Tsuyoshi Jump by kongarthur



Hoshizaki Ainosuke is the winner of the All Japan University Karate Championship, but is disappointed when he learns that his rival Yumeoka Teru did not defend the championship title - and that he had given up karate altogether after meeting Kawabata Tsuyoshi, an impossibly strong fighter who appears to be a scrawny 24-hour convenience store worker. As word spreads about Tsuyoshi, who is constantly fending off challengers who come to his store to fight him, secret martial arts agencies from Russia, China and Japan work to try to recruit him to their ranks, and Ainosuke and Teru inevitably get involved trying to support Tsuyoshi against various agencies who have their own designs for him.

You will spend the next 10 years in this jump take 1000 TP (Tsuyoshi points)

Origins

You can choose your gender and age freely as long as it is humanly possible with ministry agent requiring being at least 18

Martial Ministry agent: Like the various female ministry agents you focus on information gathering and honeypotting

Upper Class: Like Omuguchi and the other upper class characters you have reached the peak of the social hierarchy and only truly terrible setback have any way of affecting you

Martial Artist: like most of the characters in the manga you are a martial artist who has reached the peak of human ability, Can be taken as a drop in

General Perks

Martial Artist (Free): you know one real life Martial Art to the peak of real world ability with the ability to mildly break through real world limits through fighting tough opponents

Clean break (Free): In this world it is pretty common to leave a fight with most of your bones broken which is why the story is quick to mention they had a “clean” break which allows them to heal perfectly within a few months with no lasting harm. you now have something similar if you can heal something you are guaranteed to have it heal perfectly within a few months.

Good fights (200TP): A big part of becoming stronger in this world is fighting opponents who challenge you or your style with this perk you are guaranteed to meet opponents who can challenge you in a way that allows you to grow, these opponents won’t necessarily be your equal in strength but for example if you lacked awareness of your surroundings the opponent would be someone specialised in sneak attacks and ambushes

Beneath Notice (100TP): One of Tsuyoshi’s biggest problems are martial artists traveling from all over the world just to challenge him ruining any chance of having an ordinary life, which is where this perk comes in handy as long as you aren’t actively looking for the limelight people tend to gloss over your part in events and quickly putting thoughts of you behind them

Martial Ministry Agent

Honeypot looks (100TP): Like all the female agents you are a 10 out of 10 easily able to make people attracted to your gender do various small things to gain your favour, this also comes with knowledge of Systema seduction and cooking to a professional level

Martial Encyclopedia (200TP): Like Shenmei you have encyclopedic knowledge of all but the most obscure martial arts, this isn't about how to practice or use them but how all their moves function and who the top martial master is for every style, you also get the knowledge equivalent to reading a well written and in depth report on any style you encounter in the future

Forgiveness (400TP): People tend to forgive you rather easily. You could cheat on them, beat Them after drugging and kidnapping them while admitting you were a honeypot and only if they were already prejudiced by people doing the same multiple times and having someone they have reason to trust currently speaking against you would they not forgive you and even then they would have to think about it. Smaller things like just admitting you were a honeypot or things of similar level are instantly forgotten the moment you apologise. The threat of death will also remove the ability to forgive you

Please help me (600TP): Doing favours for you and the kind acts you do compound in people's minds. Flirting with someone in college classes over the course of a week would be enough to convince them to undergo torture for you and even to join the army of a different country as long as you asked them to. They even quickly come to enjoy doing the acts for you no matter how humiliating it is for them and no matter how far outside the persona you've presented so far it is.

Upper Class

Fluent in high society (100TP): You become fluent in the language of any uppercrust member of society you meet, you could be a four year old japanese girl and speak fluent Russian as soon as you met the president or

an oligarch, This also covers common etiquette, how to get people to enjoy your company and how to make life long contacts in high society

Passive income (200TP): Like the upper crust, laws in the country you reside in passively get changed into being for your benefit and to at least never undermine your position in the country. Even if the country gets overthrown the new leaders will happily give you a similar position in the new regime, if a country had high taxes for people in your position laws would be passed to remove them for people in your circle.

Secret Shogun (400TP): Like Omuguchi, your ability to influence politics while not having any position in government is astounding if you have any form of power be it economic, physical or political. You could change world politics to the point that If you enjoyed looking at strong men you could influence world politics so that 1v1 tournaments became the norm instead of wars. People who would normally have problems being under someone or being subordinate have no problem being under you and you are incredible at all the ways of getting someone to support you, with all but the most morally pure or prideful politicians quickly being willing to cede all power to you even without you holding any official position to the point where Prime ministers and Cabinet members will ask you for permission before doing anything if you hold any semblance of power in the country.

