



Come along on the Smash Up World Tour!

International Incident is the start of a year-long trip around the four corners of the world to visit some of the coolest heroes that different cultures have to offer! From the cold of Canada to the heat of Mexico and beyond, this first World Tour set adds awesome factions to your fight for the bases.

The Luchadores bring their high-flying, death-defying wrestling combinations to the fight, and the Mounties are at their strongest while they get their man and keep the Great White North safe! The Musketeers use their explosive action chains to gallantly defeat enemies, and the Sumo Wrestlers bulk up and throw their weight around, knocking their enemies away.

This is meant as an expansion to the Smash Up Jump and meant to be taken with it. If a standalone, you're depriving yourself but have 1,000 cp to spend. As in previous versions, you may apply this as a supplement to any Jump where one or more Keyword is a valid origin.



LUCHADOR PERKS

 **Quick Set-Up** (-100 cp, FREE Luchador) You quickly, instinctively position yourself for advantage over your enemies, taking the high ground, putting the sun at your back and so on.

 **Powerful Set-Up** (-100 cp, FREE Luchador) You can make the most of any set-up or advantage of leverage and position.

 **Reversal** (-200 cp, discount Luchador) You are a master at not only freeing yourself from holds or throws, but turning them back on your opponent.

 **Tag-Team** (-200 cp, discount Luchador) You naturally work well with other fighters, falling into a rhythm that lets you maximize the impact and safety of both.

 **Pin** (-400 cp, discount Luchador) When you bear an opponent to the ground and restrain them, something very special happens. Any strength, leverage or special powers they have that might escape your grasp vanish like smoke in the wind. There's no escaping the count.

 **Señor Muchoslam** (-400 cp, discount Luchador) You are a legendary luchador, with the skills, physical prowess, and braggadocio to match. In all future Jumps you have the reputation of a champion of the ring.



MOUNTIE PERKS

Dudlee (-100 cp, FREE Mountie) You are polite, and always neat in appearance. You practically radiate wholesome trustworthiness.

Eh? (-100 cp, FREE Mountie) You have a peculiar talent for always getting the very last word in. No matter how clever or articulate the person you're trading barbs with, they'll be left spluttering in the end. And without being rude once!

Always Get Our Man (-200 cp, discount Mountie) You have the tracking skills and sheer determination to follow someone for months across the boundless wilderness of the frozen North. No matter how long it takes, the Mounties always get their man.

Move Aboot (-200 cp, discount Mountie) In the wilds, it is all but impossible to stop a Mountie from moving as they like. Tall mountains, raging rapids and dense undergrowth do not slow or hinder you.

Mountie Major (-400 cp, discount Mountie) You are an ideal leader of police forces, and easily win the loyalty and almost superhuman efforts of cops.

 **When Calls The Badge** (-400 cp, discount Mountie) With a speech, you can inspire your men to superhuman feats of courage and martial skill, whether to tame the wilderness or lay down the law.



MUSKETEER PERKS

✦ **Make Way!** (-100 cp, FREE Musketeer) Whether with your intent or your elbows, you can very quickly make your way through a crowd. Very crucial when seconds count.

✦ **To Battle!** (-100 cp, FREE Musketeer) As a King's Musketeer you are naturally a master hand with both gun and blade, able to hold off five times your number in lesser soldiers.

✦ **All For One** (-200 cp, discount Musketeer) Once a Jump/decade, you can call upon anyone and everyone you have ever done a kindness for or fought beside to aid you, and be assured they will make it in time to help.

✦ **En Gardel** (-200 cp, discount Musketeer) You are always prepared for battle, no matter how impaired. Ambush and surprise are accordingly far less effective against you.

✦ **Last Stand** (-400 cp, discount Musketeer) When you need to stop the enemy cold, you can always find a chokepoint, and while you remain standing none can bypass you. Buy your friends time or hold the line to the bitter end.

✦ **One For All** (-400 cp, discount Musketeer) Once per Jump/decade, you can force a duel between yourself and the leader of your foes. If victorious, the threat of their armies or weapons will almost inexplicably melt away. If you lose, well, sometimes the hero needs to learn humility before hopping on his horse again.



SUMO WRESTLER PERKS



Body Slam (-100 cp, free Sumo) Nobody throws their weight around like a sumo wrestler! Your lightest tap still has a knockback effect, which is only magnified the more force you use.



Technique (-100 cp, free Sumo) Force is nothing without technique! You have trained for years in the art of sumo wrestling and have thoroughly mastered the fundamentals.



Grab the Belt (-200 cp, discount Sumo) No matter how tricky or slippery the opponent, be they eels covered in grease, you can always find a solid handhold to seize them by.



Headbutt (-200 cp, discount Sumo) When in dire straits, you can always find an unexpected angle of attack. Making the most of it is still up to you.



Fighting Spirit (-400 cp, discount Sumo) When a hot-blooded fighter believes in himself, he can do anything! In a crunch, physical limitations become... fuzzy for you.



Yokozuna (-400 cp, discount Sumo) You have the skills of a legendary sumo champion, and the reputation of one. Moreover, when you stamp your feet and plant them, you can make yourself literally unmovable (relative to the planet, that is).

