



Gera Gera Po!

Oh, hello. Welcome to Springdale! JC is currently on break, so for the purposes of this document, I will be taking over as your benefactor. First, some backstory: Have you ever had that weird moment when you randomly get the munchies or the urge to go to the bathroom for no apparent reason? Well, in Japanese mythology there exist spiritual creatures called “Yo-Kai” invisible to human beings who are responsible for these strange phenomena. In this world, Yo-Kai actually do exist in a world parallel to ours, but they often come to the human world to cause mischief, and nobody is any the wiser.

There does, however, exist a way for humans to see the elusive Yo-Kai. It is a special device soon to be owned by a young child who goes by Nate Adams. You’ll enter this world three days before the events of the pilot episode. You’ll of course have 1000 CP to spend as you see fit.

Let’s see who you enter as! Age and gender can be chosen freely, though I’d recommend it be appropriate to your background.

Drop-In: You enter this world as you are, with no new memories, connections, or history whatsoever. You just sort of show up one day out of the blue. If anybody asks, say you’re from out of town.

Student: You’re just another face in the crowd, really. Sure you’ve got a few quirks that make you somewhat unique, but for the most part you’re just an average kid who goes to school. Still, it feels like your life is soon going to take a turn for the stranger...

Researcher: You have been exposed to the paranormal occurrences around town and have become fascinated by the strange unexplained occurrences, deciding to take a deeper look into it. Whether you’re trying to figure out more about the strange spirits around town, seeking the glory of becoming the next top star of the Y-files, or just looking into it for fun and profit, you’d be darned to let the kids have all the fun!

Yo-Kai (300CP): You’re not a human at all! You’re actually one of the mysterious spirits that exist within this world. How you became a Yo-Kai is completely up to you. Maybe you had a normal life and died one day, giving you spiritual form. Maybe you’re an offspring of a

preexisting yo-kai. Maybe it's something else entirely. But the point is, you're now one of the invisible spirits and you're in the human world like many others of your kind. As a yo-kai, you're capable of seeing other spirits without the need of the yo-kai watch, even capable of talking and interacting with them. Also, since you're technically already dead, you're capable of surviving several times the damage a normal person could. You could, for example, get hit by a speeding truck and get sent flying a city block away, and come out of it still able to walk. You can also somehow survive without the need to eat like mortals, although you still can if you want to. Now, the caveats. While you're more durable than a human, your pain tolerance and threshold doesn't change at all. That same truck might not kill you, but you'll still have some pretty nasty bruises. Next, while your physical body may be irrelevant to your survival, anything that can damage a person's soul is very much still a threat to you, so be wary. Third, since you're a spirit, things like exorcism and the like can attempt to get rid of you should they desire. If you get sent to the other side, that counts as dying. And finally, although your new yo-kai body can be capable of combat, you're going to be limited to fighting spirits and other yo-kai so long as you remain one, since human interaction would require them to, well, actually be able to SEE you.

Perks

Discounts on appropriate background and if it goes under 100, it's free.

Drop In Discounts

Special Dialogue (100CP): Something more present in the English dub than the Japanese, but a lot of characters have certain things in their lines that make them unique. Why not let you have one? You either have a really good accent of your choice like Komasan's country accent, or you have a certain word or sound you add with your sentences like how Jibanyan says nyan. I'll leave the specifics up to you.

Vader Mode! (100CP): Another rhetorical thing, this is an ability originating from some sort of space rabbit guy, I think his name was Usapyon. Anyways, when feeling an intense emotion you can choose to enter a certain mode where that emotion takes control of your actions. For example, Usapyon's anger could be used in Vader mode and make him go trigger happy to get payback on whoever pissed him off. You wouldn't want to shoot anybody though, right?

Buy it~, Buy it~ (200CP): *Buy the perk and let me explain!* You're not sure where you picked up this skill, but you seem to have this strange ability to sing that ghostly command, and you can actually use it to tempt your target into doing whatever it is you're singing. For example, if you were to sing what I did, you could tempt someone into buying something of your choice. It might take a few tries, but i'm sure you've got the patience. The downside though is that nobody can know it's you singing it, or it won't work.

Collector's Catch (200CP): Ever wanted to take up a hobby? Maybe catching bugs, or going fishing? Well you now have the necessary skills to do both. This skill is of course increased if

you have black syrup and fish bait respectively, and it can provide you with enough fish to fill a buffet. Oh, the bugs? Well, somewhere in each setting there might be someone willing to take your bugs (and/or possibly fish) in exchange for, say, a lottery ticket? Just saying.

Know Nothin'! (400CP): Well that's weird. It seems like at certain moments when you and your allies are completely out of solutions, a green fog will surround you and cause you to blurt out something random that you actually know nothing about, always ending with something along the lines of "I am certain!" and striking a kabuki pose. It may sound stupid, but if you choose to follow whatever it is you blurt out, it will prove to actually be beneficial towards your objective, even if it's through dumb luck. You could, for example, say "Look! JC's birthmark! It's shaped like a bat! That means there's treasure in the cave filled with bats! Totally legit, no foolin'!" And when going into said cave, you end up finding a sword that once belonged to a powerful warrior, or perhaps find treasure of a more conceptual value, like maybe finding the most beautiful waterfall in the world. It may not be of your knowledge, but it's legit. No foolin'.

