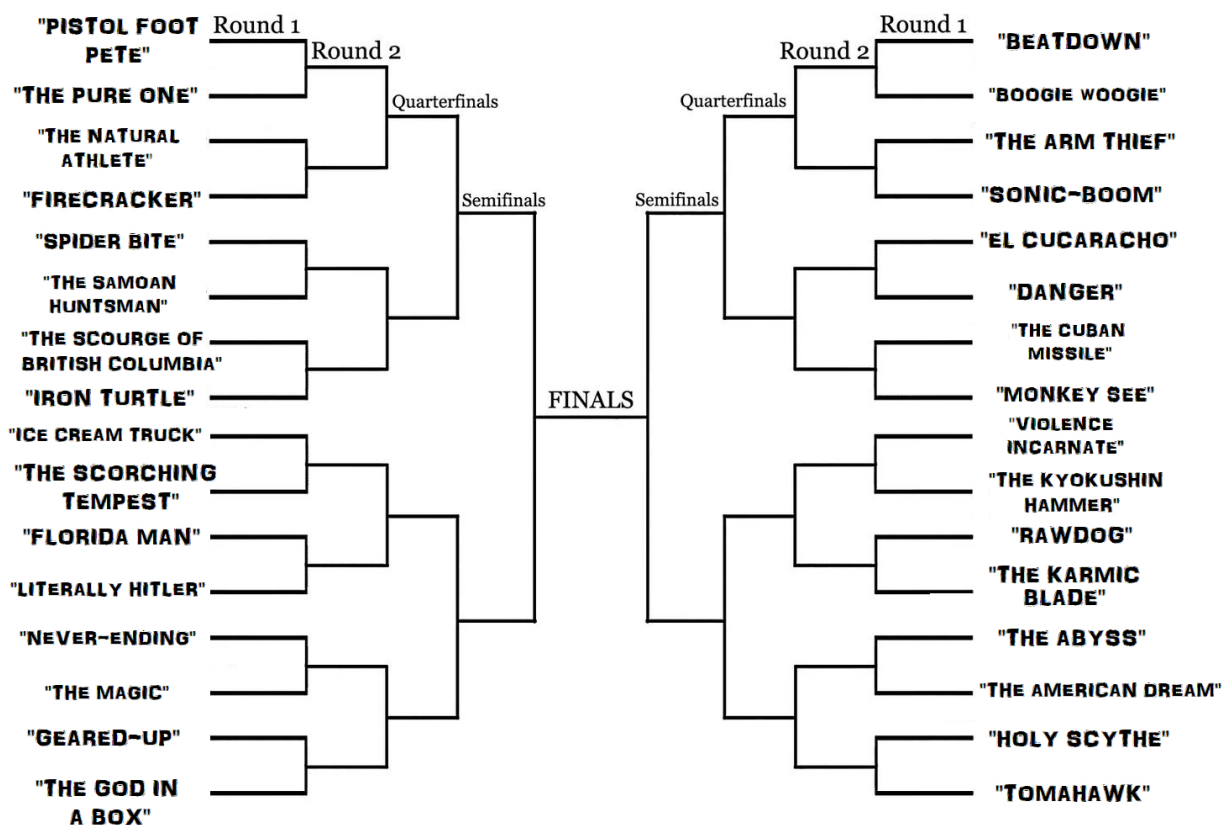


CONVICT

COLOSSEUM

Convict Colosseum Jumpchain

Every four years the USA hosts a special tournament between prisoners to get the super rich to donate funds to run the country. This year the president Clill Binton has decided to shake things up and increase the donations by asking the prisons to send not just their strongest fighters, but their strangest. And it is during this tournament that you enter this world. Have a 1000 CP to prepare yourself.



Origin

Your age is 10+1d8 for decades +1d10 years. Your gender is male, changed for free if you weren't male last jump. You can pay 50 CP to choose any age above 18 years old and you can pay 50 CP to change gender to female

Location

The Colosseum, a large stadium built in a secret underground location by the U.S. government, where elites from all around the country, and possibly the world, can watch and bet on the fights between convicts.

Background

What type of fighter are you? Whatever background you choose you can choose to enter the tournament in place of a canon fighter. If you're not Drop-in you can also choose what crime you did to be sent to jail, from a small crime up to being a dangerous serial killer.

