



Welcome to my Chamber. I am the Eternal Champion, keeper of this vast fighting complex. It exists in a place and time corrupted by centuries of misuse and destruction.

My purpose in this grand scheme is to maintain the balance between good and evil, light and darkness, hope and despair.

Now this balance has been lost and the very fabric that holds the world together will be torn apart. Your future, my present, has been destroyed by a cruel and unjust twist of fate.

Nine individuals from various periods in time were killed before their lives could affect this dark existence. I have observed each of their short lives and been powerless to stop the chaos.

I have spent the centuries harnessing my powers for this very moment. I am the pure and untouched energy of all the great martial arts masters that have come before me. Their skill, wisdom, knowledge and inner-strength are at my command. Even with the force of their collective powers, I can only reward one of the nine individuals with the gift of life. Any of them can have an equally profound effect on the future. For this reason, the contest must take place.

At the end of this tournament, only one will remain. The victor will be returned to life a few moments before their death, allowing them to avoid the past with the knowledge to change the future. Only one may live so that balance may again be achieved.

Let the contest begin!

Fight for your life, replacing the fighter of your choice. Have **1,000 champion points (cp)** to start you off.

FIGHTER

Blade - Blade was one of the best cops that ever lived in the future. Born in Syria, raised in Africa, Blade was dedicated to the extreme, working some of the meanest parts of New Chicago. He had, however, one small problem: his temper.

After almost being killed several times by a suspect during a case, Blade caught up to him. The suspect again tried to kill Blade, who was able to sidestep the laser shot and grab the suspect. Being only human, Blade was out of patience. He proceeded to beat the suspect to near death. The suspect survived, and sued the police. The police fired Blade to hush the scandal, and he ended up moving back to Syria to become a Bounty Hunter, which allowed him better use of his quick temper.

His final case dealt with a rogue scientist who had escaped a government bioweapons lab. The scientist was threatening to smash open a vial containing a virus that would kill 95% of all human life if the government didn't stop all bio-research. The Syrian government hired Blade to safely retrieve the vial. Blade agreed on one condition: they wouldn't interfere. They agreed. He cornered the scientist in an alley and radioed that the scientist agreed to peacefully give up the vial. The government had followed Blade, and took this moment to make their move. When shots from laser rifles filled the alley the last image that Blade saw before he died was the smashed and open vial of the virus.

- If Blade was to return his plan would be to get to the vial before it broke, and to save the life of the rogue scientist. This would keep the virus from being exposed and killing most of humanity with its destructive force.

Jetta - Jetta was always a rebel: as a youth she changed her given Russian name to Jetta Maxx to sound more like a performer. Born in Russia, cousin to Czar Nicholas II, Jetta traveled the world as a performer in a famous international circus. During her many travels, which included visits to France and Indonesia, she learned gymnastics and martial arts. In 1899, her circus troop visited China. At the time, China was being ripped apart by the Boxer rebellion, the Chinese attempt to rid their homeland of foreigners. Unfortunately, many innocent Chinese were also dying. Spurred by her compassion, Jetta decided to help infiltrate the "Yihe Quang", or "Righteous Harmony Fists" and get them to turn their ways to pacifism before the major foreign powers brought all their military forces to bear.

In addition Jetta foresaw that Russia's involvement in the fighting of the East would further weaken her own government's stability. Before Jetta was able to bring a peaceful end to the fighting and change the history of Russia and China, she fell victim to an act of sabotage by a radical from the Yihe Quang. Jetta's safety net and tension wire were cut, Jetta plummeted to her death during the grand performance for the crown emperor of China.

- If Jetta was allowed to change her destiny then she would work to stop the destruction of the revolutions of Russia and China. She would use her efforts to find an alternate way instead of bloodshed.