Light of Life, Dark Descent (400CP): It seems you have found some sort of secret research about yo-kai. I'm not sure where this comes from, but it looks like you've been trusted with the knowledge of empowering yo-kai with the abilities of light and darkness. When empowered by light, the yo-kai will gain a heart of pure gold (no, not literally) and the power of a great light of healing that they will use to greatly boost their allies. Meanwhile, those empowered by darkness will be entranced with evil power, seeking to destroy hope and spread despair, so much so that they can weaponize it to use like a venom against their enemies. In either case, this can be extremely risky both mentally and physically, so use this at your own risk. Also, the raw instructions are only enough to power up a yo-kai for about one hour at best before it wears off and leaves them out of commission, as there are currently only two yo-kai in existence capable of fully embracing that power, and even then they can only handle one of the two empowerments each, which we'll cover later.

Spirit-proof (600CP): Well isn't this interesting? It appears that since you're not naturally from this world, you developed an absolute immunity to spiritual possessions, so yo-kai can't inspire you! This can prove to be very useful if a certain yo-kai's inspiring would serve as a hindrance in a certain situation. Of course, there are cases when inspiring would serve to be useful, so you can toggle this on and off at will. Postjump this includes any power that tries to influence you in any way.

Student Discounts

Anime Humor (100CP): You're uh... really into this, aren't you? I mean, I know anime can be pretty silly at times, but Yo-kai watch is on a whole other level and you seem to have taken it like a fish to water. Fourth wall breaks, extreme facial expressions, and random scenery changes are just a few examples of what kind of weird stuff you're capable of. What? No this doesn't do anything besides comedy! What are you going to do, beat someone to death with a paper fan!?

Anime Hype (100CP): Well, looks like someone had quite a bit of sugar this morning. You find yourself becoming more energetic and happy than you were beforehand, letting you have much more hype when doing things like going out to buy stuff or leaving to explore the town. Oddly enough, other people won't get as annoyed by this as they normally would, granted you don't end up hurting someone in the process.

Negotiation (200CP): In order to deal with a yo-kai incident, your options boil down to two choices. You either negotiate with them to try and get them to surrender peacefully, or confront them and force them to stop. This is the former, and the one that's more likely to get you some yo-kai friends. You know how to solve conflicts peacefully, and can figure out creative ways to get someone to listen to you without having to punch it out of them. It may not be very fun and can get kind of annoying sometimes, but violence isn't always the answer.

Average Kid (200CP): You know, while some people may take it as an insult, sometimes it pays off. You have this strange ability to make yourself completely average in every way possible. Anybody who sees you will just think you're another passerby until you prove otherwise. You won't be standing out with this toggled, but surely there's a benefit in just passing along.

The Right Tools (400CP): Yo-kai come in many shapes, sizes, personalities, and abilities. It's going to take a lot of trial and error to deal with these issues. Luckily for you, you're great at making plans. You can look at your situations and what you have on hand and figure out the best course of action to solve a problem. In addition, with every failed attempt you can look at your mistake and use it to come up with a better plan just as easily.

Wonder What You'll Get! (400CP): Hey look, a box! With an eye on it. That's actually moving. Well, no matter. Sometimes when you roam around you'll find weird boxes that have an eye on top, which when opened will give you an item! This can range from snacks for you and your friends to random artifacts you can sell for a quick buck. You can also find items lying under cars and vending machines and stuff. Eating anything you find in the trash would be ill-advised.

A True Friend (600CP): Humans die and become yo-kai. Yo-kai are reborn and become humans. This is a cycle of this world that sources the biggest question of both species: Is it possible for the two to live in harmony? With this, you have the potential to make the answer an undeniable yes. You hold within yourself the potential to bring two different factions to peace with each other. Whether it be differing species or clashing ideals, you can bring them to learn how to accept each other and work through their differences. With this, only someone willing to sacrifice absolutely everything they love in the name of their ideals can deny your efforts.

Researcher Discounts

Dragged Me Here (100CP): Researching the unknown and the unnatural is all about knowing where to look, and lucky for you, it seems to drag you right around to it. When looking into

something strange or unusual, you tend to stumble along to interesting places that can provide you with opportunities to look into whatever it is you're looking into.

Intriguing (100CP): This is kind of a required when it comes to paranormal investigation. Upon taking this you basically are capable of reacting to strange and weird stuff like a proper researcher. Sure you might be weirded out, but you won't get shocked out of your pants.

Moxie! (200CP): While in this world spirits from another plane of existence are very much real, superheroes sadly are still not. However, for one man named Nathaniel Adams, that just meant he had to get creative if he wanted to make superheroes a reality. You now have this same enthusiasm and creativity, being able to create gadgets and items out of strange or unconventional items you can get your hands on. Take a piece of wood and smear some chili pepper on it and you have a weapon capable of attacking spirits! Of course, what you make is entirely up to you, but that's just an example.

