Xiaolin Showdown Jump V 2.5 Made by: mib

Welcome jumper, to the world of Xiaolin Showdown. 1500 years ago a grand master in Xiaolin magic, Shen Gong Wu, and martial arts sealed away a great and powerful Heylin witch by the name of Wuya. While he could not kill her, he did manage to seal her away in a box. After this he went and hid his creations, the Shen Gong Wu across the world with his dragon, Dojo. You start in the beginning of the show, right after the genius criminal, Jack Spicer frees Wuya from her imprisonment. While she is currently weak, she has influence over the boy, and as such is still a threat. Meanwhile, an orphan by the name of Omi is being raised by a practice of Xiaolin martial arts by the only remaining teacher, Master Fung.

Here are some points to aid your quest.

+1000cp

Good Luck.

Roll 1d8+12 to determine your age.

Starting Locations: Roll 1d8 to determine where you start at. Or pay for 100cp

1. Tokyo, Japan: A sprawling metropolis in the eastern hemisphere.
2. El Paso, Texas: A border city in the United States of America, sitting right next to Mexico.
3. Xiaolin Temple: The temple where new Xiaolin monks are trained.
4. Rio de Janeiro, Brazil: A city in South America.
5. Paris, France: A city known for its food an inhabitants.
6. Sydney Australia: This location seems to be very safe compared to the rest of the continent.
7. Dubai, United Arab Emirates: This vacation spot is one of the most popular on earth.
8. Free Pick: Choose where you will start.

Origins:

- Drop-In (Free): You enter this world only with previous knowledge and skills.
- Evil Genius (50cp): You are very talented in both robotics, technology. While not inherently evil, you are obsessed with material wealth and or power and are relentless in pursuing your goals.
- Xiaolin Apprentice (100cp): You are a young apprentice currently being taught by Master Fung, a master in Xiaolin martial arts and elementalism.
- Heylin Mage (100cp): You were taught the basics in Heylin magic and had promising skills with it, until you were sealed away 1500 years ago. Now you seek revenge on the Xiaolin warrior who imprisoned you.

Powers and Skills: Discounts are 50% off

- Shen-Yi-Bu-Dare (Free): You can summon a Xiaolin Battlefield whenever an items ownership is contested. The winner gets both items and a short burst and cannot harm or be harmed by the enemy for a period of an hour. The rules and structure for it are up to you, but apply to both sides.

- Suave (Free Heylin Mage) (50cp): You have a knack for manipulation, you are skilled enough to convince someone they should hate their best friend or even love their own enemy.
- Secrecy (Free Evil Genius) (100cp): Ever play hide and seek? Well you're the guy who hides in a vase and no one ever notices. Except instead of you it's a secret base, and instead of a vase it's a flower shop.
- Shen Gong Wu Sense (100cp): You can detect the appearance of new Shen Gong Wu and its location. This could in theory be used to detect strong magical devices in other worlds. Of course if you were to already have a similar sense then this perk will amplify its effect.
- Xiaoling Martial Arts (Free Xiaolin Apprentice) (150cp): An amazing form of martial arts that involves channeling your element to create attacks and redirecting your martial arts. You start out with the basic concept on how to do these moves and can improve upon them in time.
- Quick Thinking (150cp): You're a pretty quick thinker aren't you? While you might not be fast enough to dodge an attack you are certainly more than capable of detecting one and sending the signal for your body to move.
- Fast Learner (200cp): You pick up on things pretty quickly don't you? It seems almost inhuman your ability to learn new things.
- What is This? (200cp): While you may not be gifted enough for advanced technology or skilled with magic, items that would otherwise be out of your know-how can be used after a few hours of guessing what it is. This only gives basic understanding of the object and a crude understanding of how it works, not full fledged skill.
- Elementalism (First Element is free for Xiaolin Apprentice) (200cp Each): You have basic control over a single element. Pick one
    - Wind: You can generate and control a gust of wind. You can increase complexity and power of it over time.
    - Water: You can control and manipulate water.
    - Earth: You can control and manipulate the earth around you as you see fit.
    - Wood: You can control plant growth in an area. This is the weakest element to start with as it only can make the plants grow, but in time you can even manipulate the plants to form objects or acquire their traits. This power would likely make it the strongest element on planets with a lush environment.
    - Fire: You can control and manipulate fire. You are also able to conjure up fire, but this starts relatively weak.
- Enhanced Endurance (Discount Heylin Apprentice) (300cp): You can keep up with a train. Not really but you can run very long distances ~60mi without needing to stop. Great if you are in a fight, or lack a car!
- Luck (Discount Drop-In) (300cp): You made a pretty lucky choice choosing this perk. It seems that luck is often on your side and even when it's not you are still luckier than you should have been.
- Master Teacher (400cp): You now have the skills to teach just about anything that is not innately gained. So while teaching magic is possible, teaching someone how to be something they are not isn't
- Xiaolin Magic (Discount Xiaolin Apprentice) (400cp): You are now a beginner in Xiaolin Magic. The way that this magic works is similar to ki, where you channel your inner power to enhance your own abilities or possibly create new ones (like flight, not anything that modifies your body

