

BAKI-DOU

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刃牙道

KEISUKE ITAGAKI

板垣恵介

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BAKI CHINT GRAPPLER

* Part 2 – Son of Ogre & The Way of Baki *

The Strongest Father & Son Quarrel?

“If someone is born male, at least once in his life he’ll dream of being the strongest”

However, the competition for the title of “Strongest” may already be underway. Tales of an arena under the Tokyo Dome where monsters battle for glory with no restrictions. Masters of esoteric martial arts, brawlers of inhuman might, criminals too strong to be held by any prison, and more that would be right at home in an occult tabloid.



However, even among such outstanding claims stands a single man with a demon’s face on his back. Known as “The Ogre” not only for his power, but his lack of remorse and almost pathological need to dominate in every possible capacity. Legends surrounding this man are often both mythical and horrific. Shrugging off lightning bolts, single-handedly defeating the United States army, casually walking through bulletproof glass, mutilating beasts the size of houses, and the stories go on. For that reason, he alone bears the title of “The Strongest Living Organism”.

Many fighters covet such a title, but only one who stands a chance of toppling this Goliath. A boy of high school age, with similarly impossible feats building under his belt. That boy is none other than The Ogre’s own flesh and blood, and his name is Baki Hanma!... Or is it? There are whispers of a wildcard entering the scene. Perhaps this stranger will through a wrench into the fated battle. Take this **1000cp** to start making your own legend.

Roll 1d8 for starting location, pay 50cp to choose

Popular Tourist Spots

	1 Arena You find yourself in a battle-worn arena. Maybe the one under the Tokyo Dome, or a more official venue, or maybe the site of an even darker fighting community.	2 Island This could be the sovereign island nation of La Serna, or any other remote island. Of note is wherever you are, you will easily find transport to a major country of your choice.	
	3 Prison You wound up in a maximum-security prison somewhere in the world. Maybe even the infamous "Black Pentagon" Let's hope you're a guard or guest, rather than an inmate.	4 City Perhaps city life is for you. Pick any major city in Japan, or really any highly populated urban area you can think of, you'll end up drawn to Japan eventually.	
	5 Forest For those wishing a quieter existence, you start out in a secluded hut or village deep in a forested area. Maybe the forest of Sukune, maybe just the middle of nowhere.	6 Laboratory You wake up in a scientific or medical institution. Are you dropping by the local clinic for a checkup, or did you awake to scenery straight out of a science fiction movie?	
	7 Dojo Any champion needs a place to hone themselves. Maybe you're refining your kicks at a dojo or your jabs at the gym, or perhaps a more private enclosure all to yourself.	8 Anywhere Else If none of those options, do it for you, then feel free to pick something else. Feel free to choose any location or type of location that doesn't fit cleanly into the prior options.	

Select one body, unless linking continuity, choose age and gender freely

Understanding Your Body



HUMAN

Just a regular old homo sapien. You might call this boring; I call it reliable. Humanity wouldn't be the dominant species if it wasn't a winning formula. You may not have all the advantages or tricks of the other options, but you'd be surprised how close some humans have managed to close the power gap with pure effort, technique, or just a freakish constitution.

Of course, Maybe you aren't interested in taking part in all this violence. This option is **0cp** by default, but you may receive **+200cp** instead to enter this world with a body unsuited for combat. In the latter case, you may not take the perks *If it Brings you to Death's Door* or *If it Makes you Stronger, That's What you Do*.

Fighters in this world just can't help themselves. Picking the other body options may put a target on your back, even if you try not to get involved. If you want to keep your distance from the madness of this world's combat, human is your best bet.

HANMA

A lineage genetically predisposed to excel in all matters of violence, growing stronger with each battle. The quintessential Hanma bears the title of "World's Strongest Lifeform". Monstrous beasts, modern armies, and even natural disasters kneel before his physical might.

Those of the Hanma blood tend to develop demonic imagery throughout their body, such as the skull, back muscles, and even the brain.

For **150cp**, the genes took to you quite poorly, so you won't see any immediate benefits, but you'll still have a much greater upper potential and spirit than most. Whether you can catch up depends on how much you're willing to sacrifice for power.

For **300cp**, you are a true heir to the Hanma name. So long as you continue to challenge yourself, you may catch up to masters with decades of experience in a few years, and the Ogre's power may very well be within reach.

RELIC

Were you perhaps reincarnated? Or maybe cloned in some lab through dark science? Whatever the justification, for **300cp**, you have brought forth the power and skill of one of history's greatest warriors into the modern age. This comes with an enormous boost to your skills, tactics, and physical abilities to a degree that's superhuman even by the metric of this world's fighters, even if you have no prior combat experience. The nature of this boost depends on who your past life was.

A famous samurai may be able to cleave through metal, a sumo may be able to push through muscles and pulverize bones with a light squeeze.

You retain some of the original's battle instincts to help you make use of your power. However, whether you retain all your past life's memories and experience will be left up to your own discretion, as this disconnect with the common sense of the modern age may be just as much of a weakness as a boon.

PRIMITIVE

Preserved in crystalized saline for over 200 million of years, akin to your contemporary Pickle. You have awoken in the modern day.

The strength, stamina, speed, and toughness of your primitive body puts modern animals to shame, let alone humans. Steel tears like paper and bullets are a minor annoyance. Back in the cretaceous era, you made meals of some of history's greatest predators. In comparison, the fighters called "masters" in this era may be impressive for their size, but only true legends can be called an actual threat to you. Though technique can go a long way in closing that gap.

Your physiology is distinct not only in your physical output, but in your skeletal structure. You're able to switch between bipedal and quadrupedal at will, and your thick vertebrae makes you almost immune to concussions.

Taking this requires you to pay **500cp**. You also lose the ability to speak coherently for this jump and must take the drawback *What an Impossibly Lonely Man*, for no points.



The Nature of Conflict



Not a fighter yourself, just a passionate **supporter** of the art of violence. Perhaps you're just a fan, or a financial backer, or maybe you have close ties to someone who's deeply rooted in the sport themselves. Whatever the case, you don't expect to enter the ring personally anytime soon.

You don't hesitate to count yourself among the **champions** of this world. Violence is what gives your life meaning, it might as well be an addiction. You have an imposing track record in underground fighting community and maybe some public combat sports, but even then, the former is what you clearly take the most pride in. Sports just can't compare to the real deal.



Outcasts like you don't have the luxury of being taught how to fight in some fancy gym or dojo. You learnt it with your own body. You have your own strength, your own pride, your own honor, and if those so-called "masters" have a problem with that, they can take it up with you in person. Maybe that'll give them a taste of what a real street brawl is like.

The crème del la crème, the **elite** among elites. You didn't ask to be perfect, but the world can't help but love you. You don't stoop to the level of vulgar brawlers and batshit pit fighters. Your power was made for the spotlight. If these uninitiated step out of line, you'll be happy to show them the chasm between you and them, and still have time for lunch.



You're no fighter, you're something purer. An honest-to-God **warrior**, "war" being the keyword here. Do you have the strongest hook? The fastest kicks? The thickest skin? Maybe, maybe not. But you don't have fights, you have battles, and when facing an opponent for whom "defeat" just isn't enough, you're not afraid to finish the job. Maybe you even enjoy it.

Editorials

Imagination has no Limits

This world has a particular style: exaggerated proportions, bulging muscles, emphasized kinetic motion, etc. Some may call it grotesque, others beautiful, but you're stuck with it for the next 10 years, after which it's togglable. Nobody will find it strange if you don't make note of it first. - **Ocp**

If it Costs you Your Health

Nobody here is completely sane. This is a world where head pats and biting someone's finger off are equally valid shows of respect. You know intuitively what actions are seen as polite or rude, when among company who are clearly insane, even with no evidence to base those judgements on. This naturally ineffective on sane individuals. - **Ocp**

If it Brings you to Death's Door

Like many fighters, you possess a body that stubbornly refuses to die. Damage that should cripple you only bruises, damage that should kill you only cripple. Broken spine, severed hand, slit throat, these things don't kill you nearly as fast as they should, and as long as you have all the pieces, any above-average surgeon can put you back together, good as new. Naturally, you can still be killed by a truly excessive amount of violence. - **Ocp**

If it Makes you Stronger, It's What you Do

You can't expect to get involved without some fighting ability. You may choose how this boosts your combat ability, whether you specialize in technique, brute strength, mobility, trickery, willpower, etc. For **Ocp** you'd be able to handle almost any pro boxer 1-on-1. For **200cp**, you receive an enormous boost putting you on the level of Retsu Kaioh or Katsumi Oorochi. For each additional **50cp**, you may learn a particular cannon technique, or provide a boost to a particular body part that grows alongside your overall abilities.