Larcen - Born in an era of crime bosses and racketeering, Larcen grew up respecting and idolizing the many powerful crime bosses who ruled the streets. As a youth, he went to work for Mr.Taglalini, one of the most powerful crime bosses. Under his wing, Larcen grew up to be one of the world's best cat burglars. He did many illegal jobs for Mr.Taglalini, including the planting of illegal evidence in other crime boss hideouts. There was one thing that Larcen wouldn't do, and that was kill. Instead, he used martial arts to stop and drop his attackers.

One day, Mr.Taglalini asked Larcen to plant a package on a supposed crime boss who was recovering in the hospital. When he entered the room that supposedly contained the boss, he instead found the now recovering chief of police, who had been hurt in a prior assassination attempt. It seemed that the mob wanted the chief dead because he was incorruptible, and was about to declare war on the mob. Larcen suddenly realized that he had been set up. The package he carried probably contained a bomb. At this moment, Larcen decided that he had chosen the wrong side. He wouldn't kill. Larcen attempted to throw the bomb out of the window, but it was too late. The bomb explosion not only killed both Larcen and the chief, but also most of the hospital, including several youngsters in the children's wing.

- If Larcen gains a second chance he will use it to shut down Mr.Taglalini's syndicate. Beyond that, he would like to use his second chance to find a way to stop the criminal forces which he spent much of his life as part of. His only absolution will be in destroying the forces that attempted to destroy him.

Midnight - Mitchell worked for the CIA on loan from Interpol. Born in London, Mitchell was one of the best biochemical scientists working in the intelligence community. The CIA needed Mitchell to work on a biochemical weapon to end the Vietnam War. Mitchell created a virus that would weaken its victims until they hung near death, waiting for the antidote. The virus was to be introduced into the water supply of Vietnam, but Mitchell wouldn't stand for that much human destruction. He stole back his formula and fled back to London to hide. Unfortunately, Mitchell was cornered at the airport by both interpol and CIA agents. During the escape, Mitchell fell from a nine-story building into a chemical storage used by the airport. The force of the impact broke the seal of the virus container and released the virus into the chemical vat. This mixture created an unexpected result. Mitchell was transformed by the mixture into a living vampire. Using his newfound cunning and strength, Mitchell escaped and fled to London where he spent the next 133 years vainly searching for a cure for his

disease. No longer identifying with his past, Mitchell came to be known as Midnight.

The cure had become more important since the government used the virus during the Vietnam War by using the contents of the airport chemical vat. Many of the third-world countries were now over-run with living vampires. Midnight was also running out of time because his body, with the exception of his neck and face, was rotting away. This rotting was due to the fact that Midnight wouldn't kill another person to renew his life energy. Midnight was about to solve the last hitch in the antidote when a government agent killed him by firing a magnesium stake through his heart.

- Goal: If Midnight won the tournament he would surely find a cure for his illness and then do his best to help those who also suffer the same.

R.A.X. - R.A.X. (Robotic Artificial eXoskeleton) is a cyborg. Once, Coswell was one of the best human kickboxers in the year 2345. Coswell's only problem was that the sport was no longer about human competition, but a battle between cyborgs, robotically enhanced human beings. Since the cyborgs could take and deliver more damage, the crowds began to stop attending the human fights for the excitement provided by these new robotic combatants.

Given these changes, R.A.X. had no choice but to get cybernetic implants and join the crooked game which was run by a deceitful fight promoter. R.A.X. didn't trust this promoter, but needed his financial support to afford the cybernetic implant operation. After the operation, R.A.X. rose through the ranks and won the right to take on the champion. He was killed as a result of the corrupt fight promoter trading R.A.X.'s life for a sure bet on the championship fight. The promoter used an advanced electronic virus planted in R.A.X.'s cybernetic brain during the implant operation to shut down all of his vital systems. This shutdown was seconds before he was about to deliver the fatal blow to the reigning champion.

- Goal: If R.A.X. returns, he will take out the transmitter, win the fight and expose the cheating. This will lead to the abolition of cyborg combat in favor of more human and humane sports.

Shadow - Shadow was the best corporate assassin in the Black Orchid Corporation. She performed many tasks ranging from individual elimination jobs to ending large corporate takeovers.