drastically). This at first allows you to combine the Shen Gon Wu and over time your power becomes even more powerful, even allowing you to extend your life!

- Reptilian Physiology (Discount Drop-In) (500cp): You now have a reptile like form! Choose a single non-magical reptile as the basis of this form, but make it anthropomorphic. Then give it the traits that the reptile would usually have. Yes, birds are reptiles.
    - Magic-Morph (200cp): The reptile like form can now be from two different reptiles or a single magical one.
- Enhanced Strength (600cp): More of a grab-bag of physical buffs and your height increases by a foot and you gain a thick southern accent. This power allows you to carry two ton weights as if they were t-shirts and gives your body to power to shrug off almost any physical impact because of it.
- Enhanced Speed (600cp): You gain a funny French accent and the ability to move your body at extreme speeds. You can move your fists at half of Mach one and your entire body at twice that speed!
- Robotics (Discount Evil Genius) (600cp): Your skills in this world for making robotics is legendary. You can create semi sentient AI and bodies that behave as if they are human in every way! Eventually your skills will reach the point where transferring conscious to and from an AI is possible and robots that you build can inherit some of your weaker tech based powers too!
- Heylin Magic (Discount Heylin Mage) (700cp): You have unlocked Heylin magic! This magic is similar to Xiaolin magic in the aspect of self-enhancement. This work by channeling your intentions and emotions to impose your will upon the world. This ability first manifests as the ability to know where Shen Gong Wu are, but over your magic power will grow, even to the point where you can even lock nearby planetary bodies in orbit! This can be used to “freeze the time of day, but this power has detrimental effect on the planetary body if used for more than one week at a time. Feats as extreme as planetary lock should take many years before they can be achieved safely. This power cannot give you the ability to create Shen-Gong-Wu.

Items and Companions:

- Robes (50cp): A set of robes used by the Xiaolin monks. You can feel the benevolent power radiate from them.
- Cloak (50cp): A set of Heylin magic user robes. You can feel greed emanate from them.
- Money (50cp): A large set of bills or material assets that total $100,000 in value.
- Infinite Milk Works (50cp): Wuya’s favorite drink, this grants you an infinite supply of milk in virtually any flavor, even milkshakes!
- Whoa Partner! (50cp): You can now summon cowboy hats for you and your companions at any time. While these hats are certainly more durable than steel, if they are to ever be destroyed you can summon more of them again.
- Assault Weapon Pack (150cp): Two light machine guns, one assault rifle, and one sniper rifle. Each weapon has two magazines of ammunition.
- Rose of Remorse (150cp): A golden rose petal on an onyx stem. This artifact allows the user to infatuate any whom gaze into the center of the flower. Only 5 targets can be infatuated at a time.