“Fair” Trade (600TP): Like Sayoko, You have truly incredible luck in meeting powerful people coming across them in your everyday life, but this is just the base the truly incredible thing about it is that they will truly like you for even the smallest things, giving you massive returns for the smallest acts for example you could give the president of Russia a dog and in exchange he would give you Russia's greatest supersoldier as a servant. Overall people quickly find themselves perceiving you as a just, kind and virtuous person and future leader

Martial Artist

Because I didn’t dislike it (100TP): Like Ainosuke you are a wellspring of natural talent in non martial pursuits being able to get into art school through casual doodling you only did because you didn’t dislike it

Martial Master (200TP): you have reached the top of what humanity can achieve in martial arts, through purely physical ability you could shatter boulders or steel with a punch and defeat dozens of soldiers purely with martial arts, this also gives you enough talent in martial arts so that you could reasonably be a martial master as a college student
This also gives you some ability with the systems in the country of origin of the martial art you practice

Here are some examples:
Chinese martial arts would give you knowledge of pressure points and chinese medicines that actually do what people claim it can

Japanese martial arts would give most of the same Chinese martial arts would

Russian Martial arts would give you the sambo/Systema mindset giving the ability to turn pain receptors into pleasure receptors including in other people and a natural talent in using everything in your environment to your advantage.

As for other countries if their martial arts have some mythical effects described you could probably imitate them at a power level similar to what the other countries have

This also makes you the peak of what your species can normally attain in this world and future worlds.

Superhuman (400TP): most characters in the manga have physical abilities that would make them superhuman in the real world being able to destroy boulders and dent steel with a punch but you are something special. Like Odamaki you are a natural born superhuman able to master all physical abilities quickly to the point where you would reach the level of a martial master in 3 days and through normal training surpass supersoldiers made with cybernetic implants and super serums, this acts as a physical uncapper.

Tsuyoshi (600TP): Like Tsuyoshi you were simply born better this isn't any physical ability but true genius letting you develop supernatural abilities from normal things even in settings without powers while giving you the ability to pass on the things you learned, Do be warned, however, that other people don't have your talent. Even things you do casually require a prodigy to train

since childhood with enormous effort to replicate. also gives similar levels of talent to all future power systems and acts as a skill uncapper.
This doesn't give you muscles, all that you do is achieved purely through skill.

Items

Martial Ministry agent

Outfits for seduction (100TP): A wardrobe filled with clothes, you can find clothes of all styles and price ranges as if a whole nation put their focus on ensuring your clothes made you look the best you could

Weaponry (200TP): A cache of weaponry with enough weapons to equip all the soldiers on a battle ship, it has every weapon a modern soldier could need, this updates with future jumps always having weapons that have been mass produced for soldiers.

Job application (400TP): this is a piece of paper that allows you to get accepted for any position that accepts applications whether that be a university, a convenience store or any other job, nobody will find it weird that you application just so happened to be at the top of the pile and was instantly accepted

Super Soldier training facility (600TP): this facility comes equipped with top of the line super soldier training tech including cybernetic implants, training equipment. A few months training in this facility is enough to make a fat slop equal to a world class martial master in physique though fighting skills take longer if they don't have a background in it. The cybernetics and serums are able to take even weaklings and make them into supersoldiers that can easily beat martial masters though they will have a hard time getting stronger after. The serums and cybernetics will update in future jumps with the cybernetics being top of the line and the serums being on the middle tier of serums

Upper Class

Starting Capital (100TP): A totally legal bank account 300 million yen, it gets refilled yearly with all paperwork done perfectly. You can choose for the bank account to be hidden

Akita Puppy (200TP): This puppy is the perfect gift for everybody even the dictator of a world power would see this an incredible gift enough to remember

it for decades and they would be grateful enough to fulfil one request as if you were a close family member, you get one puppy every 10 years or once every jump whichever is shorter

Academy (400TP): You now have ownership of an academy with the curious property that talented but down on their luck people will gravitate towards the academy where they will receive training to truly maximise their talents turning street toughs to super soldiers and equivalent for other talents, people training at the academy get forgiven for minor crimes like murder and trafficking and will feel immensely loyal and grateful for the opportunities they receive
The academy comes with room and board for the students along with a salary equivalent to a full time soldier while studying there. It comes with teachers in all subjects that could be needed and if anybody with unique talents need teachers capable teachers will appear either as NPCs or from hearing rumours of your academy which one it is, is up to you

Secret Shogun Family (600TP):you have a vague but immense Economical and Political backing and connections to immensely powerful fighters to the point where you could have total control of a country equivalent Japan both politically and economically while having only slightly less pull in most world powers

Martial Artist

Cold weapons(100TP): A cache of high quality cold weapons with everything needed to train in various martial arts.