Shining Souls (200CP): Soul gems are a strange item, to say the least. Essentially, they're the embodiment of a yo-kai's soul, that is to say, their physical form. Soul gems are created via a method called "soulcery" where the yo-kai and their corresponding medal would be expended to create a gem containing that yo-kai's essence. The yo-kai will be revived a few hours later with their medal while the soul gem remains separate. You now know how to perform soulcery, and can create soul gems yourself for whatever purposes you have. Powering up other yo-kai, powering devices on spiritual energy, or (if you're *that* kind of jumper) eating them.

Paranormal Helpers (400CP): It takes only one person to make a discovery, but digging deeper is certainly a lot easier when you have some help. By purchasing this, you'll find that you can get some help of your own. When doing work, you'll often run into people who might be willing to help you out if you explain the situation to them, though mostly based on their personalities. Someone who is already super interested in your work will accept without question, but someone who's just passing by might take some convincing first. Luckily for you, you also have the ability to tempt people into helping you by offering some kind of reward in exchange for their assistance. Again, the incentive scales with the prize itself.

4N0N (400CP): Jibanyan's lifespan was greatly increased when he turned into a yo-kai, but Nate passed away long before Jibanyan's time came, and after a close friend of his was lost, he underwent a procedure that turned him into Robonyan. You now have the knowledge on how to perform this procedure, not just to yo-kai but to anything that can be considered a sentient being. These new robot bodies are hard as steel, and can accept plenty of upgrades of any type ranging from rocket fists to a built in megaphone to having a chocobar factory inside them to whatever you can make possible. The downsides are that the raw procedure will void the subject of any and all emotions and personality, and these robot bodies eat up energy like crazy even before the upgrades, so you might want to get, like, a power plant or make some adjustments first.

Yopple Employee (600CP): You really are a yo-kai researcher. Yopple is a company in the yo-kai world responsible for creating the best of yo-kai technology, run by supergenius Steve Jaws. You're one of the engineers taught the arts of their craft, and are capable of making the strange spiritech that they are capable of, creating things such as sentient machinery or turning model toys into giant mecha, maybe even coming up with a way to create robots that replicate existing yo-kai. With enough time and the right parts, you might even be able to create your own models of the yo-kai watch, or possibly put your own twist on the blueprints.

Yo-Kai Discounts

Yo-kai dance (100CP): Wow, someone likes the spotlight. You seem to have a really good talent with performing. Whether you're doing a little dance or striking a pose, you know how to do it with style. To start you off, you can have your own signature dance and pose that (if someone with the yo-kai watch happens to have your medal) you can perform when being summoned.

Weirdo? (100CP): Yo-kai have some very strange behaviors, that is an undeniable truth. However, it seems like the people in this world aren't really as weirded out as they should be. Now, you have this mercy. People might be weirded out in first introductions, but as time goes on they'll get used to your antics little by little and won't judge you that harshly for it, granted it isn't something super embarrassing about you that you would die (figuratively) if anybody found out about it.

Confrontation (200CP): In order to deal with a yo-kai incident, your options boil down to two choices. You either negotiate with them to try and get them to surrender peacefully, or confront them and force them to stop. This is the latter, but while talking may prove effective in making friendships, sometimes punching it out really is the only answer. That's why by purchasing this, you learn how to fight even when using an unfamiliar body that might not be suited for combat.

Am I right? (200CP): This isn't exactly mind reading, but still pretty close. You have the ability to read someone's facial expression and body language and make a pretty accurate prediction of what they're thinking. It may not be 100% accurate, but it's something. Of course, if the target has the ability to control their expression and body language, they can possibly throw you off.

Oh My Swirls! (400CP): You seem to have the weirdest luck in these parts, you know? It won't kick in all the time, but there will be moments when fate just sort of makes things turn out in your favor, especially when you have no idea what you're doing or what's going on. For example, you could work as a janitor for a toy company, randomly blurt something out while the boss is walking by, and accidentally come up with the next big toy trend and get a promotion. Or you could accidentally cause a big mess in the director's office and accidentally reveal he was a double agent. You won't have any control or knowledge of what or when it happens, but it's guaranteed to benefit you in some way.

Snack Break (400CP): You know how in video games like the yo-kai watch games you can restore health by eating food? Well, either due to your yo-kai physiology or just having a really good metabolism, you can perfectly replicate this feat. By consuming food, your body can quicken it's digestion rate and use the nutrients to restore your vitality, bringing you from next do dead to ripe and ready. However much you heal scales to the quality of the food, so a sirloin steak or deluxe ramen will probably bring you back to tip top shape while a cheap rice ball or ten cent gum might only heal a papercut. Also, I guess as a side perk, you won't have to deal with fighting on an overstuffed belly.

Second Life (600CP, restricted to yo-kai): As i've stated before, most yo-kai actually started off as beings from this world before they unfortunately met their demise and became what they are now. I guess it wouldn't be fair to stop you from having the same choice. Once per jump, should you be killed, you can bring yourself back to life by making your yo-kai form become your base form for the rest of the jump.

Items

Items play out the same as perks

Fancy light (free): For those of you who don't have any means of seeing the yo-kai that will offer the most entertainment during your stay here, I present to you this flashlight. It gives off the same light as the yo-kai watch, allowing you to see and interact with yo-kai. Post-jump it loses this ability and becomes a regular flashlight.