Powerhouse

You are the type of fighter that dominates simply through physical power and endurance. While you might have some skill, you might also be just strong and tough enough that you can defeat martial artists with only a brawler's level of skill.

Masterful

While you are indeed as fit as a person can be, what truly shines in combat is your sheer skill in martial arts. Whether you trained hard every day for decades, or are a born genius with a cheat ability, or both, anyone who crosses fists with you can tell you are a master.

Freak

You're not particularly muscular, and maybe not sane enough to polish any martial arts skills. But you have something else. Some kind of insanity, some physical mutation or just a weird trick you picked somewhere, whatever it is, it makes you as dangerous, if not more, than the regular fighters.

Drop-In

You are a mysterious fighter, who just appeared in the Colosseum, without many ties to this world. If you are a fighter, there is enough paper trail to prove you were jailed for loitering and not having a valid ID. With this background you can choose instead to be in the stands as a spectator.

Perks

Perks for your background are discounted by 50%. 100 CP perks are free instead.

Powerhouse

A Man Must Be Tough - 100 CP

You have the spirit of a true warrior. You don't back down and you don't give up, even in the face of overwhelming odds you'd rather take a beating standing up than quit. In fact, you'll probably stand back up and stay on your feet while being knocked out. Your determination, willpower and ability to overcome fear and pain are all increased to a large degree.

Heavy Build - 100 CP

The audience can tell you are a powerhouse just from a look. You are BIG. You are over 6 feet tall and can choose to be as tall as the Magic, and you are very muscular and strong, you can easily counter an armbar by lifting your arm with the grappler attached and then slamming the fool in the ground.

Aggressive Defense - 200 CP

For you the best offense comes from having the best defense. You are a defensive specialist, capable of blocking, parrying and otherwise tanking a lot of damage, in order to throw a powerful technique at the right time.

King of the Hill - 200 CP

For a smart wrestler, a fight without time limits becomes a matter of endurance. How many times can you escape a lock or a hold? How long can dodge before a limb gets trapped? How long can you keep fighting before you make a mistake? You have the endurance and the stamina to keep fighting way past where most people start slowing down from exhaustion, and then you can just put them on a chokehold.

Gun-Like Limbs - 400 CP

Many boxers and kickers focus on fighting with only one pair of limbs, but you have taken it to an extreme few people can reach. You focused all your training on your legs or arms, achieving superhuman levels with them. If you focused on just your legs you'd be able to kick so fast most people couldn't even see your feet move; throw a second kick while your first is still in the air with so much force it would compare to a normal kick from another kick focused fighter; and even be able to flip a rock in the air, kick it and hit someone with it with the force of a bullet.

Dense Muscles - 400 CP

Some powerhouses don't look that big, but are still very strong. You are especially strong since your muscles are ten times as dense as that of other people. This not only makes you much stronger than normal for your size but also increases your speed a bit and even helps protect against blades and bullets, acting more like kevlar than normal muscle fibers.

Hyperarousal - 600 CP

Like someone that has spent too long in life risking situations, you have gotten stuck in survival mode, your system always flooded with adrenaline, epinephrine, dopamine and other hormones. Your senses aren't improved, but they are much more perceptive to small changes, allowing you to notice danger quicker than normal people and from farther away too. You also have a fine tuned sense for bloodlust or killing intent, to the point you can notice a sniper aiming at you from miles away before he actually shoots you. This also makes you superb at noticing when an attack is actually dangerous and when it is just a feint or a test and in the heat of battle you might be able to evade attacks purely through your danger sense. The constant production of adrenaline gives you permanent hysterical strength, making you much stronger than a normal human. The permanent flood of hormones also makes you immune to pain, capable of recovering from unconsciousness in seconds, and capable of healing from wounds much faster than normal.

Masterful**Style Master - 100 CP**

Every fighter in this tournament knows how to fight, obviously. But you are an actual master at your style. You even have a powerful strike you can use as a trump card, something that even if someone tries to copy, they'll never be as good doing it as you are.

Quick On Your Feet - 100 CP

You're not a brawler to just stand there trading strikes. You are a martial artist with trained reflexes and good footwork, capable of dodging attacks and maneuvering around opponents, and you have more speed and agility than most fighters around.

Like Paper - 200 CP

People can wail on you as much as they want but despite appearances, you actually take very little damage. You have a trick, like going limp at the moment of impact or the stuntman's skill of turning with the attack, that allows you to face tank attacks taking minimal damage but looking like you took full damage.