A true star at the Black Orchid headquarters, Shadow never thought much about the morality of her career until she learned that if a job wasn't completed to corporate satisfaction, a person like herself would in turn eliminate her.

When she realized the peril of her own morality, Shadow found she couldn't bring herself to kill others. The corporation didn't allow resignations, so they arranged her fall from the 101st floor of the Black Orchid building. This

stopped her from telling the world about Black Orchid and corporations like it, with all their dark secrets of hired killers.

This knowledge would have had a huge impact on international business going into the 21st century.

- Shadow's plan if she was returned would be to reveal to the world the illegal assassination programs that exist in many of the largest corporations of the world. She would also search for a way to use her skills in a way that would make a positive difference for the world but still support her thirst for danger and adventure.

Slash - Slash was always advanced for a pre-man creature. He was the greatest hunter and the greatest fighter of his generation. These skills didn't just come from his great strength, but also from the emergence of an early intelligence. Slash used this intelligence in his fighting, which meant he could out-think most of his opponents.

His intelligence also got him into a lot of trouble. The cave elders resented Slash for his intelligence, and rejected his every idea, including an agricultural plan which would have freed the clan from its enslavement to a life of drudgery as hunter-gatherers. The elders turned down this idea at once, as they saw no value in having free time and enjoyed the violence of the hunt.

One day, when Slash publicly spoke against the elders in a clan meeting, he was stoned to death by the clan when the elders proclaimed him to be an evil force.

- If Slash was returned back to his life he would take charge and become the new leader of the clan. Only through this direct leadership can Slash teach his people new and better ways of living.

Trident - Trident is so named because of the trident which replaced the hand he lost in a duel with a shark.

The people of Atlantis during this time lived above the water. They were competing with the Romans to see who would control the Earth's surface, with the loser being plunged into the watery depths.

The Atlanteans spent their time in the pursuit of science. They realized early on that a major part of the land was going to sink into the ocean. To handle this, they built great environments that were enclosed in bubbles so that they could survive the ocean's depths. They then offered a fair settlement to the Romans. Half of each culture would stay on land, and the other half would go to sea. The Romans would not agree, and would only settle the issue through battle. So the Atlanteans had no choice but to create a warrior that could stand up against the warlike Romans. Trident was their champion.

The Romans rigged the fight and crushed Trident under a large stone pillar. With their loss, the Atlanteans were forced unnecessarily undersea, and their culture was lost forever.

- A victory for Trident would allow him and the people of Atlantis to share the land with the Romans. Trident would also like to explore his role in Man's future as Trident was a genetic creation and feels alone in his existence.

Xavier - Xavier always made bad career choices, so it was no surprise that his last job ended in failure. After nailing still-smoking horseshoes onto the mayor's prized workhorse, Xavier found himself with a shack full of smithy tools and no job.

Stirred by a love for science, Xavier decided to try his hand at the age-old quest for the formula which would turn lead into gold. Instead, he found a way to create an unlimited source of cheap, clean-burning energy that would put Salem on the map forever; in addition, Xavier found his alchemy had changed him, giving him strange new powers.

Before he could begin to use this power and document it for the good of future generations, Xavier found himself bound and gagged as the people of Salem carted him off to the town square. There they burned him at the stake for the false charge of being a warlock. While some of Xavier's powers could be mistaken for witchcraft, they are all based on real science.

- Xavier's return back to his life would allow him to finish his studies of the unlimited power source that he found. He would like to find a way to use it without creating any great danger of giving another tool to evil. He would also like to put a stop to the ignorance that led to many witch hunts across the expanse of history.

Eternal Champion (-1,000 cp) You are a being not of flesh, but pure life-force, or chi. In your person is combined the power, wisdom, knowledge and skills of all the world's martial artists, past, present and future. It even updates in future Jumps. Once per Jump, you can bring someone back from the dead, while having five lives yourself. You can fly through the air as an energy orb.

You gain floating discounts, taking any four 100 cp moves for free, discounting four 200 cp and three 400 cp moves.