Yo-Kai Watch (600CP, discount non Yo-Kai): Alright let's be honest, the only reason you're here is for this little trinket. For those of you who don't know what it is, allow me to explain. This is a device that allows the person wearing it to see yo-kai. In order to do this, they shine a built in light on the spirit, making them visible and allowing the two to communicate and interact with each other. Not only that, but yo-kai will be able to give you their yo-kai medals. When inserted into the yo-kai watch, the wearer will be able to summon the yo-kai from anywhere in the multiverse to their side. Post jump this will also work with any other spiritual being, both the light and the medal function.

Yo-kai Medallium (200CP): This is basically a coin collection book. You can store coins or coin-shaped objects inside if you want, but this isn't made to store those. It's made to store yo-kai medals. You get this for free if you purchased the Yo-kai watch, but if you pay the respective price anyways, you'll unlock a special feature: The Legendary summoning. By collecting certain yo-kai medals, the medallium will initiate a ritual to summon a legendary yo-kai, allowing you the chance to befriend them. More on legendaries later.

Drop In Discounts

Yo-kai Pad (100CP): A tablet that has access to the yo-kai wiki, which has information on every yo-kai in existence. It can also be used like a regular tablet, with mobile games and stuff.

Postjump the wiki will update to include general information of the jump setting, usually consisting of something similar to wikia but without any plot or meta knowledge.

Crank-a-Kai (200CP): Got any spare coins? Well this is where i'd spend 'em. The crank-a-kai is a machine you'll find randomly among the different settings you'll visit that has a bunch of random items inside of it. Using the coins to get some capsules can get you some sweet items as well as some possible new yo-kai! Though the rarer capsules might take a lot more coins. Whatever you do, don't ask Gutsy Bones for help.

Build-A-Nyan (400CP): Have you ever wanted your own version of Jibanyan, but didn't want to take the annoying red furball on your adventures? Well first of all how dare you not accept his friendship, and second, that's what this is for! Using cutting edge technology, we have managed to create a fully customizable yo-kai to act as a Jibanyan slave- I mean ally! You get to decide it's tribe and it's soultimate move as well, so you can take pride in that.

Student Discounts

Bicycle (100CP): It's just a bicycle, really. Nothing special, but it sure beats walking.

Abandoned Apartment (200CP): This is exactly what it sounds like. You get yourself a nice little apartment that you can use for whatever you want. It has electricity, you don't have to pay rent, and it tends to have some pretty interesting yo-kai neighbors. With enough renovation, you could make it, say, a detective agency?

Gate of Whimsy (400CP): Looking for a challenge? Well, try this on for size. The Gate of Whimsy is a special door you'll find around town, and by entering one, you'll be sent into a simulation area where one of three challenges will occur. First is the battle room, where you have to defeat a certain number of enemies. Second is the speed room, where you have to make it to the exit within a given time limit. Third is the bizarre room, where you're going to be put in someone else's body, but you have to look around the area and talk to others in order to find clues and guess who you are. By completing the challenge, you'll get a neat prize!

Researcher Discounts

Lab Coat (100CP): Let's be honest here, you can't research into something if you don't look like a proper researcher! So here's a neat lab coat, which will make you look smarter when you wear it. Hopefully you actually are.

Fancy That! Articles (200CP): What we have here is a free lifelong subscription to Fancy That! An article series about different discussions on paranormal activity. It has plenty of insight into paranormal happenings, and if you bother to skim through them, you'll find some interesting things you might like to look into.

Blazikong J (400CP): Wait, you really want me to build this!? Alright, well I can take five yo-kai friends of your choice and build large mechas of them, capable of what they can do. The mechas can also combine into a megazord thing like from power rangers.

Yo-kai Discounts

Snacks (100CP): A bunch of food, basically. Everything from candy to ramen to ice cream to milk to chocobars. It's mostly packed with some of the lower quality stuff, so don't expect to find an all powerful ramen under the giant crackers.

Magic Leaf (200CP): For those yo-kai who want to fit in with society, putting this leaf on their head will allow them to look like humans to those who can't see yo-kai.

Fusion Item (400CP): Much like how Frostina uses the Glacial Clip to become her much stronger form Blizzaria, you have an item tied to you that will allow you to become stronger when wielding or wearing it. I'll let you decide what it is.

Yo-Kai watch Customization

Oh, hi there! Welcome to Timers & More! Mr. Good sight is on vacation right now, so I'm taking over for him. We got some really nice clocks here if you want a...

Is that a Yo-Kai Watch?

Oh, well today is your lucky day! Those who purchased the yo-kai watch get access to the brand new limited edition Model Custom! **You get 100WP to design your yo-kai watch! If that's not enough for you, you can trade at a 100CP for 10 WP ratio.**

Design (free, one purchase only): Well let's be honest here, it wouldn't be customization if you couldn't choose how it looks. You're free to choose how your yo-kai watch looks in terms of color, design, texture, whatever. It's still a wrist watch or pocket watch in terms of size, shape, and function, but other than that, go nuts.

Summoning Time! (free, one purchase only): So yeah, like you probably know, the yo-kai watch has the ability to summon yo-kai by putting their medals inside. Doing so has a really nice tribe jingle with the yo-kai dancing and at the end striking a pose. You also get to choose the summoning jingle that your watch uses, although you only get one song for each tribe, so make it snappy. You can also use a canon jingle if you want.

