



You wouldn't expect that one of the bastions of ninjutsu would be suburban California, but you don't originate from this world, so what would you know? This is the world of the 3 Ninjas, an action comedy series from the 90's, and your new reality. Welcome to a world of karate, terrorists, and plot armor galore!

+1000cp

Origins

Ninja: A ninja is someone who loves their environment and is at home anywhere. You are just starting your journey to becoming a true ninja warrior.

Mentor: Someone has to train the next generation of ninjas, and that someone is you. You've lived a storied life and have reached the point where you're ready to pass on what you've learned.

Villain: Fell in with a bad crowd? Well, never let it be said that crime doesn't pay. You're the quintessential villain, a bad guy like you'd see on a Saturday morning cartoon.

Perks

Ninja Perks:

Ninja Name (-100cp): You may already have a name, but not a ninja name! You have gone through your training up to your naming day. The name you've received has to do with the strengths you've displayed during your training. While this is little more than a pseudonym or moniker, it will be a name that others will associate with you and instantly recognize as yours.

Ninjenuity (-100cp): Your ninja training has made you faster and more dexterous than the average person. But let it never be said that ninja training is limited to combat. You have learned how to apply your martial training to other aspects of life. From baseball to packing for vacation, you can perform mundane tasks at twice the normal speed.

Eye on the Target (-200cp): Throwing weapons are a staple of the ninja arts, and it would be a shame for you not to know how to use them. The most accurate ninja know that in order to hit something with a shuriken, you must clear all thoughts from your mind, focusing all your energy on the target. This will enlarge the target in your mind's eye, making it much easier to hit.

Hiyah! (-200cp): The war cry of the martial artist. When fighting, you'll find that letting out this cry will release any breath you're subconsciously holding, helping you put all your focus into your strikes rather than holding back for preservation's sake. Additionally, this cry will not hinder any efforts you make towards surprise attacks.

Comedic Arts (-300cp): Improvised weaponry is an essential part of being a ninja, and now you excel at using everything around you to deceive and disadvantage your enemies during a fight. This becomes increasingly effective the funnier it would be if fighting someone with the item worked out.

Four Strands of Rope (-300cp): A rope is formed of many strands; separately, they will snap, but together, no enemy can hope to break it. Much like a rope, you and those who follow you can work together in a way that strengthens one another. It requires unity; you can't be at odds, but if you are of one purpose, you will each become more than you were alone.

Mentor Perks:

Grandpa Jokes (-100cp): Just as bad, if not worse than Dad Jokes. You have an excellent sense of humor that ingratiates yourself to younger generations, making them more willing to pay attention to your teachings.

Engaging Teacher (-100cp): Being a mentor is hard. Your job is to help ensure that your pupils grow and change, but if they change too much, they may think that they've outgrown your teachings. No longer. No matter how much your students grow, they will always find your lessons engaging and your wisdom relevant to their lives.

Pretty Spry for an Old Guy (-200cp): Despite your, probably, advanced age, you're still capable of acrobatic feats that you could achieve in your prime. You have also adjusted your fighting style to account for the problems of old age. Don't worry about pulling a muscle during battle; you'll stretch it back out the next time you dodge an attack.

Villainous Relations (-200cp): You've had an interesting life, growing up learning ninjutsu and taking on students of your own. Unfortunately, not everyone who learns the ninja arts keeps to the noble path. You have a history with more than your fair share of... unpleasant characters. While you might not be close to them, you know of and could obtain an audience with many of them. In future jumps, this will give you a slightly negative history with a few of the setting's antagonists.

Pressure Points (-300cp): If you hit these points on the body, you can be sure that your foe won't remember anything except for the pain of the strike. You have to be very precise, but with enough practice and if you can manage to strike the right spot, you'll actually be capable of erasing memories.

Sound of the Flowers (-300cp): You can teach people a lot of things, but some things they just have to learn for themselves. Thankfully, you don't have to suffer the old metaphor of horses and water. When you guide someone towards a lesson they should learn, they damned well learn it!

Villain Perks:

Surfer Lingo (-100cp): You might be a bad guy, but who'd expect someone who uses the word radical so frequently to actually be a threat? No one, that's who. You have a whole persona you can slip into at will that's perfect for avoiding suspicion of any wrongdoing.

Zero Tolerance Policy (-100cp): The stuff that bullies get away with is frankly astounding sometimes. So long as the so-called "hero" takes the high road, you'll find that you're capable of getting away with a lot more than you really should. Even if your victim eventually snaps and fights back, you'll find yourself in the perfect position to take them down with you, so to speak.

I Love Being A Bad Guy (-200cp): You can make a lot of money doing work on the wrong side of the law if you just seize the opportunity. You know exactly when evading the law and skirting legalities would give you an advantage, monetary or otherwise.

Nepotism (-200cp): Sometimes you just can't trust hired muscle to complete a task. Who do you turn to then? Family. While they might not be closely related, if you're willing to pay, they'll go above and beyond to fulfil a task or goal you set for them. You're guaranteed to have a few distant relations in any jump that could use some quick cash and don't have the strongest of morals.

Gruesome Arts (-300cp): Schneider makes a lot of visceral threats, but could he really carry through on them? Well, he might not be capable of it, but you certainly are. You've developed your martial prowess into a series of unique abilities, ones that would allow you to target and tear out the innards of your opponents.