MOVES

Continue? (free) Nobody can win all the time, you can do everything right and still lose. That's not weakness, that's life. It can be said the only true failure is to give up. Along these lines, only for this Jump, death does not result in chain-failure or a trip home, but in your going back to the start of the tournament.

Ready! (first free/50 cp) All of the fighters are top-tier martial artists. Sometimes of styles invented long after their deaths on the far side of the world. You gain similar grandmastery of one or two free styles based on your fighter, and may buy more for 50 cp apiece. Including styles which do

not appear in the game. The Eternal Champion is a master of all of these, naturally,

- Blade: Kenpo
- Jetta: Savate & Pencak Silat
- Larcen: Praying Mantis Kung Fu
- MidKnight: Jeet Kune Do
- R.A.X: Muay Thai Kickboxing
- Shadow: Ninjutsu & Taijutsu
- Slash: Pain (focuses on inflicting disabling pain ASAP)
- Trident: Capoeira
- Xavier: Hapkido cane-fighting
- Eternal Champion: Shark, Tiger, Eagle and Dragon style kung fu

Overkill (-200 cp) You have an ultimate attack, a cinematic finishing move that can take down any foe, no matter how they overmatch you. Shame it takes so long to charge up as you fight.

Stun Beam: 100 cp, free Blade

Freezes the opponent for a few seconds. Handy.

Straight Blade: 100 cp, free Blade

Conjure a spinning blade weapon that hovers momentarily, then attacks. Once on the attack, it cuts into the opponent before exploding.

Wild Fury Attack: 100 cp, free Blade

Unleash your rage with a series of wild blows.

Backfire: 100 cp, free Blade

If you can brace for a ranged attack you see coming, you can not only neutralize the incoming attack, but disable the weapon/power that allows them to attack you.

Personal Shield: 200 cp, discount Blade

You can raise an energy shield that halves all incoming damage. However, it can be overloaded and backlash on you.

Tracking Blade: 200 cp, discount Blade

Like the Straight blade except it homes in on your opponents.

Projectile Containment Field: 200 cp, discount Blade

A neat passive that causes any inbound projectile or blast or other ranged attack to travel at half speed.

Slice n Dice: 200 cp, free Blade

With blades extended, you become a whirlwind of cutting death.

Lightning Strike: 400 cp, discount Blade

Charged with energy, you explode forward with a high-velocity punch and kick. Shocking your foes into submission.

Brick Wall: 400 cp, discount Blade

You are an immovable object, able to use your own mass and strength to rack the opponent with hilarious force.

Excessive Force: 400 cp, discount Blade

There's no brutality like that police brutality. If your enemies don't want to suffer this fierce combo there's a simple solution. Stop resisting.

Whirlwind kick: 100 cp, free Jetta

Your agility and strong legs let you pepper the foe with a flurry of kicks.

Moving Corkscrew: 100 cp, free Jetta

You have incredible balance, letting you spin and evade and attack all at once.

Bladerang: 100 cp, free Jetta

Use a razor-sharp boomerang for one to two hits.

Corkscrew uppercut: 100 cp, free Jetta

Put your speed to good use with a corkscrew and an uppercut.

Phase: 200 cp, discount Jetta

Speeds up the body molecules, letting you move twice as fast. The speed burst lasts 10 seconds or until you take a hit.

Resonate: 200 cp, discount Jetta

Touching an opponent, you can cause them to vibrate furiously, disorienting them terribly.

Flying Chokehold: 200 cp, discount Jetta

Call a line to lift you into the air, letting you reposition or take somebody for a ride.

Ceiling Climb: 200 cp, discount Jetta

You can practically fly up any surface, letting you dive down or rain ranged attacks from on high.

Gymkata: 400 cp, discount Jetta

When you've really maxed out the agility stat, you can race and tumble and strike the same opponent five times or more from different angles faster than they can react. Hey rube!