Nice House (200TP): you have a mansion in the mountains, the mansion has training facilities though they are more traditional than high tech

Spiritual mountain(400TP): you have ownership of a decently sized mountainous area while in this area you find that training in martial arts is many times as effective, the air is crisp and clean and you easily gain epiphanies regarding your life and martial arts while training in these mountains, with the mountains also helping in spiritual training

Martial Manuals (600TP): A range of Martial Manuals in all of the most popular styles in the world written by true masters of those styles with their own insights included, the manual are easily understandable and includes training methods for the style and even how to circumvent common drawbacks if there

exists a way around them. the manual update with each jump both with new martial arts and new insights if a master in jump has gone further with that martial art

Drawbacks

Powerloss (+100TP): lose all out of jump powers

Warehouse/item lockout (+100TP): Warehouse Lock out

Hard Qi-gong (male only) (+100TP): like someone trained in hard Qi-gong you have trained your balls away, this doesn't remove your ability to have sex but it does make it extremely hard to gain muscle mass requiring extreme training to gain what you easily gained before

Insect (+100TP): you can somehow never get enough money, always having just enough to for food and board in a small apartment but nothing more

Martial Maniac (+200TP): You truly love martial arts and will gladly travel to a different country if you hear tales of a strong person to fight there

No talent for passion (+200TP): Like Tsuyoshi your passion isn't fighting and just like him no matter how much training you do you just can't seem to get better at your passion to the point that it will frustrate you but never be enough to make you quit.

Broken (+400TP): You reached the peak and aimed towards the stars where you found an insurmountable foe after losing you regressed to the level of a normal person and will have to train to gain all of your perks you've purchased in this jump while not being able to get any motivation towards training unless lives are on the line.
Once reaching your former strength you will find that no matter what you do your former foe looms over you making you regress in strength and motivation until you beat them in some way, this also limits you to your former peak with no ability to surpass your former self until you beat them in something they are

either the best at or are passionate about. This also worsk via them acknowledging you and truly encouraging you to better yourself

Your insurmountable foe isn't hostile to you and barely knows you exist so all negative effects are purely mental and you don't have to worry about them actively targeting you
This also functions as a warehouse/item and power lockout

Quick to fall in love (+400TP): like the various guys in the manga you are extremely quick to forgive and do things for people you are attracted to, at some point during the jump one person you are attracted to will gain the equivalent of the forgiveness perk this doesn't mean that they are out to get you like the Martial Agents

Hunted (+100TP +400TP or +600TP): for +100TP thugs will come for you a few times a month, these are average thugs with no martial abilities or talent being a minor annoyance at most to people with the 100TP martial artist perk

For +400TP Martial masters around the world have heard tales of you and will travel from far and wide to challenge you these have the martial master perk and will challenge you at minimum once a day

For +600TP you have someone with the everything except the capstone in the Upper class perkline after you doing everything in their power to ruin your life, they will also send Martial Ministry Agents after you to spy on you martial Ministry agents have everything in their perkline plus the martial master perk Agents aren't actively hostile to you but will spy on you and and report to the upper class
The Upper class will send someone equivalent to the superhuman perk once every 3 months to come after you with everything the agents have learned about you

Notes

How the insurmountable foe functions depends on your origin with the Upper Class foe having the whole upper class perkline
The Martial Artist foe has the Tsuyoshi perk and passing knowledge of martial arts
The Martial Ministry Agent Foe can either be the upper class or martial artist foe depending on if you focus on Martial Arts or political power

To give some examples of Tsuyoshi's talent and ability
Tsuyoshi was already the strongest person in the world at 5 years old because his natural breathing pattern was the thing that created real KI in an otherwise normal world making his father copy it to create the gouda style

Tsuyoshi was able to create a massive sphere of perception around himself after being surprised once that let him know everything around him and sensed if people or things were his enemy even working while he was sleeping

Tsuyoshi was able to learn to redirect bullets and truly supernatural levels of Tai Chi just from being in a Tai Chi class for the elderly in the park

Tsuyoshi was able to see vectors, Internal Organs, muscle movements and more just as a five year old

Tsuyoshi was able to beat his father a martial master and genius and his whole kickboxing gym as a five year old while never having trained or thrown a punch in his life instantly going for the most optimal movements as soon as the adults tried sparing with him

Russian special forces thought Tsuyoshi was an expert marksman the first time he picked up a gun.

For the super soldier training facility, the cybernetics would include things like military grade sandevistans from cyberpunk, but the serums would be more like venom from dc or lower end super serums from marvel