Switch! (20WP): Okay, so maybe you might get tired of the same old design or you just want to listen to some new jingle. Well the customer is always right. With this little modifier, you can change the design or jingles whenever the yo-kai watch is inactive, even choosing how it's done. Although I highly recommend against sticking your hand in someone's mouth to do it.

Toy Gimmick (10WP): Not a fan of medals? That's fine. With a few adjustments I can get the yo-kai watch to change the medals into an object of your design. Maybe you'd like keys to

unlock their cage? Or maybe you scan their cards to summon them to their side? Perhaps you dial a number to request their aid. It's all up to you, but i'd keep it simple.

Radar mode (30WP): Being able to see yo-kai is all well and good, but it's nice to know where to look. By purchasing this, your yo-kai watch will get a detection system that allows it to sense yo-kai presence. It works on spiritual beings in general and the sensor is like a metal detector. It also measures their power level by telling you what rank it will classify as.

Mortal Medals (30/40WP): Why stop at yo-kai? It might cost you some, about 30WP, but I can make it so you're no longer limited to making yo-kai medals out of friendships with spiritual beings. By creating a strong friendship with another sentient being spirit or not, you can create a yo-kai medal from your bond with them, allowing you to summon them with the yo-kai watch. They still have their own lives of course, but being able to summon companions and followers and your current in-jump friends from anywhere can be a huge advantage. But if you want, for an extra 10WP I can get you medals of all the friends you've made across the chain, as well as an extra feature. With those you've befriended in past jumps and left behind, you can use their medals with the yo-kai watch to summon them from their dimension to your current location! They'll only be around for about one hour before they have to return to their home dimension and you can't resummon them for the rest of the day.

Blaster Mode (30WP): Okay, so i'm actually giving you a little bit more freedom than just a blaster, but that's the default option. Your yo-kai watch basically can be used as something other than a watch. Obviously there's a blaster, but maybe you want something different like a drill or sword. You can even use yo-kai medals to give it some kind of gimmick effect, like an element or something tied to their inspiring.

Dream Roulette (20WP): Feeling lucky? Why not give that luck to your friends! Your yo-kai watch now has a little switch that can activate the yo-kai watch's roulette mode. When the yo-kai is summoned, they'll be put through a scenario (of your choice if you so desire) that serves as a game of chance. If they win the roulette, they'll gain a large morale boost and as a result be more effective at what they need to do. Now, the reason this is only 20WP is because if they happen to lose the roulette, they'll be in a sour or bitter mood, and will be not as effective at best and a complete hindrance at worst.

Model Ogre (30WP): What... I... This should not exist yet! Oh fine, if you want... This feature allows your yo-kai watch to turn the wearer into a yo-kai. You're not a Genma or legendary yo-kai, and you only have one form, but at least it's better than nothing, right? You now have 50YP to spend on the yo-kai customization section. It's hero time! Hehe, get it?

Model Elder (30WP): For the love of... Okay, this shouldn't exist yet either, but here we are! Your yo-kai watch now comes with a keyhole and a yo-kai ark. By inserting the ark into the hole with a yo-kai present, you can turn it to the right to change them to "lightside", which is their base form, best used for social interaction, or to the left for "shadowside", which is a much more

monstrous and combat-capable form, and probably also fills their heads with morbid thoughts as a motive to start killing anything in front of them, though that last part is beyond my knowledge.

WARNING: Timers & More is not responsible for any accidents caused by shadowside mentality. By purchasing this feature you hold yourself responsible for any and all incidents caused by your summoned shadowside yo-kai. By reading the above statement you have already agreed to the terms of service.

Sentience (10WP): Oh, well I guess I had this coming. If you so desire, I have a little wisp here that can inspire your yo-kai watch and act as a functioning personality. It seems to have already taken a liking to you, and can provide you with advice, tell you what it knows needs to happen, or just provide a friend to talk to. They also give your watch a security lock, meaning they can choose to not let someone use the yo-kai watch against you. Although they're actually pretty useless without a wearer.

Inspired Watch (20WP, requires Sentience): Uh... Okay, I guess if Nosir can do it...? Erm, by taking this, you basically... get a yo-kai as the watch? Oh, here we go. It says here we basically give your wisp a yo-kai form that they can change into, so they can be a yo-kai and your watch. They can't really use the medals without someone's help though. Anyways, they get 100YP to spend in the yo-kai registration section, or you can choose forsake that YP in exchange for taking a canon yo-kai (no legendaries or yo-kai that aren't part of one of the 8 tribes) that you've befriended. They still can't use any of the yo-kai watch's functions without a wearer.

Yo-Kai Registration

Next! Oh, hi friend! Welcome to the yo-kai registration area. I assume you're here for your new yo-kai form? Then it's time to make your new body. This section is restricted to those who are one of the many spirits of this world. **The yo-kai background gets 100YP to spend as they see fit, and are allowed to trade at a 100CP for 10YP ratio.**

Appearance (free, one purchase only): Yo-kai come in all shapes and sizes. They can be humans, animals, even inanimate objects. You're free to design your yo-kai form as you see fit. You are a little restricted by size, so you can't be any smaller than Jibanyan or any larger than Sproink, but feel free to go nuts with everything else. Also, if you want, you can have your own yo-kai name that everyone will refer to you as when you're a yo-kai.