Any one of these options comes with a personalized stance and experience in a mundane fighting style of your choice. - **Varies**



A Truly Abnormal Specimen

Whether by freak mutation, surgery, or the wear of a lifetime of combat, some part of your body is simply abnormal. For **50cp**, this is purely aesthetic, and neither helps nor hurts your performance, even if it logically should. For **100cp**, this deformity provides a slight boost to actions related to that body part. Maybe a spine that helps with sword swings, back muscles to help with strikes, long legs to help with running. For **200cp**, your whole stature is affected, whether it makes you abnormally tall, your arms abnormally thick, your shoulders abnormally wide, etc. With a matching boost to your overall strength. *See notes section for details.* - **Varies**

Behind-the-Scenes

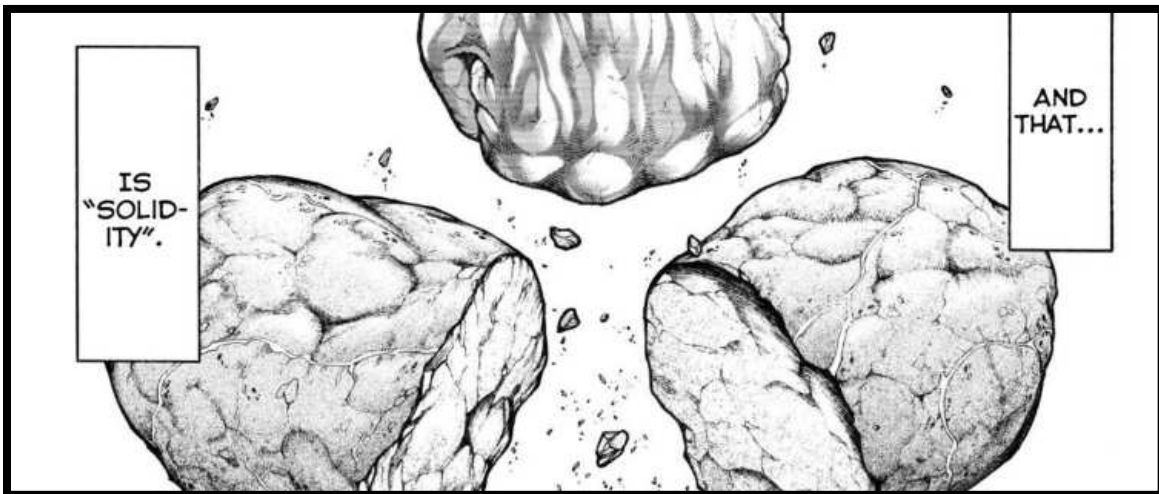
You have a knack for finding experts and talking them into 1-on-1 interviews on whatever the topic of focus is. This even works if said topic is extremely illegal. However, should you intend to use this to blackmail or snitch, the perk will become ineffective until the next jump. – **50cp**

Natural Elegance

You possess impeccable manners, allowing you to fit in and thrive in any formal setting, even as a towering mound of muscle and bloodlust. This also lets you effortlessly handle any elaborate upkeep on your appearance, whether it be your wardrobe, makeup, hairstyle, etc. – **50cp**

Dragon Lover

You have an odd affinity with “eating”. You have a ravenous appetite, letting you blissfully gorge yourself on junk food, but you also appreciate the nuances of foreign flavors or high-class delicacies. This also acts as an affinity for gluttons, letting you hit it off almost instantly with others with a similar love and passion for eating and biting, whatever form that may take. – **100cp**





Ladies' Man

If ever a true alpha male existed, you'd be a top contender. You possess an animalistic charisma. Sufficient displays of dominance and aggression engender a blend of fear, awe, and desire in onlookers. For **150cp**, this could help you easily have bystanders thanking you for letting them witness a street fight, befriend weak opponents, and maybe even score a date. However, for **300cp**, this reaches a new extreme, threatening to rape someone could have them fall for you on the spot, you could kill someone's loved one, but they'll still feel a deep respect for you, killing a woman's husband on their wedding night might just get them ready to have your child instead, though extreme cases like that are on in-a-thousand. Of course, the effectiveness of this all depends on a person-by-person basis, and only if your action is sufficiently extreme, and how terrified they are of you. – **Varies**.

It's Too Bright

Word of you spreads fast. Even if there were hardly any witnesses your most impressive feats, somehow word will spread around. For **100cp**, you can quickly become an urban legend, with just enough details wrong to protect your privacy, but enough right for you to take credit for it later. If you pay **200cp** instead, your legend could spread globally, potentially making you an object of reverence across cultures. You may even find vague prophecies of your glory - **Varies**

An Endless Banquet

What's the point of strength with nobody to fight? With this, you'll never be short on over-confident delinquents or mutated beasts that just can't help picking fights with you. – **150cp**

It is Called "Solidity"

The destructive power of a punch can be thought of as weight X speed X grip = destructive force. Your grip allows you to fold a coin like paper or rip the middle out of a full deck of cards. Think of this like 3 boosts to your hands from *If it Makes you Stronger, That's What you Do*. Not only does this make your grip strength scale to always be disproportionately strong to the rest of your body, but also provides a massive boost to any and all destructive acts involving your hands. A punch could shatter stone, a sword could slice through metal, a grab could crumple nails into a perfect sphere, maybe even your shooting is a bit more accurate, and the results only become more intense as your grip gets stronger. – **200cp**

200cp per specialty, one specialty 100% off or two 50% off

Today's Horoscopes

Mind Over Matter Over Muscle *Free*

As of late, fighters have begun turning to the mind to transcend the limits of their flesh. Whether that be controlling their biochemistry, creating illusionary items or opponents that others can see and even feel, or tricking their body to exhibit inhuman strength or speed. You possess the base potential to learn or develop any such techniques, but doing so from scratch takes talent, inspiration, and years of hard work. You may choose one or more specialties below to determine what techniques naturally come easy to you.

ARES — You have an easier time replicating animals through your mind. Any technique, whether it be opponents for shadowboxing, or developing new stances and techniques, etc. so long as you draw primary inspiration from an animal, maybe even extinct or fictional animals as well.	LEO — You specialize in projecting your imagination over a long distance. Perhaps your illusions can affect those for miles around you or be perceived indirectly through video. However, this doesn't help you much with creating techniques to project in the first place.	SAGITTARIUS — You can use your imagination to trick your body to exhibit inhuman feats of strength or speed. There is almost no limit to how far this can go but pushing past your limits like this could cause severe and permanent damage if you're body isn't strong enough to handle it.
TAURUS — Perhaps this is more straightforward use of willpower. You have a stubborn resistance to influences on your mind. You won't be sucked into your enemies' illusions as easily, and even drugs struggle to affect your mind. This specialty is lacking in versatility.	VIRGO — You have a talent for projecting, well, yourself. You could say you leave an impression on someone's psyche. Maybe you're able to enhance your aura to intimidate enemies or influence your allies to see a phantom of you to give emotional support when they're struggling.	CAPRICORN — A useful form of pessimism. You don't pull any punches with your psyche. This could entail adding imaginary weights when you run, or imaginary opponents that won't show you any more mercy than the real thing. Naturally this provides a very real boost to your training.
GEMINI — By seeing someone fight, you are able to get a feel for their aura. With that you can replicate them as an opponent to shadowbox, with all their techniques, habits, and power intact. However, you won't be able to copy the aura if the gap between you and them is far too wide.	LIBRA — You subconsciously craft prophetic visions based on your sixth sense and personal experience, such as impending danger, or an opponent's value, or their fighting style, long before you could have consciously learned them. Rarely, this can cause others near you to see visions of their own.	AQUARIUS — You are able to develop techniques to force your body to release biochemicals, like adrenaline or dopamine at will. Techniques of this nature can't be finalized without some substantial mental shock, making them harder to develop than other mental techniques.
CANCER — Through inhuman willpower, you can fight against your body's own reflexes and warning signs. Letting you keep fighting, even through extreme agony, or follow through with attacks you know will result in injury. As long as you can still move, you can still fight at max output.	SCORPIO — You specialize in weapons. With any weapon you have sufficient mastery of, you can create illusions of it so realistic that even those who have never been cut can feel your blade slice through them, and it'll hurt just as much as the real thing.	PISCES — Your imagination defies logic, literally. You have a special talent for creating imaginary constructs that are difficult to even conceptualize, like a rikishi who "falls in every direction" or a liquid that is boiling hot and freezing cold at the same time.