Power burst: 400 cp, discount Jetta

Banging some bracelets together, You can send an energy burst racing back and forth over the area.

Ricochet: 400 cp, discount Jetta

You curl into a ball and rocket towards the ceiling and/or walls, bouncing off. A great way to reach inaccessible areas or attack from unforeseen areas.

Slash and Turn: 100 cp, free Larcen

Faster than the eye can follow, you react to spin or tumble from a grip, slashing at your attacker.

Sai Throw: 100 cp, free Larcen

You can always find a sai, or three-pronged dagger, and hurl it with deadly accuracy.

Backflip Kick: 100 cp, free Larcen

You can do a sick backflip that will mess up whomever you choose to be your landing pad.

Ceiling Climb and dive: 100 cp, free Larcen

Larcen crawls along the ceiling, then dismounts at an angle, attacking with claws and foot blades.

Low Sweep: 200 cp, discount Larcen

You're a master of entangling or sweeping an opponent's feet, sending them tumbling to the ground. You can even do this with a grapnel gun.

Power Sweep: 200 cp, discount Larcen

You are a master of the swinging kick, able to deal tremendous damage as you enter the fray.

Air Sweep: 200 cp, discount Larcen

You are skilled at disengaging and aerial combat.

Mantis strike: 200 cp, discount Larcen

You know a fearsome three-hit combo that will lay most common foes out without doing lasting harm.

Swinging hammer fists: 400 cp, discount Larcen

You can charge forward and for a few moments, lash out with as much force as a perfect windup would allow as a series of snap blows.

Reflect: 400 cp, discount Larcen

If you can think to shield, you can send any bullets or energy blasts back to sender, twice as fast!

Machine Gun Blitz: 400 cp, discount Larcen

You hit like a tommy gun. Rat-a-tat-tat. It'll leave your enemies feeling like they've been in a drive through shooting.

One Flit Punch: 100 cp, free Midnight

You can attack extremely quickly, if weakly, and spam this move to victory!

Flying Tackle: 100 cp, free Midnight

You can fly! Straight at the enemy as well.

Ceiling Ram: 100 cp, free Midnight

Slamming people into the floor is fun, but why neglect the ceiling? You can fly straight up really fast, which is handy for thumping somebody's skull against the ceiling before letting them fall.

Shoulder Roll/Sidekick: 100 cp, free Midnight

You have mastered a move to roll over someone's shoulder while simultaneously kicking them in the head.

Flying Wall Smash: 200 cp, discount Midnight

You can fly fast and smash people into walls or scrape them alongside.

Manifest: 200 cp, discount Midnight

Summoning the power of the vampire, you become super charged and resistant to damage. Half damage from all sources for like a minute.

Bedazzle: 200 cp, discount Midnight

The vampiric power of hypnosis. Endlessly handy for running out on bills, in combat, this stuns your opponent.

Demon Fang Kick: 200 cp, discount Midnight

A flying kick that harnesses your vampiric ferocity.

Doom Dog: 200 cp, discount Midnight

You transform into a massive wolf. They say it's not the size of the dog in the fight, but the size of the fight in the dog, but you can be a very big dog. Sic 'em.

Life Drain: 400 cp, discount Midnight

You can drain the life from an opponent in a hold, healing yourself even as you kill them.

Mist Attack: 400 cp, discount Midnight

You can vaporize into deadly mist and barrage the enemy with ghostly strikes.

Rapid Fire: 400 cp, discount Midnight
Unleash the speed and fury of a vampire.

Lock and Load: 100 cp, free R.A.X.
Lock on to your opponent, then fire an energy bolt.

Cyber Punch: 100 cp, free R.A.X.
Overload your arm to deliver an awesome punch.

Atomic Knee: 100 cp, free R.A.X.
A devastating knee strike relying on a cyborg's flexibility.

Thrash 'N Bash: 100 cp, free R.A.X.
A computer-coordinated combo.

Jet Knee Smash: 200 cp, discount R.A.X.
With knee extended, jet across the scene to deliver a crushing blow.

