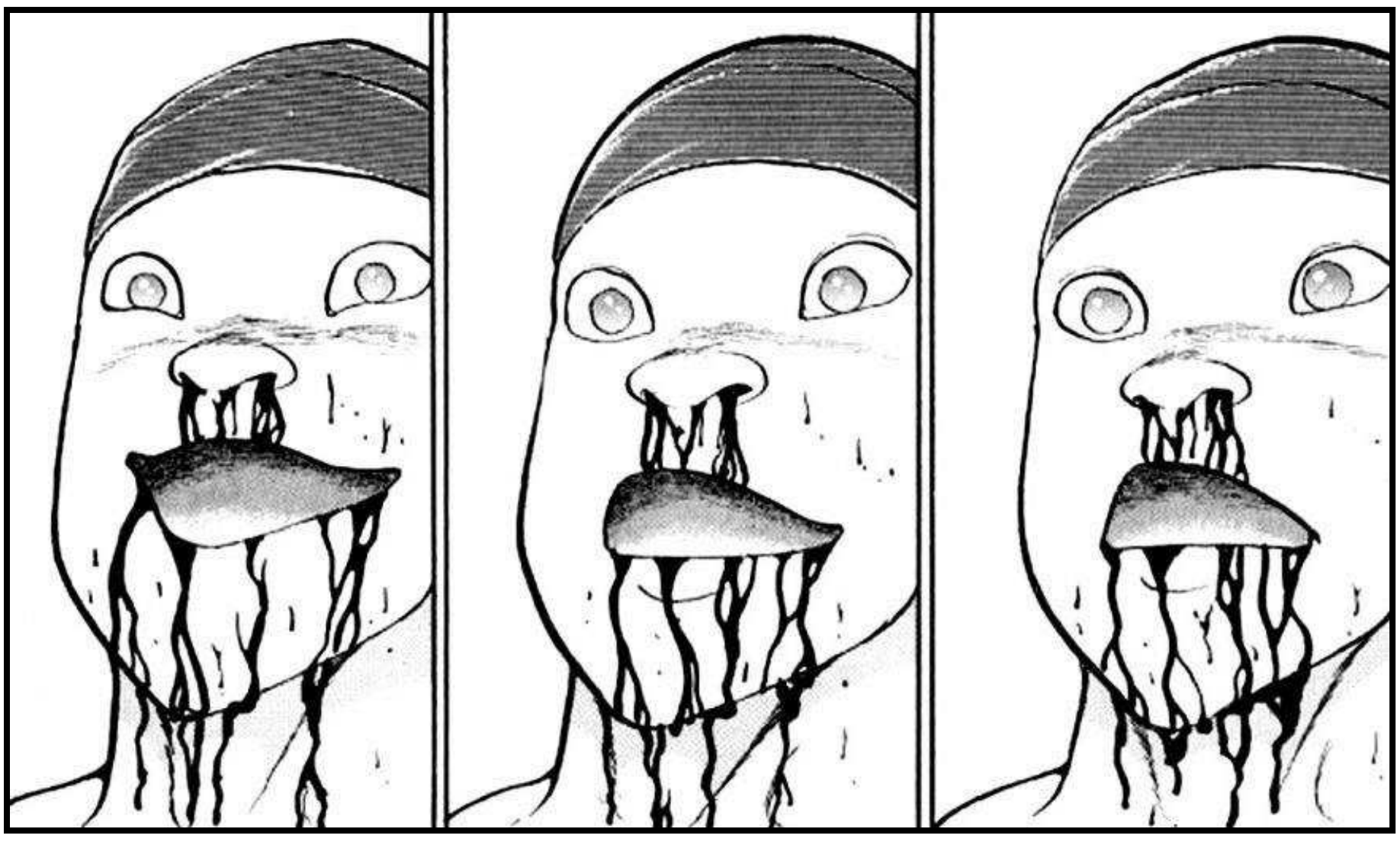
It is said that, when faced with unbearable stress, the human mind is capable of doing something truly amazing, and creating new personalities to bear the suffering in their place. Whether it was "born" in this fashion, or through some mental defect, your body now houses two separate identities, one of which is a spineless wimp. They're an incompetent fighter, even if they share your muscles. They're the dominant personality, and it takes several minutes of nonstop exertion for you to take control, even in the face of immediate threats, lets hope your opponents give you that chance.