One 50cp Free and other perks 50% off for Humans

The Human Element



A Ring is a Ring

Boxing, wrestling, sumo, karate, if you know the rules, it's all the same. This won't let you master a whole new fighting style, just make it easier to suppress the parts of your style that break the rules you're currently following. So, if you originally studied kung-fu, you won't have to worry about throwing kicks in the boxing ring out of habit. – 50cp

For the Ladies

What's the point of being strong if you can't show off? You can always think of party tricks that aren't actually useful but are still damn impressive. Maybe you flex so hard you burst out of your clothes, maybe your karate chop can cut wire while barely bending it. Naturally, you can't make tricks based on physical abilities you don't possess. – 50cp



Firestarter

What's a fighter without anyone to fight. You have a talent for catching "sparks" or situations where the smallest stimulus will cause someone to resort to violence. This also lets you intuitively know the instant when it is socially acceptable to use excessive violence to solve a problem, such as when crossing paths with a murderer – **100cp**

Lips, Tongue, & Teeth

Choose two people you share a close bond with. When the three of you are together, an odd chemistry forms. Your combined voices are disorientating to others, and in combat you can act with perfect teamwork, able to strategize and capitalize on each other's openings without sharing a single word. Not even mind-readers could have teamwork this perfect, it isn't an exaggeration to call you one mind in three bodies. – **200cp**

The Gods Saw Fit to Grace me With a Spare

Lost an eye? An arm? A lung? You still have one more don't you? Losing a body part doesn't impede you nearly as much as it should, especially if you have multiple. Losing an eye will have a minimal effect on your depth perception, just as losing a leg will barely affect your balance. Your fighting style instantly adapts to the changes in your balance and body, even if the injury was mere seconds ago. – **300cp**

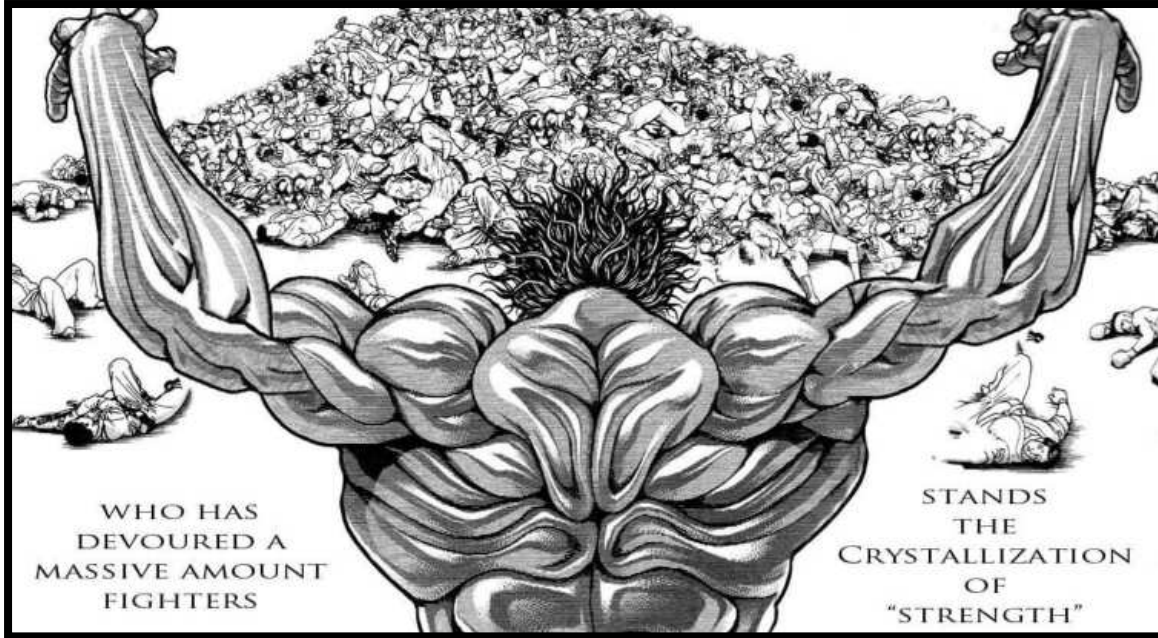
"Connector"

Doctors in this world are miracle workers, and now so are you. You could either be a talented all-around surgeon or choose to specialize in one area to a logic-defying degree. If you specialized in reattaching limbs, you could stitch someone's severed hand on and have it fully functioning in a week, or even transplant limbs from entirely different bodies. Or maybe something like acupuncture, in which you could revive the recently departed with a little prick at their hearts, or something of that nature. – **400cp**



One 50cp Free and other perks 50% off for Hanmas

Mysteries of the “Hanma” Bloodline



Only I am Male

Your testosterone has reached inhuman levels, to the point that you have difficulty perceiving anyone other than yourself as male. This removes your hesitation to fight any opponent based on age or gender. To minimize the awkwardness, you've developed a mental technique to make your eye's reality match your brain's. Can be toggled. – 50cp

A Face you Wouldn't Believe

A warrior takes pride in his scars, but do you really want to ruin these looks? Your face is abnormally resistant to injury. This won't help if someone is deliberately targeting your eyes with enough strength crush them, but anything less will heal up seamlessly. Hell, you could walk through reinforced glass face-first if you felt so inclined. – 50cp

Perfectly Trained

They say someone who loves what they do will never work a day in their life. What you love is training. You love the sweat, the aching, the exhaustion. To that end, you've gotten good at seamlessly working your training into daily life, whether it be shadowboxing to kill time or practicing footwork when going out for a walk. – **100cp**

Come Back After You've Eaten

Turnabout is fair play, and that is where you excel. Turning a power dynamic around is effortless for you. You could have someone piss on you to show dominance, only to make them aware of how pathetic they are for stooping that low. If you have the skill to back it up, you could convince a group of men with automatic weapons that they are now your hostage. In both cases they'll find it immensely difficult to write it off as a bluff. – **200cp**



You're a Bullet

When someone decides to move, there is a 0.5 second gap of unconsciousness before their body can follow through. You have a knack for spotting that window and reacting fast enough to let lose at least one good hit in. Even monstrously strong opponents will be unable to perceive your attack, let alone defend, within that window. However, this is mainly useful for sneak attacks, and is significantly less effective on those who know to expect it. – **300cp**



Crystallization of Strength

Martial arts can't make you strong, just teach you to make the most of what you have. You have the observational ability to quickly grasp different martial art styles, picking up on their strengths, weaknesses, and gradually merge the best aspects of each into your own style. Do note this just helps you learn the motions, and you won't be able to perform learned styles anywhere near as well as those who spent their whole lives specializing in that style specifically. – **400cp**

One 50cp Free and other perks 50% off for Relics

Relics of a Bygone Age



He Who Fights, and Runs Away

Ancient battles weren't as soft as those today. You have a way with words lets you twist cowardly acts into something almost respectable. You didn't run away, it was a tactical retreat, you didn't beg for your life, it was psychological warfare, so long as you don't overuse this, you can speak with enough confidence to convince most listeners. – **50cp**

Will Live to Fight Another Day

Scars on the front are a swordsman's pride. Should you gain any scars or noticeable appearance quirks that you take pride in, such as bizarrely shaped eyes or mouth, you may have them travel with you as a kind of fingerprint. These are bound to your soul, so they can be used as a way to distinguish clones and such from the real deal. – **50cp**



Such Excess

You treat the body with what can only be called extreme rationality. You'd sooner reach into your own wound to check if your insides are okay, take shrapnel into your eye without blinking (though it will still hurt), and treat your opponent's skeleton as mere grappling points. You have the mentality that looks at the body like the flesh machine it is, expanding the tactics available to you. – **100cp**

“Shiko” has Another Meaning

Through your training, you've become sensitive to the “good” or “evil” forces in your environment. It's ambiguous whether these forces are spiritual or scientific in nature, but you will be able to vaguely sense whether an area or object is dangerous or not to the living. You can even turn culturally significant rituals into effective training methods, which seem to fill the area with “ki” causing life to grow and flourish in that area. – **200cp**

Reading Ahead

An experienced warrior doesn't need to wait for their opponent. You can intercept their brainwaves directly, letting you know and start responding to an opponent's next move 0.5 seconds before they make it. This means that opponents can't take advantage of the window between your thoughts and action, and for much weaker opponents, it's like fighting a mind reader. – **300cp**

There was Nothing I Could not Cut

Flesh is relatively soft, but what about stone or metal? Your destructive might is disproportionately effective against inanimate objects. You can cleanly cut steel without denting your blade, squeeze coal into a diamond with sufficient superhuman strength, pierce through wood with just your fingers, etc. This doesn't boost your effectiveness against living opponents, but what foe won't be shocked to see their body armor torn like cloth, and their gun split in two in their hands. – **400cp**



One 50cp Free and other perks 50% off for Primitives,

Primitive, Or Misunderstood?