Size Improvement (10CP): Not enough choice for you? Alright, by purchasing this your choices in size now range from small enough to sit in a child's hand like Tattletell to the size of a barnhouse like Meganyan.

Combat Rank (free, mandatory): This, again, should be worth mentioning. To deal with yo-kai problems you either have to convince them to surrender peacefully or defeat them in battle. If the latter is used, this is what you'll need. Yo-kai's power levels are determined by ranks, which determine how much potential they have in combat. You start as an E-rank yo-kai, but with lots of determined and rigorous training, you can make yourself stronger, moving to D-rank without much effort. If you continue from there, you'll eventually reach C-rank, then B-rank, then A-rank, and if you're really willing to go through even more hell, you can reach the top tier, S-rank. The

tiers obviously become harder as you move up ranks, but nobody becomes a legend by eating chocolate all day.

Rank Up (10 YP per purchase): Alright, so maybe you want a head start on the ranking thing. Well It's going to cost you some. Each purchase of this will bring you up one rank until you reach S-rank. Keep in mind you're still going to be on the low power side of your rank, so get training.

Speech Impairment (+20YP): This is a drawback on the yo-kai form that will remain postjump should you take it. It basically makes it so instead of speaking the human language, you have a strange way of speaking, like how Tattletell can only say "tell" or Blazion only makes a "rawr" noise. Other yo-kai and spirits will be able to understand you just fine, but for non-spirits I would get a translator.

Tribe (free, one purchase only): Yo-kai are separated into eight different tribes, each one representing the yo-kai's appearance and/or personality. You are capable of choosing what tribe you're from, which will determine your summoning jingle.

The tribes are: Charming, Mysterious, Eerie, Tough, Brave, Shady, Heartful, and Slippery

Inspiring (10YP): A common power among yo-kai is the ability to "inspirit" other beings. An inspiring is when a yo-kai possesses others, causing them to do something that can be described as a "supernatural phenomenon". An example would be Coughkoff's inspiring causing people to have sore throats, or Hungramps' inspiring making people hungry. You are allowed to choose what your inspiring does, but it can't be something that will directly kill someone or grant godlike powers or the like. Depending on what it is, it could work as ally support in battles, or a way to sabotage opponents.

Element (10YP): Another trait that yo-kai share is that they are attributed to a certain element. This will basically give you an elemental attribute, giving you the ability to use this ability in combat to a limited scale, and use the RPS system of yo-kai elements.

The elements go: Fire < Water < Lightning < Earth < Wind < Ice < Fire

There's also the elements Drain and Restoration, but those are self explanatory.

Flight (10YP): This is a slightly uncommon power among yo-kai. Plenty are capable of flight, but most of those who are trade their ability to move on the ground, like Insomni and Whisper. You can go the same route if you desire, trading your legs for a ghost tail or something else, or you can be like Hovernyan and keep your legs. Your stamina while flying is still the same as while walking or running, and your speed is still the same as such.

Intangibility (10YP): With the fact yo-kai are technically ghosts, you'd think all yo-kai would have this ability. Surprisingly, contrary to that belief, only Whisper has been known to use this ability (at least to my knowledge). Well, still there's nothing stopping you from having this power. Intangibility is basically exactly what it sounds like. At will, you can make yourself intangible to phase through walls

and floors, though for some reason you can't phase through living things (including other yo-kai) or use it to dodge attacks.

Shapeshifting (40YP): A trait that high ranking yo-kai (most prominently Kyubi) have is that they're capable of making themselves visible to humans at will, even capable of assuming human form. You now have that ability, as now you are capable of making your yo-kai form visible to humans and being able to make yourself look like a human, although if your emotions get out of hand, your human form will start to fail and cause some of your yo-kai appearance to reappear.

Soultimate (40YP): Ah, the greatest power of a yo-kai is the ability to channel their spirit energy into a powerful move called a soultimate. This will give you the ability to charge your own soultimate move, which can be designed as you please. It could be based off your inspiring or include your element if you have them. Be wary though, soultimates require lots of training in order to bring out it's potential, and if used when your soul isn't strong enough, you could very much expend your life to perform it. Training and concentration are key.

Yo-kai Fusion (30YP): Fusion is just a cheap tactic used to make weak yo-kai stronger! Hehe, well maybe, but you have to admit it has some pretty effective results. By purchasing this, you become capable of yo-kai fusion yourself. Though it's not really permanent, more of a Buchinyan type deal where you can separate should you want to. It'll combine the strengths of you and your fusion partner while downplaying your weaknesses. It can even combine your element attributes and soultimate moves into something unique and even more powerful! The downside? Well the two of you have to work together in a single body, or this'll be more of a hindrance than a help.

Evolution (30YP): If you don't want to use someone else as a crutch to make you more powerful, this is for you. When you have a strong resolve in your heart, as well as being physically strong for your rank, you can temporarily assume an "evolution" of your yo-kai form, which doesn't add much in the way of new abilities, but rather focuses on improving your existing abilities. A normal D-rank soultimate about performing a dance to create flames could be upgraded to an A-rank soultimate creating a huge ball of spirit fire with this technique. Of course, after a bit it'll deactivate, but you're an efficient yo-kai, i'm sure you can manage.