Achille's Syndrome

We can throw around as many platitudes about human potential as we wish, but the cold hard truth of the matter is that the human body isn't meant to take this kind of beating. That goes for the hits you take, but even your own attacks are taking their toll. Even if you can recover in the short term, every confrontation wears you down more and more, especially in the parts of your body you rely on for fighting. The stress you put on yourself may cripple you long before your opponents have the chance. This damage will accumulate for your ten years here, with no hope of total recovery.

Got A Job To Do

I hope you weren't intending to make a name for yourself here. The world of fighting does not like you one bit. Without fail, you will be mugged immediately before any performance or competition you participate in. They will often be fairly strong, but far from the strongest in the setting. The most that can be said for certain is that if you aren't taken out before every event you participate in, you certainly won't enter the ring un-scathed. Maybe a broken bone, maybe just a few bruises, but far from your A-game. Overcoming this adversity depends on the strength of your own will.



+200CP



Just Go Home

Why are you here? You couldn't be less cut out for the world of underground fighting. You're a sore loser, even worse, a crybaby. Maybe you have a warrior's heart deep down, but you sure as Hell don't show it. You won't get a lick of respect from any fighters who see this side of you, certainly not any sympathy. Especially veteran battle-addicts like the Hanmas will be able to smell this weakness on you, even if you don't explicitly show it to them.

Tyrannosaurus

Said to be the killer of the great king of dinosaurs, you suffer a tragic affliction known as "gout". Caused by the formation of crystals of uric acid in the joints, your every moment is agony. This ever-present pain is overwhelming, to the point of making you seem slow, both in body and mind. If your will cannot endure, you may find yourself death. But there is hope... of a sort. Should you be defeated in battle by a brutal showing of physical force, the pain will miraculously subside, for a time.

A Weak Heart Lies Dormant

It's said that dreams are what keep men alive, but this becomes especially literal in your case. For starters, you're a true sadist to your core, one with little power, or simply little interest, in suppressing your desires. Paired with that, it isn't a stretch to say your ambitions keep you alive, whatever those ambitions may be. At any point, if you reach even momentary contentment with your life during your ten years here, your muscles will rapidly atrophy, disappearing entirely overnight. If this persists, you will age to death moments afterwards.



+300CP

Misguided Will

You have grit, nobody will doubt that, but there are times where that kind of willfulness will end up doing more harm than good. You have a mindless obsession with training. Whether you have some goal in mind, or just out of vanity. Unfortunately, you lack the fundamental understanding of how training actually works, and if left to your own devices, you'll end up destroying your own muscles through overexertion. The only way to gain strength of any kind is to flood yourself full of steroids. This will inevitably result in horrific and painful side effects, but it may be the only path left for you.

It's Never Ogre

What on Earth have you done for the strongest lifeform to single you out as an enemy? At random times over the course of your ten years, Yujiro Hanma himself will appear out of nowhere to torture you psychologically. No matter what defenses you have, he'll always succeed in getting under your skin, and making him stop in any way will be similarly impossible. For what it's worth, he will never go as far as killing or crippling you outright unless you antagonize him, as if saving you for later.

Planet Of The Apes

Primates or not, the Yasha Apes take matters of family quite seriously, and somehow, you've killed one, and all of them know it. They'll chase after you relentlessly, seeking revenge. All are strong in their own right, but no matter how many you defeat, another will come soon enough, each stronger than the last. They cannot be reasoned with, and value your death far more than a fair fight. I hope you aren't particularly opposed to genocide.