A R.A.X Blitz!: 200 cp, discount R.A.X.
A cyber-powered uppercut assisted with your jet boots.

Air Jets: 200 cp, discount R.A.X.
Use your boot jets to hover over the ground for a bit, evading any sweeps or ground attacks.

Cyber Kick: 200 cp, discount R.A.X.
In a move similar to the cyber punch overloads your leg to deliver a devastating kick.

Overload: 400 cp, discount R.A.X.
Supercharge your systems and launch an extremely powerful energy ball from your chest.

Shockwave: 400 cp, discount R.A.X.
Summons a blast of electricity, then slam down your fist, sending a shockwave racing across the ground.

Turbine: 400 cp, discount R.A.X.
You can escape tight situations by using your jets to spin in place and suck in nearby opponents or projectiles. Foes are thrown to the opposite side of the turbine, projectiles are neutralized.

Shadow punch: 100 cp, free Shadow

You have learned the mystic ninja art of punching people really hard.

High Jump Angle Kick: 100 cp, free Shadow

You are really good at falling down on your enemies, no matter how high you jump.

Twirling Fan Attack: 100 cp, free Shadow

Normally, cartwheeling in the middle of battle would be a bad idea, but what if it diverted attention right before you cut them up with your razor-sharp fan?

Ninja Weapons: 100 cp, discount Shadow

You are skilled with throwing knives, shuriken, and smoke bombs.

Smoke Screen: 200 cp, discount Shadow

Ninja vanish! Make a cloud of smoke and disappear from sight before appearing behind the enemy, no matter how little sense it makes for you to have crossed the distance and any obstacles in the short time.

Flying Mine Uzume-bi: 200 cp, discount Shadow

You can produce and throw auto-locking mines, to make the battlefield more interesting.

Fan block: 200 cp, discount Shadow

You can block any attack.

Flying Step Tobi Ashi: 200 cp, discount Shadow

You slide across the ground or any surface at high speeds.

Shadow Mode: 400 cp, discount Shadow

You become an invulnerable, immaterial “shadow” that can still attack for five seconds. Also great for sneaking from cover to cover.

Rock & Roll: 400 cp

You’re a master of evasive tumbling, and turning evasion into attack.

Banzai Blitz: 400 cp, discount Shadow

You unleash your training to hit a foe many times from different angles.

De-claw: 100 cp, free Slash

You can send shards of your weapon flying at the enemy, without damaging or depleting it.

Running Headbutt: 100 cp, free Slash

You can charge and butt your head into things without damage.

Double Foot kick: 100 cp, free Slash
A neat kicking combo.

Club Dive: 100 cp, free Slash
You can leap over your enemies' heads, bashing them in passing.

Bone Breaker: 200 cp, discount Slash
An aerial attack to bring your opponents to the ground, then stomp them into paste.

Bat-Back Projectiles: 200 cp, discount Slash
Return attacks to sender with your club/bat.

Fire Club: 200 cp, discount Slash
You can project a stream of fire from your club or other weapon. Burning your foes.

Ice Club: 200 cp, discount Slash
You can project a spray of ice from your club or other weapon. Freezing opponents.

Power Thud Club Swing: 400 cp, discount Slash
You can smash the ground hard enough to shake the earth.

Spinal Crush: 400 cp, free Slash
You hop onto an enemy's shoulders, stick on and savagely beat them over the head.

Caveman Beating: 400 cp, discount Slash
Unleash a primordial fury in a frenzied combo.

Spinning Trident: 100 cp, free Trident
Turn a hand into a trident, like Trident, then make that sucker spin like a drill bit.

Plasma Bolt: 100 cp, free Trident
Launch a single, intensive energy bolt.

Whirlpool Kick: 100 cp, free Trident
Anchor yourself and unleash a sick breakdance-like spinning kick.

Slash Spin: 100 cp, free Trident
Somersault and stab. You won't even get dizzy!