Wilderness, it's a Funny Thing

Before humans became so reliant on fire, they couldn't be too picky about their diet. You have a body that can digest raw meat without issue, regardless of source. Really, you can pop just about anything from nature into your mouth, and unless it's poisonous enough to instantly drop a lion, you won't face any health issues from it. — 50cp

Welcome to the Future

You'd think being frozen in crystalized saline for eons would have severe after-effects, but apparently not. You recover abnormally well from being frozen. Getting your life signs working is another matter, but if they can get your heart pumping again after carving you out of ice, and you'd be able to stand up like you just took an extra-long nap. — 50cp

An Unsolved Puzzle

You may be seen as primitive, but human intelligence and an animal's intuition is a frightening combo. Even through a language barrier, you can easily intuit someone's feelings. It's usually something vague like "this person doesn't like me" and "This person likes me a lot". This sense is always honest and can't be fooled by flowery words, or deceptive body language, or anything less than godly acting. – **100cp**



Playmates, Opponents, & Prey

A beast is at their strongest when starving. Rather than fatiguing your body, the craving makes you movement and senses sharper than ever, though it still impedes your rational thinking somewhat. When your body feels like it reached its limit, the presence of food can let you tap into deep stores of strength and energy you didn't know you had. – **200cp**

Truly Grotesque

As a hunter, you seem to have grown fond of a particular simple attack. It could be a tackle, a swipe, a stomp, etc. Whatever it is, you developed a kind of transformation. Your muscles tense and your bones relocate, shaping your body into a form that lets you focus 150% of all the power in your body into that specific attack. It's somewhat tiring and painful, so you'd do well to save it as a last resort. – **300cp**



The Cretaceous Man

You are someone who can call the likes of Dinosaurs your prey, and your rivals, and it shows. If it's bite is weaker than a tyrannosaurus, you can survive it, if it flies slower than a pterodactyl, you can catch it, if it's less sturdy than a triceratops, you can break it. An opponent who cannot rival or surpass the might of the monsters you've already felled can hardly challenge you. Of course, this hardly impacts a foe who relies on trickery, weapons, or techniques well beyond anything the Cretaceous period could muster. – **400cp**

One 100cp perk free and others 50% off for Supporters

How to Show Your Support

I Walk Without Hesitation

Crazy on its own is just crazy, but crazy with company is progress. Eccentrics who wish to direct your expertise and particular brand of madness for their own projects often catch wind of you. Of course, they won't just give you money to do whatever you want, but if they're looking for you, chances are your goals are already quite close. – **100cp**

That Disdainful “Common Sense”

The strong don't take too kindly to the weak bossing them around, but you manage it. Something about how you carry yourself makes dangerous individuals oddly patient with you, and you can tell when you're about to cross the line. Those you form deep bonds with will even tolerate repeated emotional outbursts from you, up to a point. – **100cp**

A “Champion” of a Sort

“World champion” isn't as high a rank as you might expect here, hence the price. You are a respected and globally recognized champion in a non-combat sport of your choosing. It could be running, climbing, gymnastics, etc. With the physical abilities to match. This alone won't let you take on top-tier fighters, not even close, but it'll help. – **200cp**

Why Just Look from the Outside?

One can't be stingy when uncovering nature's secrets. Being able to split a sample in half lets you uncover more secrets with your eyes alone than a whole team could with high-spec equipment. It's not a 100% guarantee every split sample will be a revolutionary discovery, but it's never 0%. This is far riskier if your sample is one-of-a-kind. – **200cp**

The Kindest Game in the World

Some fight for themselves, some for those they hold dear. For those you who love you, your displays of affection can push them to grow as a fighter by leaps and bounds, transcending their original limits. This could be expressed through sexual interactions, but what matters most is the feelings, so cuddling and the like may work just as well. – **400cp**

The Ultimate Taboo

The process of getting your hands on priceless artifacts is effortless for you, laws, morals, and history be damned. Getting the corpse of a famous historical figure, one-of a kind artwork or a perfectly preserved tyrannosaurus is hardly more difficult than ordering a new phone. They aren't free, but cheaper than any priceless artifact should be. – **400cp**

Whether Dead or Alive

You are in-tune with the world of spirits. You can channel spirits to speak through you. This applies to the deceased, but also the living, who will fall unconscious while you channel them. With the proper vessel, you can even bring these souls back into the land of the living with a deep kiss and send them back home the same way. – **600cp**.

The Dark Science

Cloning, the ultimate taboo of science. You've mastered this art through experimentation. Whether just body parts or entire bodies of specific individuals, you can recreate living beings from scratch. However, when attempting to clone sapient beings, they will lack that spark of life, and will be unresponsive until the right stimulus presents itself. – **600cp**



One 100cp perk free and others 50% off for Champions

The Strength of a Champion

No Wonder Nobody Respects You

Make no mistake, your bark is just as bad as your bite. You always know just what to say to tear open someone's major insecurities. If they're weak willed, they'll either likely deny or fully submit to your claims, but if your opponent's will is strong, it'll have the opposite effect, pushing them to work harder than before and reach for new heights. – **100cp**

Taking Care of the Dishes

Not all familial relationships are straightforward. Some families bare nothing resembling fondness, or cross lines that should not be crossed. Still, with enough pig-headedness, you can force the most twisted familial relationships into something normal-adjacent. It may still seem distorted to an outsider viewer, but the right feelings are there. – **100cp**

Wasp's Sting

Like a bear trap, you can prepare your unconscious body to strike anything that gets too close. If you're suddenly knocked unconscious in battle, this will be a one-time lethal attack using all your might. If you're just sleeping normally, it'll be a much weaker strike, that'll knock out just about anything that would try to touch you. Toggable. – **200cp**

Can He Beat Him?

Intel is just as valuable to duels as they are in wars. You have the intuition to accurately determine an opponent's relative strength. You can instantly devise the outcome of any hypothetical battle with astounding accuracy. You'll need data on both opponents, but even second-hand information will suffice, if you have enough of it. – **200cp**

The Wall of Sound

Using your body as a weapon has its drawbacks. When using attacks that places immense strain on your body, you'll find it significantly easier to use on future attempts with a negligible loss of power. An attack that completely destroyed your arm initially could afterwards be used repeatedly at 80% power, and maybe 100% soon enough. – **400cp**

The Truest of Tributes

Bonds between fighters are a beautiful thing. Forming a close bond with someone will let you learn their fighting style abnormally fast and merge it into your own. Transplanting part of their body onto your own will result in no rejection or incongruity, and you'll even receive the original owner's muscle memory through the transplant. – **400cp**

Even “He” Could Never Go That Far

You're simply too stubborn to die, and the only way to keep you down is to instantly kill you or shatter your pride. Drug overdoses, poisons, and diseases are non-factors for you. If your will holds up, it doesn't matter whether your knees are shattered or your neck broken, you'll stand back up to continue the fight, logic be damned. – **600cp**

100% Accuracy

A power subconsciously developed by the strongest. By looking at someone, you gain a full understanding of their physical health and weaknesses with 100% accuracy. Any habits, injuries, disabilities, even dormant diseases. Anything that a doctor could find out with the best tools and tests money can buy, you can find out with just a glance. – **600cp**



One 100cp perk free and others 50% off for Elites

The Elite Lifestyle

Initiated

There's a thin line between charming confidence and obnoxious narcissism. People just get used to your elitist comments. Someone could call you a friend, even if you casually belittle the skills they've devoted their life to, as long as you're an otherwise good friend. Even works on strangers, but to a much lesser extent. – **100cp**

The Professor

To you, your body is your own personal toolbox. You can strike with pinpoint accuracy. You also know the most effective situations to use what kinds of "tools", when to slap, when to chop, when to poke, when to chop, your fingers are fast and strong enough to make the most of all of these "tools" to target the body's weak points. – **100cp**

Is 10 Seconds Long?

Like a runner, your true might is best shown in spurts, rather than drawn-out conflicts. This is only a brief range, about 10 seconds, within a couple meters of yourself, but within that compressed time and space, you can exert over 100% of your power. Even in daily life, you instinctively sense anything that gets within this 2-meter range – **200cp**

Dominated by Triangles

You have a grasp of your own center of balance and that of your opponent that lets you render the notions of weight classes all but meaningless. You can move like a lightweight while dealing hits like a heavyweight, due to how you distribute your mass. This may even fool the opponents' senses to think they're fighting a giant or a puff of smoke. – **200cp**

Divine Strikes

A technique of ancient Chinese kung-fu. You can control the force of your hits with impossible precision. You can punch a stack of tiles and chose which one breaks. It's never been seen in this world, but at a certain level, it may even be possible to send your strikes harmlessly through a person to break something on the other side of them. – **400cp**

“Hitting Resolve” & “Resolve to be Hit”

A rakish who's ready to be hit will never fall. You can take just about any attack head-on if you know to expect it. Taking hardly any physical or psychological damage unless the enemies power dwarfs your power several times over. You can even resist esoteric techniques like Aiki that seize control of your body through pure effort. – **400cp**

He Who Realized this Miracle

A selfish example you are, possessing both legs and arms of a champion. Henceforth, the power of your arms will never fall behind that of your legs and vice versa, just as your striking power will never fall behind your running speed and vice versa. Become the greatest with one, and accomplishments in the other won't be far behind. – **600cp**

Master of Sorcery

Aiki, the esoteric practice that gave birth to Aikido. Along with the basic traits of using an opponent's power against them, with just a light squeeze, you can exploit a foe's reflexes to bring giants to their knees or flying. You also have a grasp of your own orientation that lets you jump around like a master acrobat and reduce the force of impacts. – **600cp**