Shadowside (50YP): Okay, I guess if the yo-kai watch can have it, it's only fair you get the same treatment. By purchasing this, you've been exposed to the currently unknown phenomenon that created the shadowside yo-kai. You are now capable of assuming shadowside form, a much more scary and malicious variant of your default form, without the need of the yo-kai ark. This form increases your combat abilities greatly, at the cost of not being ideal for anything else due to it's less-than-friendly appearance and natural inclination towards fighting. Anyways, I would also be careful when assuming shadowside form, as you can easily lose yourself to the crazy violent mental strain that comes with the form, and once that happens only strong emotions connected to your true self can return you to lightside form.

Summoning Legendary! (50YP): Oh, pardon me, I was unaware who I was talking to. You have become the best of the best, the strongest of the strong, the mightiest of the mighty! You are now a legendary yo-kai. Legendary yo-kai are one-of-a-kind and very powerful among their tribes, even

compared to the S-rank yo-kai! Oh, by the way, this automatically brings you to S-rank on the house. As with many resummoned legendaries, your strength is significantly lower than what it could be, but right now you can easily take on a swarm of E-rank yo-kai or a couple of C-ranks with a pretty good chance of coming out on top. With a decade of hellish nonstop training, you could probably become strong enough that it would take a literal army of well trained yo-kai to even have a chance of defeating you.

Extra Form (20YP): You absolute savage! You've somehow managed to obtain a second yo-kai form! This means you can now switch between the two forms with a few seconds of concentration, although the two forms work completely independently from each other. You'll have to supply your own YP for it and you will respectively have the same CP to YP ratio, but just so we're clear, if you try to fuse the two forms together, you can only do it temporarily and only if you have Yo-Kai Fusion. If you try to cheat your way into doing it, Gargaros is gonna have a word with you.

Companions

Come on out, my friend! (100CP): Each purchase of this will get you two companion creations/imports with 600CP to spend as they please. Also, yeah, if you know who I am you know i'm letting them take drawbacks.

Spiritual Import (200CP): You want to import a companion as a yo-kai? Well, okay, but just so we're clear i'm not responsible for what they do with that power.

Supernatural Entourage (free): If you can convince someone to come along willingly, they can become companions. Any yo-kai that you've befriended can come along as followers, and won't count as companions unless you choose to make them companions.

Drawbacks

We all saw this coming. Alright, I can offer you some more CP, but if you want it you're going to have to make things a little bit harder. There's no set limit on CP, so take as much as you think you can handle.

30 years later (+0CP): Instead of entering this world at the start of season one, you start at the beginning of Yo-Kai Watch: Shadowside. Nate is now in his 40s and married to his childhood crush, Katie. However, he can no longer use the yo-kai watch and everyone's memories of the past seasons are completely forgotten. Also, yo-kai have been exposed to the dangerous power of shadowside, so things are actually a lot darker and scary than the normal series.

My Precious Chocolate! (+100CP): So that's why i've been getting complaints about the missing candy. You now have an unavoidable desire to eat a certain food, and will often smuggle and hoard it all to yourself whenever you get the chance. This is going to get on everyone's nerves and it's also an easy way to bribe you now.

It's gotta be a yo-kai! (+100CP, cannot be taken with "It can't possibly be a yo-kai"): You seem to think yo-kai are the cause of every problem. While in this world that tends to be true a lot of the time, they're not responsible for everything. You'll often look pretty stupid when you're proven wrong.

It can't possibly be a yo-kai (+100CP, cannot be taken with "It's gotta be a yo-kai!"): When someone thinks that a yo-kai is behind the problem, you always seem to think they're wrong. Even when they prove themselves to be right most of the time, whenever a new problem arises you'll just say that they're crying wolf.

Terrible Friendship (+100CP): You and your friends will constantly get on each others' nerves, no matter what any of you are like. It seems like whenever you have a disagreement, you and those involved just can't seem to find a neutral ground, even when someone is trying to help compromise. You can probably even see the lightning bolts they glare at each other if it gets that tense.

Yo-Kai Blank (+200CP): Yo-kai activity seems to be happening all around you. At least once a week you'll be dealing with some kind of yo-kai messing up your day. Even if they can't inspire you, they'll find a way to annoy you by inspiring people and objects around you.

Annoying Mascot (+200CP): So, assuming you've watched the yo-kai watch anime, you know how Nate has Whisper who is practically useless as a butler, or Jibanyan who camps at his house and constantly causes trouble? Well now you have your own yo-kai who serves the exact same purpose, and no matter what happens between you two, you can't seem to get rid of each other.

Lame Cat (+200CP): Something happened in your past that left you heartbroken. Maybe your loved one insulted you after you died, or maybe you did something that you painfully regret. The point is, it left a nasty mental scar, and in this world nobody is going to treat it all that seriously because it's mostly going to be used for humorous purposes. You also can't seem to resist the urge to use the story for said comedy purposes whenever appropriate.