Bio-stun field: 200 cp, discount Trident

Trident is surrounded by a green cloud. Opponents who touch the nebula are engulfed in a green glow that stuns them for four seconds or until they are hit.

Repulser Field: 200 cp, discount Trident

Shroud yourself in a yellow cloud that repels your enemies, denying them melee combat.

Bio-drain Field: 200 cp, discount Trident

Shroud yourself in a red cloud. Any enemies who contact the field glow red for a little while and can only inflict half damage.

Depth Charge Field: 200 cp, discount Trident

Shroud yourself in a blue cloud. Any enemies who touch it move very slowly, as if underwater.

Liquid mode: 400 cp, discount Trident

You can turn your body to water and flow around solid objects. Use this to escape any tight corners!

Wavemaster: 400 cp, discount Trident

Turn into water and drop into the ground, emerging somewhere nearby.

Neptune's Fury: 400 cp, discount Trident

You summon a wave from the deep, pull the enemy into your riptide, and let them have it.

Dragon Trap: 100 cp, free Xavier

You can animate objects to attack your foes. Xavier uses his dragon cane.

Attract & Smack: 100 cp, free Xavier

You can draw an enemy towards you to smack them up.

Snap Back: 100 cp, free Xavier

Here's a neat trick, you can momentarily double the length of your weapon, to mess with anyone who thinks they've figured out your reach.

Dragon's Bite: 100 cp, free Xavier

A sneaky and deceptive uppercut with a weapon.

Phantom Strike: 200 cp, discount Xavier

You can make small portals, enough to throw a punch through or pass small objects.

Swap spell: 200 cp, discount Xavier

You can physically swap places with any person in your line of sight. Most satisfying when you make someone eat their own attack.

Confusion spell: 200 cp, discount Xavier

You can induce confusion in your opponents, making them stumble around, lashing out randomly.

Mystic shield: 200 cp, discount Xavier

You can reflect ranged attacks back at whomever sent them your way.

Possession: 400 cp, discount Xavier

You can swap bodies with any target.

Midas touch: 400 cp, discount Xavier

You can turn objects or people into gold, though living things will turn back after a short while.

Wizards Wrath: 400 cp, discount Xavier

Summoning eldritch powers, you show why people don't meddle in the affairs of wizards.

HANDICAPS

DLC (+0 cp) Feel free to use this Jump as a Supplement to another, preferably a Jump with a fighting tournament. Want to see if you can hack it in Mortal Kombat? Strongest Under Heaven? Want to try Capcom vs. Marvel? Or... you could just add perks from here to whatever Jump you were already taking, if you wanted to be boring about it.

But The Future Would Not Change (+100 cp) By default, you move on, go home or remain after the tournament wraps. However, with this drawback, your Jump lasts a decade after you replace that person, giving you the chance to change the world for the better.

Special Moves (+100 cp) Whenever you use an unusual attack, you must call out its name. Hope your opponents aren't paying attention.

Reskin (+100 cp) You have a funny, weird and embarrassing appearance, like a joke character.

Challenge From the Dark Side (+200 cp) You thought you were done? Nah. Once you beat the other eight fighters and the Eternal Champion, his evil counterpart, the Dark Champion appears. You hit a kind of save point, and must now face an expanded tournament with 23 new fighters, followed by the Eternal and then Dark Champions before you're done.

Energy Meter (+200 cp) All your moves consume energy, from a bar that takes a minute to fully fill. Even those from outside this Jump.

Hard Mode (+200 cp) Your opponents are stronger, more resilient, and worst of all, fight smarter.

Fair's Fair (+300 cp) No outside powers, no perks from other Jumps. Only the skills you worked for and those moves you pay for here.

No Inventory (+300 cp) No Warehouse as a safe harbor, no equipment to make up your deficiencies.

No Quarters (+400 cp) You know this was never a cabinet game, right? You don't have to – nevermind. You do not benefit from the perk **Continue?** One shot is all you get.

END

Go Home

Stay - make the most of your second chance

Move On - to the next challenger

New Game? - Try again with a different fighter