One 100cp perk free and others 50% off for Outcasts

A Peak at the Outcasts of Society

No Gods or Kings, Only Brothers

A born leader is what you are. Maybe it's how you talk, how you walk, or just some intangible quality about you, but you carry with you an aura that is equal parts dignified and brotherly. Those who come to respect you don't build the usual walls that come with hierarchy. They're able to open up and talk to you not as underlings, but as family. — **100cp**

It's All White

Everyone has rules they live by, some more strict than others. By ensuring that you prepare and participate in battle in whatever way you deem "purest", it adds a kind of aura to your image in battle. One that can overwhelm those with particularly strong battle instincts for at least the first hit. Not as effective on amateurs. — **100cp**

Bare-Handed Soldiers

One champion and army does not make. You can create hellish training regimens to sculpt trainees into superhuman soldiers that have nothing to fear from firearms. You can make them masters of martial arts, infiltration, guerrilla tactics, etc. with inhuman physical abilities, but you can't teach anything you aren't capable of yourself. — **200cp**

Now That You're Out of Urine

When others see an unarmed man, you see a walking arsenal. You can turn just about anything into a deadly weapon. Whether it's your hands and feet, a nearby officer's baton, your belt, your hair, a paper pinwheel, even your own urine. If it's within reach, you've already thought of at least a dozen ways to cripple or kill with it. — **200cp**

A Modern Pirate

You've made allies of the land, sea, and sky alike. You can draw power from the Earth to aid your strikes or dig like a mole and sail the seas even on a poorly made raft. As for the sky, a good gust will act as a literal second wind, bringing you back to prime condition and beyond, even if you were already heavily wounded and unconscious. – **400cp**

A Capricious Man You Are

Sometimes the simplest solution is the best. You are tough, impossibly so. Your bones are like steel, and your muscles are dense enough to take buckshot with only a few scratches, and your metabolism will instantly heal that with a single hearty meal. With just a little practice, you can develop advanced muscle control. – **400cp**

The Divine Right of Kings

Who's ever heard of a lion working out? At the start of a jump, you may choose to "front-load" your strength. Which is to say, you'll start with all the strength you would have gotten over 10 years, though it's not the absolute maximum growth you could reach. Do note that your growth potential will be crippled for the remainder of that jump. – **600cp**

A Lover's Loyalty

Strength, technique, savagery, speed, whatever you're just hurting yourself with all this flirting. The fewer of these areas you devote yourself to, the greater your might and growth in that area will grow proportionately. Singling out one area of combat at the expense of everything else, will see exponential increases in that area. – **600cp**



One 100cp perk free and others 50% off for Warriors

Are there Warriors Walking Among Us?

So Many Different Points

The ability to cut with your bare hands is a surprising common skill here, but you take it to the next level. You can cleanly cut through not only flesh but stone. You can cut a plastic bag in freefall or slice a metal wire while barely bending it. You don't even need all your fingers to cut, just a knuckle should suffice. – **100cp**

Preparedness to Kill

A warrior should be equipped to win both battles of the body and mind. You know just how to poke and prod to set people over the edge, and when to pull back to keep them behind that edge. Whether it be catching an opponent off-guard, pushing them into a blind rage, or making sure they don't take you seriously enough to go for the kill. – **100cp**

The Samurai's Soul

What kind of idiot decides to challenge an armed swordsman with their bare hands? Those who pride themselves as fighters somehow get it in their head that beating you doesn't count if you aren't armed with your weapon of choice, even if they've never fought an armed opponent. It's another story if "victory" isn't their priority. – **200cp**

I Will Protect You

You have a keen sense for detecting traps and killing intent, and how to hide your own. Your mind is rarely not on war, such that you are always analyzing your surroundings, always thinking about other's strengths and weaknesses, and making sure you always have a library of backup plans to take down or escape anyone you meet. – **200cp**

One With the Earth

Your greatest weapon is always the environment itself. You can infiltrate even maximum-security enclosures with minimal effort, camouflage yourself into any environment, jump between trees or buildings like some kind of monkey, turn water into a weapon, lay motionless for hours and burrow through soil or flesh with ungodly speed. – **400cp**

No More Steel, Empty Hands

The next step-up from mere hand-blades. Just as a master calligrapher no longer needs paper, you can use weapons with your bare hands. Any weapon-based art you know you can replicate with your body alone. The effectiveness just barely falls short of the real deal, letting your chops cut like swords, or your pokes pierce like bullets. – **400cp**

In for a Penny, in for a Pound of Flesh

Training? Guns? Numbers? All is for naught against true battle experience. You have no issue taking on entire armed groups on your lonesome. The more you kill, the larger groups you can take on, and the stronger individuals you can challenge. With a few wars under your belt, taking on a small army or a stone-skinned monster is child's play – **600cp**

Have we Regressed?

Hard not to think humanity has taken a step back somewhere. In your hands, the old ways will always trump the ways of the present. No gun can stand up to a sword in your hand, a martial art with mere decades of history has no hope against your ancient techniques, and modern tactics will be useless against those from centuries past. – **600cp**



One 100cp item Free. One 200cp, 400cp, & 600+cp item 50% off

Deals you Don't Want to Miss!

New Blood

It's hardly uncommon for yesterday's enemy to become today's friend. With each purchase, you may take on one companion from your prior adventures and insert them into this world. They receive **600cp** to buy a body, nature, and whatever perks, items, and such they may desire. They may gain an additional **600cp** from Obituaries. – **50cp**

Veteran Fighters

Sociable one, are we? Or maybe you just want to see the heights they'll reach in the broader multiverse. Choose one character native to this world. You will time and time again run into them under favorable circumstances. Should you gain their informed consent, you may take them with you into future jumps as a companion. – **50cp**

Toybox

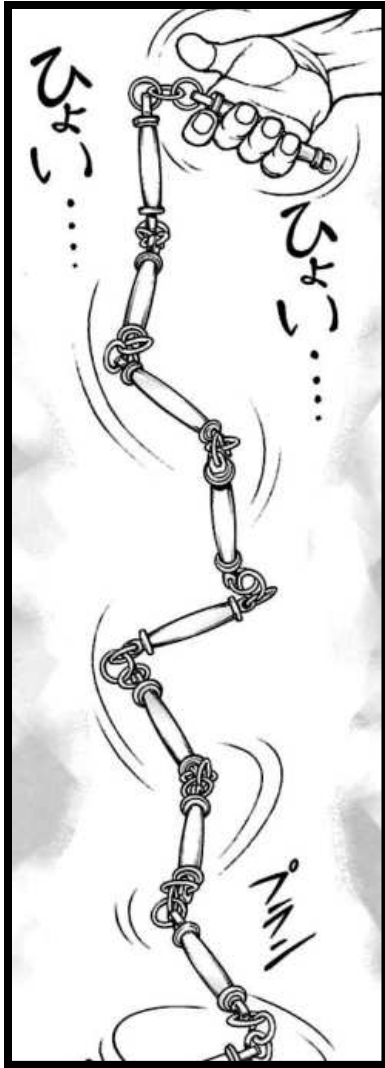
Take your pick of any antique weapon you can think of for **100cp**. This can be two smaller weapons, like katanas or flintlocks, or a single larger weapon, like a battle-axe or halberd. Their construction is period-accurate, so they aren't too durable, but if you pay an additional **50cp**, they will be a masterfully crafted weapon that not only handles perfectly with impossible accuracy/cutting power but is borderline indestructible. – **Varies**

Violence of the Modern Age

These won't help as much as you might think, but they won't hurt either. For **100cp**, this will net you either a single ranged weapon like a pistol or stun gun, or an assortment of mele weapons like batons, knives, etc. These can have simple modifications, like adding a spring to launch the knife, or upping a stun-gun's voltage. For another **50cp**, you can instead get something semi-automatic, or with far more stopping power like an AK-47 or shotgun. – **Varies**

Safety Net

A straightforward form of self-defense. For **100cp**, you may receive either a bulky set of modern riot armor, or a more antique suit of armor that is far less protective but can fit almost invisibly under your clothes. For another **50cp**, you may modify this to have explosive gel hidden throughout, to add power to your punches and kicks, or take out any would-be attackers. This does far less damage to you than the attacker, but not none. – **Varies**



Magic Mirror

A seemingly normal smartphone that behaves as normal. Although it's anyone's guess who's paying for your plan. Oddly, when taken into more fantastical worlds, it's design and inner mechanisms shift into something unambiguously magical, fueled by magic instead of electricity. Though the basic functions are unchanged, you can't access the internet if there is no internet to access, and you must charge it as normal. – **50cp**

Yo-ho-ho & a Bottle o' Rum!

When your weapon is your body, some damage is to be expected. This is a small stopgap to help deal with any notable losses, at least aesthetically. Nothing more complex than a peg-leg, hook hand, glass eye, fake teeth, etc. Though you may start a jump with them installed, with all physical therapy presumably in the past. – **50cp**.

Naughty Or Nice?