+300CP



Know It In Your Body And Soul

Who'd have thought you had a brother this whole time? They feel something akin to brotherly love for you, but the only way they know how to show it is through battle. They consider themselves your rival, and will seek your defeat with everything they have. Their power will match yours at the start of the jump, the rest is up to how you two train for the final confrontation. If you depower yourself for any of the Sagas, they will do the same. If your brother comes out the ultimate victor, even if he did so nonlethally, your chain will come to an end.

Back To Your Origins Again

There appears to have been some kind of tragic misunderstanding. There's no way somebody as innocent as you can be a fighter. Your mental state is identical to that of an innocent, if not wholly oblivious child. This may not leave you incapable of defending yourself, but complex martial arts are beyond you, and your ignorance often makes you quite slow to grasp social or battle norms. This is made worse by the combination of your intimidating visage, and tendency to approach strangers, often leads you into many battles, and compels other fighters to disregard your naivete, and treat you as a fully matured warrior.

We're All Here

I suppose the simultaneous escape of several superhuman death row convicts spread around the world wasn't as unique an occurrence as we thought. For whatever reason, word has spread to all of this world's most dangerous convicts of your might in battle, inspiring them to experience it firsthand. Whether or not this reputations is true, you will be dogged by escaped criminals, just as powerful and insidious as the five that arrived following the Maximum Tournament, for your next ten years. They won't come all at once, or event that often, but they will always take careful measures to strike when you're at your most vulnerable, and take whatever sick or cowardly action they must to get you in the mood to fight. This lineup will only include death-row convicts, so you won't have to deal with any monsters like the Unchained Biscuit Oliva, or Jun Guevaru.

Maximum Tournament Saga



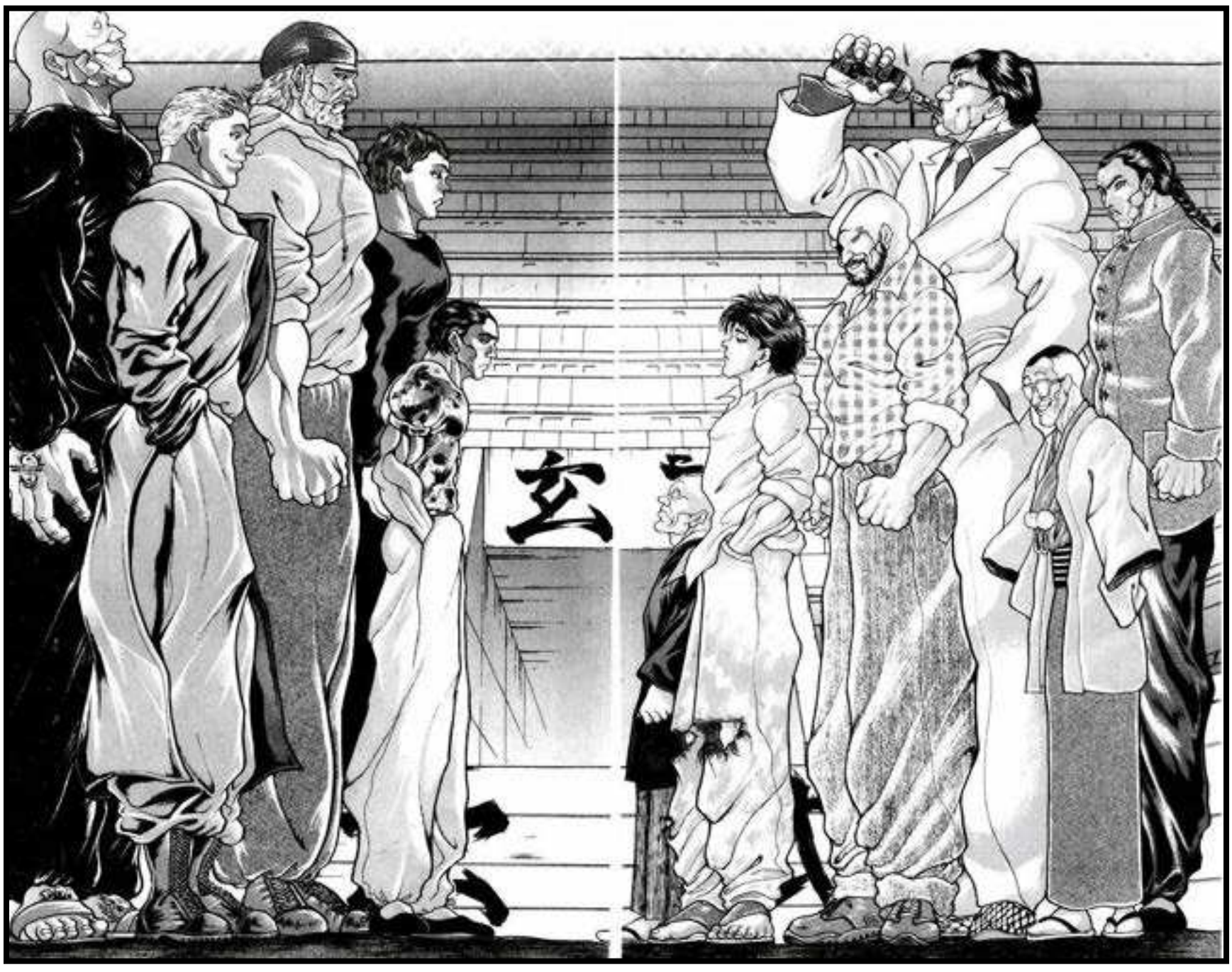
The Maximum Tournament, the most ambitious martial arts tournament ever attempted by the Kourakuen. 32 of the best martial artists from around the world have come to determine the "strongest". The roster includes Kung Fu prodigy, Retsu Kaioh, "God of War" Doppo Orochi and his son Katsumi, the "cord-cutter" and "combat doctor" Kosho and Kureha Shinogi, Aiki master Goki Shibukawa, the inhuman brawler Hanayame Kaoru, and two of the Ogre's own sons: Baki and Jack Hanma, among many others.