Follow the North Star - 200 CP

You learned a lot about anatomy, about the nervous system and the blood system, and applied it on a fighting style capable of striking nerve clusters to cause a limb to spasm or go dormant, and you even know a few strikes that can paralyze the body for a few seconds, enough to throw in a knockout strike, usually.

Tactical Fighter - 400 CP

Once a fighter reaches a high enough level in skill and physical ability, he already has the tools necessary to defeat anyone. At that point the mind becomes his deadliest weapon. In a fight between two such warriors, strategy, deception, analysis, reading your opponent, and thinking several moves ahead, these skills become invaluable to decide the outcome of the match. And you are a master of these abilities. Switching from grappling to striking fluidly, layering feints and misdirections, changing from a feint to a clinch instead of a strike. Seeing your opponents weak points and creating fake weak points to bait their strikes. Reading your opponent to know when he is feinting or when he is faking damage. All of those skills are part of your repertoire and should allow you to dominate even opponents who are a bit above you in fighting skill or physical power.

Kinetic Vision - 400 CP

You have a talent that marks you as a potential genius in any physical skill, what is sometimes called the King's Sight or the Fist Eye. Your eyes see every motion as if it was in slow motion, capable of seeing what would be too fast to see for most people. They are also much better at picking out small details and movements, allowing you to see the micromovements of the body, so you can read a strike coming before the limb even starts moving. With this you can actually do feats such as dodge-aiming gunshots. You also have trained to have the speed and agility to use this ability in combat, to the point most opponents would be hard pressed to even touch you.

Your eyes also allow you to learn any physical skill just from seeing it once, though keep in mind mimicking the physical skill does not mean you mimic any other underlying ability, or that you understand how the technique works or how it should be used.

Breathing Techniques - 600CP

Ki is not the magical ability that is usually seen in anime, in truth it is just the understanding of physics and your own body mastered down to an art. And you have that mastery. Your martial arts training focused on conditioning and breathing techniques, pushing your strength and toughness to the peak of what a human can naturally achieve, making your bones several times tougher than normal, your joints almost impossible to snap and allowing you to hold your breath for several minutes at a time. You also know how to turn almost any strike into a "fajin", a strike capable of penetrating most blocks and still causing damage to the target. And you have a secret weapon, a powerful breathing technique called Elixir, that increases your strength and speed several times, but is heavy on your lungs and you'll need a few moments to catch your breath after using this technique for a few minutes.

Freak

Hypno Hum - 100 CP

Ability to hum melodies that affect the enemies brain

Somehow you've learned a type of throat singing that allows you to hum in a subsonic frequency capable of affecting the human brain, causing emotional shifts, hallucinations and even short lived hypnotic trances. With this you could, for example, hum a tune most people connect with ice cream trucks, and paralyze an opponent with nostalgia as they wait for the truck to come so they can buy a popsicle. Who knows what you could do with different melodies?

Lethal Predator - 100 CP

You have a murderer's spirit, an ability to always go for killing or maiming blows, without hesitation, something that even trained fighters and soldiers have a hard time doing. And you have no hesitation in fighting dirty or hurting yourself if it ensures that you will kill your opponent. You are also pretty imaginative when it comes to finding ways to choke or kill targets.

Fuhror's Fury - 200 CP

Some people say that getting angry during combat increases your strength while others say it is a detriment, stopping you from fighting tactically. But for you it works out perfectly. Not only raging really increases your strength, endurance and stamina, it doesn't diminish your ability to think and plan.

Bladed Hands - 200 CP

You somehow have an unexplained ability, possibly godsent, possibly an extension of the will to believe, whatever it is, your hands and feet can cut through flesh and tendon with the ease of a sharp razor.

Will to Believe - 400 CP

It is said that the human body is capable of much more than most would credit it but it is subconsciously shackled in order to avoid damage. At the same time it is said that believing that you can do something may allow one to utilize their muscles to the maximum where hesitation would create a lesser effort. You combine both with a belief in your own acting so deep that it has become actual delusion, allowing you to move with inhuman speed and strength to create effects similar to whatever action you mime. Mime that you are shooting at someone with a gun, and you will be able to lunge and hit them with a finger strike between each "shot", so fast most people wouldn't even see that you got up and knelt back, much less your arm movements. Mime that you cut them with a sword, then bring your arm back to do a strike with the blade of your hand so strong that it actually cuts, and as long as you hit the exact line where the sword would have cut, you can do it so fast it would look like you kept your hand on the sword the whole time. This only works when you are miming, not when you try to actually fight. This perk also greatly increases your miming skills, your ventriloquism skills and your ability to mimic sound effects. When you mime shooting a firearms expert can be fooled by both your body language and the gunshot sounds to the point of knowing which gun you are imitating.