An absurdly large chunk of coal. This may seem useless, but it serves oddly well as a show of strength. Whether you crush it, split it, etc. any shows of physical strength that involves this coal will leave a deep impression on onlookers. Should you manage to compress this coal into a diamond with pure strength, your strength will take on divine quality in their eyes. – **50cp**

Maintenance

Even fighters need to care for their fashion. Whether you need a particular hypo-allergenic shampoo, a particularly expensive foundation, or even an entire bottle of expensive hair-gel every day, you'll never find yourself wanting. Any mundane makeup or products you need to upkeep your appearance, you'll find an endlessly restocking supply wherever you happen to wake up on a given day. Also includes generic cheap outfits like a GI or tracksuits. – **50cp**

Appetizers

Most fighters won't approve of this, but who am I to judge. You have an ample supply of smoke-bombs and deadly poison that you are free to use at your own discretion. The poison is deadly and colorless but can be smelled or tasted by anyone with decent senses. The smoke bombs are fairly mundane, but you never seem to have trouble not only hiding them on your person but deploying them so quickly that not even most masters will notice. – **100cp**

Gift Wrapped

A fine bottle of alcohol and seemingly mundane bandages with an unexpected use. Use the alcohol to wrap these around your waist (or wherever else you want to keep your insides inside) and you'll be un-disembowel-able. You can still get cut, but your insides will stay in the right spot as if your skin was still intact, and your blood around this area clots abnormally fast. Even master swordsmen will struggle to cut the bandages themselves. – **100cp**

Second Wallet

Whatever world you find yourself in, an eccentric old man will always manage to grow attached to you, or more specifically to your potential for violence. About once a month, he'll treat you into a sprawling feast at his own expense. It could be copious portions of meat, meat and body parts of rarely consumed animals, or even a banquet of pricey delicacies. As long as you keep fighting, they'll keep feeding you, but don't expect them to do much more than that, since you're ultimately just entertainment for them. – **100cp**



Sandman

A syringe containing some kind of tranquilizer serum with bizarre properties. It's potent enough to take down elephants, and if you can get them right in an artery, even monsters like Pickle or Yujiro will stay down for at least half an hour. However, this only comes in syringe form, so you'll have to inject it up-close for it to be effective. Replenishes weekly if used. – **100cp**

Phonebook

Somehow, you've got a long list of connections with politicians, celebrities, and officials of country to world-wide importance. This won't let you net any specific favors, but if you want is to have the world's eyes on your greatness, or your foe's humiliation, it'll be ready to broadcast on worldwide television that day, and if you can wait a week, you'll have the most important people in the world around to watch the event in person. You can only pull this twice per jump, once if the first event isn't adequately entertaining – **200cp**

Jar of "Courage"

A small jar containing the wind from a hurricane of legendary scale. Opening the jar and letting the trapped wind hit you will fill you full of life, multiplying your willpower and filling you full of life and energy, even if you were already beaten and exhausted from a drawn-out fight. It's not like this will suddenly heal your injuries, but you'll have even more mental and physical stamina than when you started. – **200cp**

Backstage

Underneath any property you own, you'll find an underground training room, about the size of a classroom. Every wall is coated with thick metal plates that are even more sturdy than their makeup would imply. You can go all out with your attacks without worry of damaging it. What's more techniques based on visualization and imagination are exponentially more potent. You can create imaginary opponents so clear that even you can forget they aren't real and receive almost all the same benefits of fighting a physical opponent. – **200cp**

Metal Muscle

Somehow, you were given possession of the military's experimental multi-purpose battle machine, The Power Loader. This can be thought of as a small bipedal tank, sans actual artillery. This machine is armed with pincers that can grip and rotate with enough force to tear a grown lion in half, but can potentially act with the precision for knitting, with enough practice. That, along with the thick armor plating makes it perfect for lethally or non-lethally neutralizing almost any opponent. – **200cp**

All Part of a Healthy Breakfast

This assortment of pills and injections can potentially take you from a total string bean to one of the strongest fighters in this world in just a couple years. The potency varies from mundane vitamins and supplements to experimental steroids. Naturally, the more potent the drugs, the more intense the after-effects. Consuming the whole assortment daily is needed for maximum gains, but overdose is a very real (probable, even) risk, and nothing short of godlike willpower will fend off the physical and psychological strain. – **400cp**

The Bad One

You are in possession of a spiritually significant location with ambiguously supernatural properties. Perhaps life thrives or dies in the vicinity, perhaps humans think clearer than ever before. It's unclear whether this phenomenon is mystical or chemical in nature, but this location will greatly enhance the mental, physical, and even spiritual results of training done here. – **400cp**

King of the Cretaceous

Every jump, you will receive the perfectly preserved corpse of a tyrannosaurus rex. You may do what you will with it, display it, clone it, craft with it. Should you choose to eat it, the meat is delicious, even when raw, but also full of nutrients that drastically increases the alertness, metabolism, and muscle growth of any who consume it. – **400cp**



The Only one of its Kind

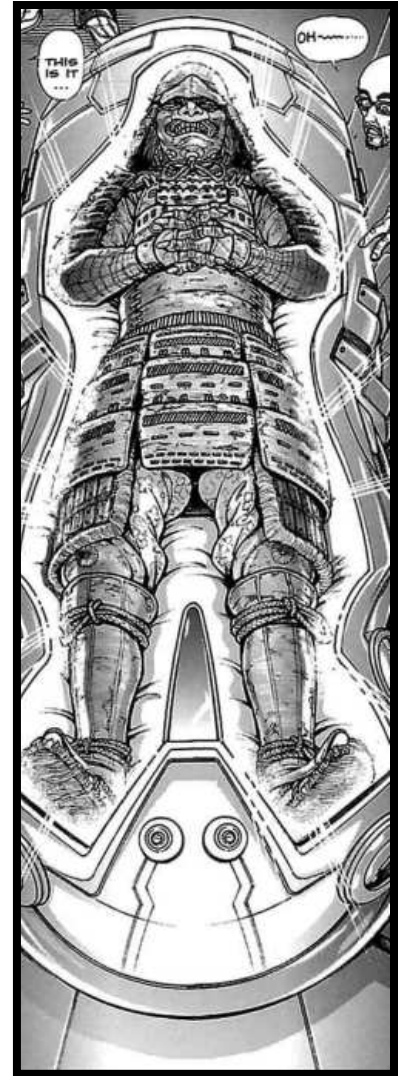
As a young entrepreneur, you stumbled, onto an incredible formation of nature, and decided to build a hotel around it. This could have been a waterfall, a sprawling cave, a colossal tree. This is normally quite profitable, but once a year or so, this, this formation becomes exponentially more deadly. Such as rapid tides or the encroachment of beasts. It becomes a death trap, but also a place for thrill-seekers who wish to test their mettle. – **400cp**

New Arena, New Rules

Not satisfied with how the old man ran his operation, you decided to buy your own fully staffed venue and start your own fighting circuit. You'll never have to worry about legal or financial trouble from this. The rules are up to you, will you follow the Tokyo Dome's rules or proper anything-goes death matches? You'll never be short on contestants or an audience to watch them. – **600cp**

Hidden Tower

Deep underground is a sprawling laboratory that'd look right at home in the world of sci-fi. You are considered a major supporter of this operation, and the many scientists within will do their best to meet your expectations. The experts and equipment here are focused on preservation, rejuvenation, and duplication of the human body, i.e., cloning. They haven't reached their goal yet, but can tell it's within reach. You're of course free to set them on other projects. – **600cp**



The Third Pentagon

You are the top dog of a maximum-security prison with all the same security and reputation as the Arizona state prison. The worst of the worse will come here, but you'll never have to worry about rioting. You could either be the warden, or a prisoner treated with such respect that you can come and go as you please. Either way, you have free reign over the prison, and nobody will look twice if you abuse that power to its limit. – **600cp**

Untouchable

You have earned yourself the title of president. You could either be the president of a preexisting nation, with all the laws and limits implied, or of your own newly founded country, in which case you've somehow convinced the rest of the world to fear you as much as they would other major countries. Wherever you go, authorities will fear you, even as a prisoner, you'd be able to do as you please with impunity. The only ones who would dare cross you are those who don't know your position, or those confident enough to pick a fight with an entire country. – **800cp**.

Drawbacks marked with * may not be taken by companions.