Absolute Loyalty (-300cp): You're larger than life; perhaps it's respect, maybe it's fear, but however you do it, you inspire utter loyalty in those working for you. This goes as far as hiring a janitor and having him attack children when they trespass because you're hiding something. Even if you don't pay him very well.

Items:

3 Ninjas Movie Series (-50cp): How could you visit without getting the tetralogy of movies that inspired it in the first place? Actually, maybe you shouldn't; they aren't that great, but it's a great option for that pesky extra 50cp lying around!

Ninja Items:

Color-Changing Gi (-100cp): A set of colorful training Gi that can come in any color you want. You can turn the Gi inside out to change what color it is, allowing for some surprisingly effective camouflage. Comes with an Oni mask that matches your chosen color scheme.

Ninja Weapons (-200cp): A duffle bag filled with any mundane ninja weapon you can imagine, from bo staffs to sais to smoke bombs. While they won't be world-class weapons, they're still effective tools that a trained ninja could make dance in their hands.

Martial Arts Arena (-300cp): This rural arena is perfect for hosting all kinds of martial arts tournaments. About the size of a town baseball pitch, this arena has seating for families and observers, with enough room for fifty participants. What's really special about it, though, is that it can be converted to become the perfect arena for any kind of martial art, from Sumo Wrestling to MMA. Additionally, any damage done to the arena in the course of a fight will be fixed by the next time the arena is to be used.

Mentor Items:

Dagger (-100cp): This ornamental tanto is special; not only is it a functional weapon, but it's also one of two keys to a hidden treasure. In future settings, it will act as a key to a similar trove of riches. Should it be lost or stolen, you can be safe in the knowledge that it will return to your warehouse within 24 hours.

Way of the Closed Fist (-200cp): Who says a mentor has to train others in person? This here is a set of tapes that feature you running through all your lessons for your students. Not only does this update with new lessons you come up with, but it also allows those watching to benefit from any teaching perks you have.

Training Grounds (-300cp): A quaint home on a relatively large property. While it might not seem impressive, that's the point. Hidden in plain sight are obstacle courses, improvised weapons, and natural features that any trained ninja could take advantage of to fight off an experienced strike force. It also functions as an excellent training ground for teaching ninja, increasing their rate of training twofold.

Villain Items:

Contacts (-100cp): What's the point of doing crime if you can't make money? This here is a list of contacts in the underworld; you've got corrupt cops, mercenaries, shady lawyers, fences, and more. They're all just a phone call away.

Escape Helicopter (-200cp): Sometimes you can't just hang around, no matter how much others want you to; you just... gotta fly. Enter the escape helicopter; this helicopter can appear nearby and comes with a ninja pilot and gunner to deter any would-be pursuers.

A Legitimate Business (-300cp): This building technically belongs to an entirely legitimate corporation; unofficially, this is your own personal building that you can use for whatever you want. While it'll be listed as an office building, it can easily be used as a personal residence, penthouse, gym, or front for any illegal dealings you may or may not be involved in. Nobody is going to be snooping around here.

Companions:

Import (-50cp): If any of your companions wish to come along on this journey to becoming true ninja warriors, then by all means, take them along. Each will receive 600cp to spend in this document.

Love Interest (-100cp): There's a new one every movie. While they won't have an origin, they may take two perks from this document. They are guaranteed to be interested in you, but it's up to you if that interest goes anywhere. You may customize how they look and their personality so long as it's within standard human limits.

The 3 Ninjas (-100cp): Rocky, Colt, and Tumtum, three brothers trained in the ninja arts by their grandfather. While they are still teenagers, they're skilled fighters and have taken on ninjas, arms dealers, corrupt corporations, and more.

Ninja Army (-200cp): This group of fifty ninja are a competent, if inexperienced, group of martial artists. They all come with standard ninja equipment: a black gi with a face mask, a katana, and

a set of safety goggles. Despite wearing their uniforms in public, no one will find them suspicious.

Drawbacks:

Glutton (+100cp): You just won't stop eating. Even in the middle of battle or a funeral, you'd find some sort of snack to munch on. While it might just rub salt in your enemy's wounds, it really won't look good when you're pigging out at a wedding.

Discrimination (+100cp): While the movies are set in the '90s, some of the actions and conversations seem more appropriate for the 50's. You'll be dealing with the full brunt of that for this jump; expect casual racism and sexism to become commonplace. If you happen to have a different skin tone, don't expect people to lift a finger to help you if you're in danger; that's the protagonist's job after all! If you're completely "normal", expect people to come up with varying reasons to treat you this way.

Stupid Kid (+200cp): It's common to have children train in martial arts; it's good exercise, provides discipline, and teaches self-defense. Unfortunately, being children, they're liable to think they can take on more than they can. You now suffer from a similar mentality. You'd think that taking on three armed gunmen as a preteen with two months of karate training was a brilliant idea and not a death sentence. I hope you're either very lucky or have some perks.

Heart, Mind, Body... Lisa!? (+200cp): Your life isn't only martial arts; there are things that are more important than being able to beat people up. Things like love. This drawback will cause you to hallucinate that your loved ones are all around you, while this won't happen when it would kill or harm you. Competitions and hobbies are likely to be disturbed by this.

Cheesy (+300cp): This jump is based on an action comedy series from the late '90s; as such, it's pretty bad. Much like anyone revisiting their childhood, you're going to be assaulted by both nostalgia and embarrassment constantly. The whole setting is going to be filled with reminders and references to your past (both before and after starting your chain), with all the good and bad in it, you'll be dealing with secondhand embarrassment pretty much every day.