Stare Into the Abyss - 400 CP

Many fighters have a presence about themselves. The malice of a murderer, the rage of a berserker, the cool confidence of a master. But none can compete with you. Your presence frightens even the most jaded or stoic of enemies, like staring into an unending abyss, like standing against something worse than death, like you are oblivion itself. Fighters that focus on feeling killing intent, or hearing your rhythm, or watching your microexpressions, will find that you are totally blank... and at the same time always a threat, like you don't intend to ever attack, but are always ready to kill with the first move at the same time.

You're also pretty good at tensing your muscles, to the point you can trap an enemy's arm between your shoulder and head, or trap a limb in the crook of your knee or elbow or armpit. And you can do so with so much strength, opponents actually stronger than you will feel like their limbs are trapped in stone.

Drug Fueled - 600CP

Over many decades you have taken so many drugs you have permanently unlocked the power of being so high you become nearly invincible. While under the effect of any drugs you gain the hysteric strength and ability to ignore pain and injury of someone using PCP and bath salts, combined with the endless energy and the reflexes of someone full of cocaine. Your over use of LSD and mushrooms has twisted your mind to the point that you are not quite immune to mental attacks, but more so capable of embracing them and twisting them to your favor. Someone tries to hypnotize you with an ice cream jingle? You turn it into a fight against Icecramus Prime not only negating the paralysis from the hypnosis but somehow making you better at fighting. Someone almost as crazy as you is somehow attacking with invisible weapons by miming them? You join their story and twist it through your hallucinations, their invisible sword not a match to your light sword.

Drop-In

Unusual Moves - 100CP

Whether you use some dance moves or sports techniques as fighting strikes, or you know some really obscure martial arts like those of the native americans, you have some really out there moves that will surprise even the most knowledgeable fighter and mess with the planning of most strategists, especially if you combine them with more traditional martial arts.

Celebrity - 100CP

You are a famous figure, invited to watch the tournament or perhaps put in as a fighter just because of your star power like The Magic or Harry Houdini in a past Colosseum. Not only are you famous and charismatic you also gain a small bonus of your choice, depending on what you are famous for, you might be better at a sport if you're an athlete, or gain some acting or singing skill, or have a better appearance if you are a model.

Crime Boss - 200CP

You aren't just any prisoner. You are the head of an organized crime group, such as a mexican cartel, italian mafia, russian bratva or japanese yakuza. Besides being a jaded and tough professional criminal, you are also very intimidating, great at organizing a criminal empire and maybe even at running your more legal fronts. You're good enough you can be considered royalty at whatever prison you ended up in, capable of still heading your group from prison, but also capable of walking out anytime you want, even if it's just for a few days to come watch the Colosseum.

Head of Research - 200CP

You are the head of R&D for biotech at a large company or a government institution. While you may or may not be a fighter, you have the scientific and medical background to understand how these martial masters and superfreaks do what they do. From calculating someone's reaction speed from watching them fight to hypothesizing about how some of the weirder fights can do what seem to be supernatural stunts, you are capable of understanding and putting into words the underpinnings of martial arts. You are also a full medical doctor and a genius scientist in genetics, biology, and other related fields.

Weishen - 400CP

An ancient technique, the kind that most martial arts masters aren't certain is even real, but that you have learned from someone anyway. It allows you to feint with such skill that it actually fools the eye into thinking you are doing one move, until the real attack connects. It even fools the eyes of nearby spectators. Not only that, but this feint carries your full bloodlust and fighting spirit, making it much better at fooling those that can sense those kinds of things and making the real attack nearly invisible to those senses. The more someone relies on that to fight, the better these feints work.

Assassin - 400 CP

You are not a regular martial artist. You are an assassin. While you might be skilled in hand-to-hand combat, you are also skilled in using knives and guns, explosives and even poisons. You are particularly good with guns, not only your aim is excellent but you can quickly draw and fire a pistol faster than most people can see your hand move. As an assassin you're well trained in stealth and infiltrations and in using hidden weapons. Finally you are a very tricky fighter, not only in using feints, but in using dirty tricks, emotional manipulation and pulling stunts traditional fighters would not be prepared to counter.