Obituaries

Battle of the Ages *

Seems this isn't your first time in town. If you've already jumped the Baki Part 1 jump, taking this will allow you to link the continuity of the two, allowing your activity in that jump to carry into this one. I leave it up to your own discretion to resolve any conflicts between the two. + **Ocp**



Battle in Another World *

In the near future, the proud fighter Retsu Kaioh will meet his end, assuming you don't interfere. After his death, he will awaken in a strange land of magic and dragons, full of "stragglers" who fought to the bitter end before awakening here, receiving special abilities for their trouble. You will spend your 10 years in this world instead. + **Ocp**



Battle Between Worlds*

This world is just a jumbled mess. With this drawback, every crossover pushed by the official creator or with sufficient popularity is now cannon. The Kengan Matches are around as the Tokyo Dome's brother organization, Jack Hanma is hitting it off oddly well with a dragon girl, and somewhere you have the Predator stalking around. Any objects, knowledge, abilities, allies, etc. that you would not be able to obtain without this drawback, may not be taken with you into future jumps. + **Ocp**

Blood Junkie

You are plagued by an all-encompassing boredom that can only be sated by being truly challenged. Non-violent challenges are ineffective. Even when such challenges are easily available, you run a very real risk of growing helplessly addicted to them, akin to a drug addiction. + **100cp**



How will you Escape this Tetrahedron? ★

This world is oddly obsessed with shapes. Whether it's battle formations or body types, etc. Somehow everyone knows how to take advantage of these shapes to give them an advantage in battle, but it just doesn't seem to work when you try it. Luckily, it's never an insurmountable advantage. + **100cp**



So Last Saga★

The fighters here are a lot ficker than before. Every few months the fighting world has found a new trend to obsess over. Jumping between inmates to cavemen to samurai to sumo was bad enough, but before long these trends will get bizarre and hyper-specific, like punching crows or impersonating mailmen to start fights. + **100cp**

Sacrificed Lamb

A life of combat has taken its toll. You've lost some major organ or limb that you will be unable to heal. It won't be enough to kill you, but for some reason your body rejects any prosthetics more complicated than a glass eye or a peg leg. Despite this, other fighters will look at you with disdain if you let this end your fighting career. + **200cp**

What an Impossibly Lonely Man

There's something about you that just doesn't fit in society. What you consider common sense is outright madness to most. However this manifests, it distorts your understanding of when violence is not an appropriate response. Even if you're aware of this disconnect, you just can't bear to change your ways. + **200cp**

It's not About "Why"

Expect to be the center of many incidents. Your self-control is all but gone. If the consequences aren't immediately obvious (and sometimes when they are) you're late to realize when you've gone too far, and you struggle to resist starting dangerous projects without any regard for who is hurt in the crossfire. Even when you realize you messed up, you can never reflect deeply enough to actually learn from your mistakes. + **200cp**

Forever Dignified

You've been impacted by a disease that forced your body to generate fat at an abnormal rate. At this point you are beyond morbidly obese and can barely stand on your own feet for more than a few minutes. Your attitude has soured as a result, but hopefully your allies are understanding that you don't mean everything you say + **400cp**

Glowing Target

It's unclear what you did to deserve this, but almost every fighter wants to fight you. Doesn't matter what you want, what you're doing, or what condition you're in, they'll want to throw hands every chance they get. Luckily the real monsters like Yujiro, Biscuit Oliva, and Pickle will see you as below them until you pick a fight directly. + **400cp**

Fatties are Fatties

You have a deep-rooted narcissism when it comes to your fighting abilities. You are offended by the notion that you can't beat someone, leading you to refuse giving your injuries time to heal while continuously challenging the foe who gave them to you. Beating you to a pulp isn't enough to make you learn, the only way to manage that without killing you is to crush your pride. + **400cp**

Convergence of a Bloodline

Yujiro sewed his seed far and wide, and they're all starting to gather. More Hanmas keep coming out of the woodwork to join the fighting scene. Not only does this make it harder for other fighters to stay in the spotlight, but they've all gotten it in their head that they need to take you down before they can face Yujiro. They cannot be reasoned with. Their fighting ability varies, but they're all roughly around the same range as Jack and Baki. + **500cp**

It's About "Why Not" ★



Tokugawa is out of control; he just can't stop playing God. Now Japan is overflowing with genetically engineered beasts and revived historical figures and whatever disasters he could create with magic, money, and science. People die by the hundreds as law-and-order crumble. +**500cp**

The Ogre Hungers

You have become the Ogre's target. He knows what you are and has decided to devote the entirety of his being to beating you, violating you, and finally killing you. He is stronger than you and is growing at a faster pace than you. You cannot fight, you cannot hide, you can only run. + **700cp**

Can take as many or as few Sagas as you like. You may depower you and your companions of all items, perks, powers, etc. from all non-Baki jumps for the Sagas' duration, this is a requirement to reap the rewards for success, or if you wish to partake in The Neverending Battle Saga.

Fresh from the Rumormill

Oliva's Fortress Saga



Whether by choice or not, you've been detained in the maximum-security Arizona State Prison, also known as the "Black Pentagon". Housing some of the most dangerous prisoners found in the U.S. At the top are "The Second" Jun Guevaru, president of La Serna and a genius fighter in his own right, and "The First" Biscuit Oliva, the strongest man in the US, with the muscles to pull down helicopters with his hands. The prisoners have a hierarchy. You may either fight your way all the way to the top or make enemies of the prisoners and staff by picking a fight with the First and Second directly.

Whatever path you take, by becoming the number one of this prison, you will be a free man, and earn Oliva's title and privileges as "Unchained". In any prison, you will be free to come and go as you please and live in luxury at the prison's expense. You retain this title only as long as you never lose a fight against a prisoner or prison guard. You will be unable to get the title back until you fight your way through the prison from the bottom.

The Prehistoric Menace Saga



A saline rock formation was discovered in America. From the rock, they were able to revive a primitive human from the Cretaceous era, dubbed the “Pickled Man” or just Pickle. Humanity soon found out that Pickle was as much a beast as a man, assaulting a woman on TV, and proving immune to almost all modern weaponry. Even when Tokugawa got involved, he was horrified to find that Pickle would always eat what he defeated, causing many fighters to put their flesh on the line against this invincible caveman.

Pickle can shrug off bullets like nothing, and even casual swings hit like a cannonball. Your task is to defeat him in 1-on-1 combat. Doing so normally, he will view you as prey and won’t hesitate to consume you. If you can somehow instill the difference between hunting and fighting in him, then Pickle will express slightly more intelligence in the battle, but you’ll be at significantly less risk, and quickly bond with him in the process.

Should you succeed, you will receive the title of the “Strongest Great Ape”. With this, all animals and primitives will see you as an apex predator and show you the appropriate fear and respect. You retain this title so long as you never lose a fight to a primitive or wild animal, at which point it can only be regained by finding and defeating them in combat, or whatever creature won the title from them.

The Legendary Swordsman Saga



In some twist of fate Mitsunari Tokugawa got his hands on the corpse of Miyamoto Musashi and pooled all his resources to revive his mind, body, and soul into the modern day. He possesses all his strength and experience from his past life, but also the bloodthirsty mentality of a samurai. He will waste little time in massacring anyone who tries to oppose him, be they fighter, officer, or particularly rude bystanders. Unless you interfere, at least one fighter will lose their life in the struggle.

Musashi can cut through steel as easily as flesh, outsmart entire groups of fully armed policemen, and react to an opponent's move before they can make it. If you can defeat him while he is fully armed with a blade that can complement his might, and without receiving outside help, you will earn the title of "Legendary". With this, your feats and legends will be inseparable from your person. Experienced fighters will be able to instinctively realize that your accomplishments belong to you and you alone, and that they have not been exaggerated. Such warriors will be able to accept as fact that you are a samurai from myth, even knowing full well they should have died centuries ago. You must defend this title by ensuring that you are never defeated while wielding your preferred weapon. To get it back, you must slay the warrior who took it from you, or whoever managed to take it from them.

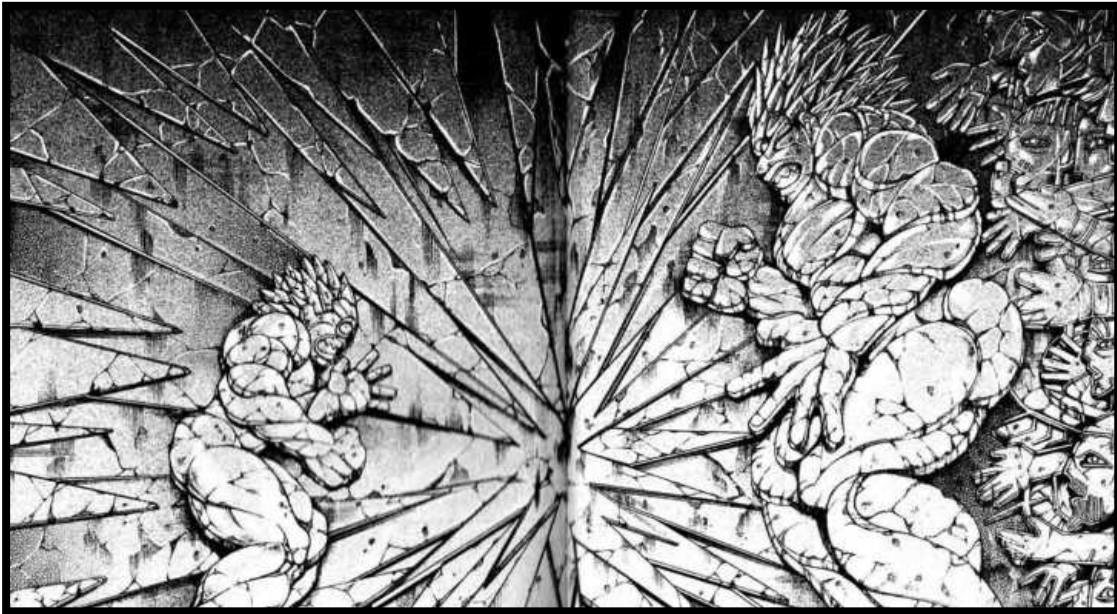
God of Sumo Saga



Very soon, the fighters of the Tokyo Dome arena will take on the nobility of the fighting world, that is to say, sumo. This will be settled in six matches between the fighters picked out by Tokugawa, and Rikishi picked out by the Makuuchi. You may take either side, and must not only win your own fight, but make sure the audience and opposing team is left with a strong impression of your fighting style.