- Jumpers Jacket (150cp): A brown jacket that masks the presence and power of the user.
- Luxury Car (Discount Evil Genius) (200cp): A beautiful expensive car that looks like it would cost a fortune to purchase. Oh and it seems to be completely armed and armored.
- Ring of Redundancy (Discount Xiaolin Apprentice) (200cp): A green and red ring that heightens the users senses, almost allowing the user to tell if someone is lying by smelling them.
- Jump-Bots (Discount Evil Genius) (200cp): 12 robots based on the design scheme of Jack Spicer. These bots carry a laser rifle and are able to hover.
- Bark of the Arc (250cp): A very pretty root in the design of a shield, this artifact allows the user to control nearby plant life and grow plants from the shield.
- Dragon (300cp): A young Chinese dragon of any element. These dragons have elemental attacks and can detect Shen Gong Wu.
- Xiaolin Monk (Discount Xiaolin Apprentice) (400cp): A young monk who has left their old dojo to learn the way of the Xiaolin warrior from you.
- Lizardman (Discount Drop-In) (400cp): A being that resembles a reptile of some sort. They gain the natural perks of that reptile, so a Hawk would gain wings and flight and a snake lizardman would get sharp teeth and venom. Limit this to only non-mythological beings. Yes they have a humanoid form as well.
    - Mythos (200cp): An upgrade for a lizardman companion. Now you can either choose two non-mythological reptiles or have a form that is an amalgamation of the two or a single form of a mythological reptile like a dragon or something.
- Heylin Apprentice (Discount Heylin Mage) (600cp): A young witch or wizard with minimal skills in Heylin magic has noticed your arrival in this world and have asked to be your student. You can accept or decline.

Drawbacks: Maximum of 600cp can be gained with the exception of A Jumper's Gift.

- It's like I am in a kids show! (100cp): You cannot fatally injure anyone, even if you try to.
- Incompetent (200cp): Everything you do seems to fail. Even your best and well thought out plans fail at a 20% success rate.
- Evil Competition (200cp): Wuya for some reason has taken an intrest to you. Expect to be confronted by Jack Spicer often.
- Good Competition (300cp): The Xiaolin Monks believe you to be a force of great evil. Expect them to try to entrap you in a box for eternity.
- Gullible (300cp): People can convince you to do anything. Even giving away all of your items.
- Competent Villain (400cp): Jack Spicer, an "evil" genius was finally fixed by Wuya. He now will be able to formulate better plans and will now stop at nothing to get more power and achieve world domination. He will use all of his resources to do so.
- Competent Heroes (400cp): The Xiaolin Monks no longer blindly trust others. Try to take any Shen Gong Wu and they will hunt you down to get it back.
- What am I even doing? (500cp): You will be subject to fits of bad luck, inability to think straight, and anger issues at random times. Sucks if this happens in a real fight.
- Getting Chase'd (600cp): Chase Young, a reptile shape-shifter decided that you should be dead. Expect him to fight you at least once.

- A Jumper's Gift (1000cp): Your powers have been stripped of you and placed inside 1000 different Shen Gong Wu, and if anyone obtains these then they are granted your power. After this event a worldwide broadcast is announced notifying the world's population of the locations of these Shen Gong Wu. This choice strips your companions' ability to enter the jump with you and any tech beyond the 2005 era is prohibited. Cannot be taken with any other drawback.

End Choice

- Go Home: Had enough of jumping? You can return home with all you have gained.
- Stay Here: If you are having too much fun here, you can stay forever.
- Keep Going: Want to continue Jumping? Well then leave this place and keep on going.

Notes

- Getting trapped for eternity means that time stands still. You did not win or get disqualified, you are just stuck until someone frees you in a few thousand years.
- If you are very proficient in a Shen Gong Wu, you might not need to call its name to activate it.
- Yes, you can turn accents on and off at will.