Naturally, this exclude superhuman monsters like Yujiro Hanma or Biscuit Oliva, and many secluded, elitist, or noncompetitive figures. In effect, this tournament is made up solely of competitive martial artists, athletes, and street brawlers. More specifically, those who align with Kourakuen's philosophy of combat that permits, but not necessarily encourages, victory through any means necessary. Still, there is no shortage of fighters willing to battle for the title of "Strongest", even with those caveats.

Your victory will only be achieved by winning the Maximum tournament. If you can overcome this challenge, you will receive the champion's belt. Once given as a prize in ancient Rome, now marks you as champion of the Maximum Tournament. Additionally, whispers of this tournament, and this belt, will find their way into future worlds. Still, there will be many who will disregard these as simple rumors.

You will be given the chance to suppress your powers from outside jumps for the tournament's duration, an offer you're free to refuse. If you won without any outside powers, your title of "Strongest Champion" will carry over into future worlds. All but the most elitist, low-key, or monstrous of competitive fighters will sense your accomplishment and will never think to doubt your worthiness of it. However, this can be lost. This pull will attract such fighters to test themselves against you. Should you lose against one pulled in by this effect, the title will be transferred over to them, and your only remedy is to win it back.

Most Evil Death Row Convicts Saga



A mere matter of days following the Maximum Tournament, a miracle is set to occur. As if guided by fate, five of the deadliest death-row convicts on the planet will simultaneously escape from different maximum security prisons around the world, and travel to Tokyo, all desiring to taste true defeat. Kaioh Dorian, Hector Doyle, Sikorsky, Spec, and Ryuukou Yanagi. Five nearly unmatched masters of their respective killing arts, each more than a match for the greatest warriors of the Maximum Tournament. Soon, they will find their way to the Kourakuen, at which point the proprietor, Mr. Tokugawa, will arrange for the five strongest fighters at his disposal to give the five murderers exactly what they want.

The rules are simple, brutally so. There is no ring, no starting gong, no referee. While the five fighters are going about their daily lives, the convicts are free to challenge any one of them, or vice versa, at any time, at any place, in any way. Sneak attacks, disguises, weapons, explosives, hostages, nothing is off limits.