Born Prodigy - 600 CP

Some people are just born to fight, not only talented but with a sheer love of the art that makes training fun. You started learning martial arts as a hobby, but quickly discovered you are one of those prodigies. Your physical abilities aren't quite the peak of humanity in a single category, but are well balanced, your speed and strength both in the top one percent. You are also much more limber and your senses much sharper than a normal human, and your reaction speed is borderline superhuman allowing you to react to your opponent as fast as someone with the Fist Eye. Your combat intelligence is also off the charts, allowing you to understand and master techniques at a very first pace, adapt to your opponents fighting style just from exchanging a few moves and sometimes you can come up with entirely new techniques in combat. Finally you just love combat and training. You never get bored with training or learning about martial arts and even when doing other things your mind constantly imagines fights, thinking up strategies and feints.

Items

You can pick one 100 CP item for free and pick a discount in the other price tiers.

Themed Costume - 100 CP

Despite being prisoners, the participants of this tournament can come into the ring wearing their own clothes, or even elaborate costumes. You can pick a set of clothes or a costume to wear while fighting, it fits perfectly and does not hinder you in any way, even if you decide to fight in jeans and cowboy boots.

Colosseum Pass -100 CP

Your own invitation to the next Convict Colosseum and to every Colosseum after, as a spectator or a fighter if you wish. You will also find a similar annual tournament in every setting you visit, either run by the government, by an underground group or even by megacorps depending on the setting and this pass will be valid in all of them.

Farm - 100 CP

A nice farm in a rural area of the United States, in a state of your choice. It includes a few crops, pigs, chicken and a few cows and a large area for planting flowers. It's just big enough that a man can take care of it alone, but it produces enough crops, meat and dairy to be self-sustainable and sell enough to the market to not need to worry about money.

Tranquilizers - 200 CP

A tranquilizer rifle, and a canister of soporific gas, both powerful enough to put even El Cucaracho asleep in seconds, but gentle enough that you don't have to worry about an injured fighter dying from it. The gas is almost odorless and tasteless.

Ice Cream Truck - 200 CP

A truck designed to sell ice-cream, it has infinite ice-cream, both in prepackaged products like popsicles and ice-cream bars, but also freezers for scoop ice cream and soft serve machines for ice cream cones. It also has a jingle that anyone that hears can identify it as an ice cream truck, even if they've never heard an ice cream truck jingle before or even tasted an ice cream before. It just works.

Assassin's Armory - 400 CP

A number of blades, guns, poisons and explosives, including a few disguised items worthy of being in a spy movie, like plastic guns that don't set off metal detectors, grenades disguised as lighters, and articles of clothing with embedded or retractable blades. Can be combined with your Themed Costume to sneak a few weapons into the tournament.

High Grade Drugs - 400 CP

A drug stash large enough and varied enough to keep even Florida Man happy for years, from pot to acid to coke and heroin and even harder stuff. You can use it or make several millions selling it, and you receive a new stash a few weeks after you finish your current one.

Your Own Colosseum - 600 CP

A large underground stadium, it has a big arena, seats for thousands of people, and dozens of fighter rooms that also work as high security cells, and a good trauma center to care for any injured prisoners. It also comes with a few dozen followers to act as judges, security/prisoner transport, on-site medics and other staff. It can be imported near any country of your choosing when you enter a setting and has a contract with that country and other allied countries so once a year they'll send prisoners to participate in a tournament. It also starts with a certain fame amongst the various elite of that world for hosting interesting fighting tournaments, but choosing patrons and sending invitations is in your hands.

Crime Family - 600 CP

You have a large family of organized crime sworn to follow you, and they mean it, they will follow you to any other universe you go to. You have two hundred followers, each a hardened criminal willing to murder or go to jail for you, a dozen or so of which are capable hand-to-hand fighters. They retain any changes you make to them and replenish their numbers from local humans when necessary. They will take over a territory as soon as you enter a new setting and will send you monthly payments, even without further direction, though you will need to do some oversight if you want them to expand or do something besides basic protection rackets, trafficking and theft.

Companions

More Convicts - 50 CP each, 200 for a group

You can import or create companions, giving them 600 CP to spend, for 50 CP each or 200 CP for a group of up to eight. Companions cannot take drawbacks or buy more companions.