No matter which faction you choose, if you can defeat your opponent, you will receive the title of “A True Rikishi”. With this, no matter what fighting style your use of it will always be seen as noble, and even the most stubborn elitists will begrudgingly accept your noble character. Should you take the Makuuchi side, and not only win your own fight, but make your team strong enough that they win the tournament as a whole, you will instead get the title “God of Sumo” which shares the effects of the prior title, but extends it to apply to anyone using your fighting style, to the extent that fighting in that style inherently becomes a symbol of the elite. For both titles, you must defend it by never losing an unarmed fight in your preferred style, and can only be won back by a rematch with whoever took your title, or whoever won it from them under the same rules.

The Strongest Father & Son Quarrel Saga



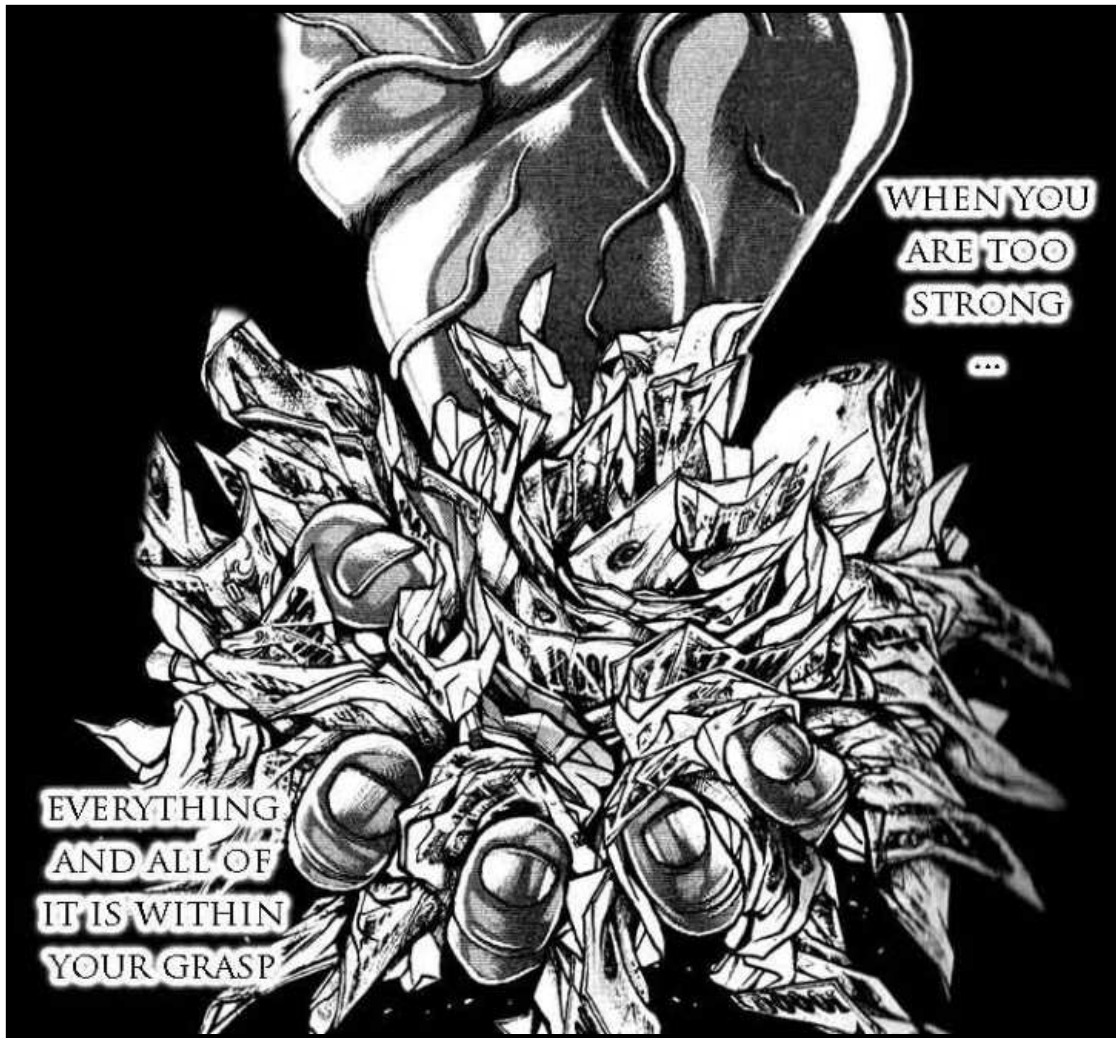
Finally, everything has been leading up to this. Baki Hanma has finally decided to challenge his father, Yujiro. Baki has given up on revenge, seeking only to experience a normal family for once in his life, but knowing what this lineage is capable of, a battle is inevitable. As you'd expect, you'll have to get involved, and defeat both father and son. They must be in prime condition, but you don't need to fight them at the same time.

Should you succeed, you will earn the title of "The Strongest Lifeform on Earth". With this you will be feared unlike anything else. World powers will show you a fear that dwarfs anything they could feel for another nation, willing to do almost anything within their power to placate you, whether its money, manpower, legal immunity, or letting you push around their own leaders. Naturally, this fear can be applied just as easily to individuals.

In the off chance that you can't beat Yujiro, but he decides for whatever reason not to finish the job, you will instead win the title of "The Strongest Teenager/Young Adult/Kid/ etc. on Earth". Which will still net you some respect but is only a fraction as potent as the real thing.

Defending this title means to never lose or concede a fight under any circumstances. Once lost, it can only be regained by fighting through the world's mightiest fighters along with whoever currently holds this title.

The Neverending Battle Saga



Taking this title requires you to possess the title from every Saga of both the parts 1 & 2 jumps. This time, you will be competing for the title of “The Strongest”. The strongest what? Simply the strongest, period. You must prove yourself what all that entails.

You will take this forward with you into the rest of your chain. The title of “The Strongest” will carry the effects of all your other titles but expand to affect any groups you’ve proven your strength against while bearing it. Fight countless aliens and you’ll become a legend throughout the galaxy, never submit to any god and eventually they’ll fear you like human countries fear “The Strongest Lifeform on Earth”. And so on.

Naturally, you don’t have to be depowered for this Saga, and in fact, the saga is put on hold when you are depowered by gauntlets and such, but so are the title’s effects. When you lose any battle with any opponent under any circumstances, the tile transfers to them with the same restrictions, and can only be regained by defeating the title’s current holder.

The Jumper's Way

Stay Here



Go Home



Move On



Notes

Jump by Gene

I'll be real, this jump was a miserable experience to make. While I am satisfied with the final product, there will not be a Baki part 3. Not from me, anyway.

All general perks and items may be purchased multiple times, but only the first is discounted.

I leave it 100% up to the individual to justify contradictions when linking continuity with part 1.

You can't take Aiki as your martial art from the general perk, because it's just too good, it's rooted more in intuition than training, and it's more of a principle than a martial art in itself.

Kept the description of *Truly an Abnormal Specimen* vague for brevity. The 100cp version is a slightly better version of the 50cp boost from IiMySTWyD. 200cp version lets you drastically alter your proportions. As for the exact strength boost, let me give some examples:

- TaAS * 1 = Jack Hanma (Grappler Baki)
- TaAS * 2 = Jack Hanma (Baki Dou) / Hanayama Kaoru
- TaAS * 3 = Biscuit Oliva / Nomi no Sukune II

Note on *Untouchable*. This can allow you to start as the president of a country in future jumps, under the caveat its power isn't drastically greater than real-world nations, and inserting into that role doesn't drastically impact the setting's plot. If you chose to be the ruler of a new nation, then the island will come with you into future jumps, and you will not have the option to insert into pre-existing nations, you have to pick which version you want up-front.

For the titles gained from Sagas. Refusing a fight due to fear of losing will be interpreted as forfeiting the match. Refusing due to genuinely seeing it as a waste of your time, will not.

Taking Hanma in part 1 will boost the traits of Hanma in part 2 by a noticeable degree. Not Yujiro level, but with the 300cp version, you'll start at around the level Baki starts Dou in.