Whichever group you side with, even if you do not actively seek out battles, the opposition will not be content leaving you be. Victory can only be achieved once the entire the opposing team has been defeated, with at least one being taken down personally by you. Should you do this, then whispers of this battle will circulate within future worlds. Striking fear and admiration in all who hear it, barring those who disregard them as stories. Additionally, traces of this legendary battle can be sensed on an instinctual level by any who gaze at the scars or muscles birthed from it, presuming that you have any.

You may disable your out of jump powers for this Saga's duration. Completing this challenge using nothing but what you've gained in this world will grant you an aura, much like the prior Saga, which marks you as the "Strongest Street Fighter", beyond any chance of protest. This aura applies exclusively to criminals, street brawlers, and the like, accustomed to true no-holds-barred battle without honor or respect. As before, losing to a fighter pulled in by this will transfer this effect to them, until you can win it back.

Great Chinese Challenge Saga



Raitai; an ancient tournament held once every 100 years in China and Taiwan, said to be a continuation of the Roman Pancreation. In this battle the strongest martial artists bearing the name of Kaioh, as well as a small number of foreign fighters, who have proven themselves capable warriors.

The foreigners are often invited solely to demonstrate the superiority of Chinese martial arts, but this time, something went wrong. The standards of Kaioh-level fighters has dropped significantly in recent years, and the foreigners they invited are far too monstrous. Among them is Hanma Baki. Alongside him are monsters like Biscuit Oliva, Muhammad Ali Jr., Jyakku Kaioh, and Yujiro himself, as well as a few others. In contrast, the only truly stand-out local fighters are Retsu Kaioh, and Kaku Kaioh, a 146 year old man with the martial arts skill to potentially fight the Ogre to a standstill.

Should nothing interfere, the local fighters will use their favoritism to freely rearrange the roster, and change this tournament into a battle between two factions: local and foreign fighters.

You must ensure that you come out as the sole winner of the Raitai. In doing so, whispers of this legendary tournament will begin to spread in the martial arts communities of future worlds. In addition, you will receive the title of "True Kaioh", an honor that far surpasses those dubbed "Kaioh". None will dispute your claims to this title, but without the proper context, they won't necessarily grasp the significance of it.

You may take this challenge without your outside powers, and succeeding will earn you an aura that marks you as the "Strongest Martial Artist". In this case, it will apply exclusively to elitist or highly traditionalistic martial circles, those who treat martial arts as a source of cultural pride or spiritual enlightenment, rather than simply a sport, or tool for violence. As much as they may wish to deny it, they will have no choice but to respect your power and skill. As before, this aura transfers over to anyone pulled in by this effect who defeats you in battle.

Ending Options



Retired Legend
Go Home

Reigning Champion
Stay Here

Reaching For Even Greater Heights
Move On



Notes

Jump by Gene

Any origin can be taken as Drop-In.

Do You Think That It's So Strange? can be used to prevent scars gained in this or other jumps from completely healing, even if you have regeneration or the like, if you want it to.

You may take as many Sagas as you please, but succeeding in all of them may result in additional opportunities in the future Baki jump. Unless I change my mind, in which case I'll remove this note.

The title reward for *The Most Evil Death Row Convicts Saga* does not apply to Yujiro. Even if he is objectively both a murderer and an asshole, he does have his own twisted sense of honor. Given his motives for fighting boil down to an instinctual urge to dominate, he's honestly closer to an animal than any kind of fighter. In any case, since I plan to have a Saga for him in the Part 2 jump, just assume that none of the other Saga rewards in either jump will apply to him.

If you choose to enter this jump as a Hanma, your starting age will have little to no effect on how in-touch you are with your Hanma blood. Even if you decide to be Yujiro's sibling, instead of his child, you'd be one Hell of a late bloomer. The Hanma option isn't meant to make you a contemporary for the Ogre out the gate, just give you the potential to get there eventually.