Jailbreak - 50 CP

You can take someone as a companion for free if you can convince them to go with you at the end of the jump. But if you want a guarantee that they will survive the next ten years and will view your offer much more favourably than otherwise, you can pay 50 CP to mark them as a future companion. You can get two for the price of one if you pick one of the friendship/rivalry duos that will be formed during the tournament.

Drawbacks

The Tape +100 CP

Before entering the jump you will be shown a porn movie. Not necessarily the bestiality freakshow the Abyss saw, it might not faze some of you. But a porn movie designed specifically to gross you out, no matter how depraved or inhuman you think you are.

Who Are You? +100 CP

For some reason people just... don't seem to care about you. They just kinda forget about you as soon as they stop talking with you. Everyone just considers you a very boring average guy, a background NPC whose name doesn't really register

Literally Him +200 CP

You look like a Hitler impersonator. No matter what you do for the next ten years you will always look like a Hitler fanboy. Maybe a more good looking Hitler, but you still have the moustache, the hair style and the clothes. Yes, even if you're a woman. You only have facial hair in the form of a toothbrush moustache, and if shaved it grows back fast enough you'd have to shave twice daily to not have it. Your hair too, seems to grow in this haircut quickly when shaved, then stop growing so you can't really grow into a different hairstyle. And you're just in love with a fashion style that makes you look like you're cosplaying a nazi or SS officer. Also you tend to unintentionally make movements or say things that sound nazi-like. You make a big movement with your arm? End in a nazi salute. Get your feet hurt? Instead of limping you'll walk with stiff legs that make you look like you're goosestepping. Say something, anything, in public? There's a good chance that people will mishear you and think you're saying a nazi catchphrase. Nearly everyone will hate you on sight, and those that don't might hate you if you say you don't actually like Hitler. You poser.

The Prodigy's Pain +200 CP

Fighting is what you love. You live for it. You spend every possible training time. Too bad you haven't had a decent fight in so long. You are so... bored. Bored with life, bored with fighting the weaklings you meet. Bored. The upcoming tournament might help you get one or two exciting fights, but after it... You'd better find something to soothe your soul, unless you want to spend all your time as a wanderer looking for new tournaments and new enemies.

No Contraband +200 CP

All of your items are confiscated and sealed outside of the jump. Even the items bought in this document are taken from you (Except for your costume, a few weapons if you have Assassins Armory and a few packets of drugs if you have High Grade Drugs) and will only be available once you are out of prison.

Tournament Rules +300 CP

As an underground tournament between prisoners, you'd expect the rules to be lighter on doping, and you'd be right, they see no problem with Geared Up for instance. But you might be too much, so you are being brought down to normal. You have no powers or perks or abilities from other jumps, only your bodymod and whatever perks you get from this jumpdoc.

What a Pity +300 CP

Your mind is well and truly lost. There is an exceedingly high number of madmen in this tournament, from a mime who believes in his own invisible reality, to a man who acts like a dog and only speaks his name like a pokemon, to Florida Man's completely fried brain, to the Abyss's mute semi-catatonia. And now you've joined the ranks of the superfreaks. Feel free to imitate one of those four or create your own brand of insanity. But make no mistake, it is insanity and will do harm to your ability to live the next ten years.

Survival Instincts Always On +300 CP

For some time you were always on the knife's edge of survival, always alert, always ready to run or fight. At the time it was necessary to survive. But now you. Can't. Turn. IT. OFF! You are always alert, waking up at the smallest sound or motion near you. A car passing on the street, footsteps of someone in the kitchen drinking water, an insect at your window, everything startles you even if you don't actually sense danger. You are never at peace, always feeling anxious and apprehensive for a danger that isn't there, adrenaline always high, always ready to flee or attack, even when there's nothing to flee from and only innocents that don't need to be attacked. Which just makes you more frustrated, since you are ready to flee or attack. Living for you is unending pain and stress and fatigue. And killing yourself is nearly impossible as your own body betrays you in an attempt to keep you alive, to the point that if you notice a sniper aiming for you your instinct will drive you to hunt him down, even if you want to stand still and welcome the bullet.

Outro

The tournament takes only a few days, and then you stay in this universe for 10 years. After that your drawbacks are removed and you are given a choice.

Stay on the Farm: Stay in this world

Back to Your Roots: Go back home

Find the Next Challenger: Go to the next jump