Yo-kai Warehouse (+300): Okay, so uh... good news, you can now use your cosmic warehouse key to enter the yo-kai world as you please. Bad news, your cosmic warehouse is now a regular building in the yo-kai world, any warehouse defenses you have do nothing against spirits, and all the yo-kai are free to come and go as they please. Expect unwanted visitors, uninvited guests, and the occasional yo-kai taking something of yours without asking. Oh yeah, did I not mention? Yo-kai now have the legal rights to come and go with any of your stuff whenever they want to.

Lack of Personality (+300): Okay, I know you're probably a well rounded character with plenty of human personality, but the thing is... that's not good for a comedy setting. So now we're boiling down your personality to about 3 or 4 character traits, most likely the ones that would provide the most humor.

Manjimutt (+300CP): You seem to have the worst luck around these parts, you know? You get fired from your job because of budget cuts, your attempts to start fresh and become successful seem to end before they even begin, and don't even get me started on what will happen if the police find reason to arrest you. Long story short, hope you like the view in Alcatraz.

Terror Time! (+400CP): So, uh, be honest with me for a moment. How likely are you to break the rules while you're here? Well, you'd better keep your hands clean, because this world is going to

make sure you do. If you happen to misbehave like leave the house when you're not supposed to, there's a 9 out of 10 chance you'll enter terror time, where you'll be sent to a spirit dimension where you and anybody with you will be reduced to just your bodymod (or yo-kai form if you/they have it), and in order to escape you have to find the exit gate. Now, that wouldn't be so bad if it weren't for the fact that a huge oni named Gargaros will be chasing you down the entire time in an attempt to clobber you. Even if you're a yo-kai, he can knock down even a legendary with one swing. If he catches you, you're pretty much good as dead.

Wicked Time Travel (+400CP): It seems like you've gotten the attention of two very powerful yo-kai, Kin and Gin. They have decided that you are a threat to their tribe, and will attempt to stop your interference through the use of their time manipulation powers. Basically they will attempt to send you or someone connected to you into the past, letting them relive some of their past before reaching a moment that they painfully regret. From there, it's up to the person themselves to choose whether to change the past or let the timeline continue as it did. If you or they choose to do the former, it will cause a multidimensional time paradox and your chain will end, though no promises you'll be sent home with the rest of your build... Or in one piece. Also, upon entering the jump nobody, including you, will know about this drawback.

Summoning Jumper? (+400CP): Well this sucks. It seems like your out of jump perks, powers, and abilities have all been taken away from you. Oh, and to make things worse, they've each been given to different yo-kai, normally the ones that resonate strongest with each one. The only way you can get them back at all is to get that yo-kai to inspire you, which also proves a problem because you'll have to deal with their normal inspiring power as well, and once they stop inspiring you, they also take away that purchase. It also should be worth mentioning that only one yo-kai can inspire you at a time, as two yo-kai inspiring you at once will only result in an inspiring from the stronger influence.

Yo-Kai Jompr (+600CP): Oh... Oh no... Well it seems like there's been a little distortion in the fabric of reality. See, in a little segment of the anime, there was an arc called the "Dark Yo-kai Watch" where Dark Jibanyan would go around with an evil yo-kai watch turning other people into yo-kai. When you arrived in this world, it appears that it created a dark version of you capable of everything you can do. Not only that, but they also have the dark yo-kai watch and through painful torture, they made it so the yo-kai they create are forced to serve them. On top of that, they also made it so they can turn the yo-kai of this world into their slaves too. On top on top of that, they think you don't deserve to be jumper and wants to kill you so they can take your place.

Scenario 1: Yo-Kai Are Real

Oh, so you're looking for a challenge? Alrighty, well i'm down! Let's start simple.

A few months after you enter this world and had some time to adjust and make some friends, you'll soon start to notice some more than unusual phenomenons. It'll start with the usual yo-kai shenanigans, but soon you'll notice things starting to get out of hand. It'll start with yo-kai tampering

with certain statues around town, often causing conflict with some of the other yo-kai and getting into fights. Should you bother to talk to these yo-kai, you'll realize that the yo-kai are trying to break the seals between this universe and the yo-kai realm. The seals will inevitably be broken, and you will be forced to fight your first boss yo-kai, Slimamander.

It will be a tough fight, but even if you win the battle, the damage has been done and the balance between the two worlds is now unstable. Later down the line you'll have to deal with constant "boss" yo-kai appearing and causing more than your average shenanigans. If you manage to get past these guys, you'll learn that they're working for a yo-kai called Chairman Mckraken.

Basically you have to go to the yo-kai world and find him at the gates. Beforehand, you will have to face the challenges of the oni. First is the test of strength, where an oni will examine you and estimate how many battles you've been through. Second is the test of honesty, where the only way to pass is to answer the given question with absolute truth. Third is test of heart, where you'll basically be examined and see if you are good enough a soul to see McKraken.

Once you pass that challenge, you then have to defeat McKraken himself. The guy won't really be that much of a threat if you can get past his giant tentacles and odd power of his hands, but once you do that, you'll find out that he's only serving as a distraction. Upon going back to the human world, you'll see that his army of "white" yo-kai, normal yo-kai that have turned bone white due to McKraken's influence, are attempting to break the seals around the city, and you have to defeat them and rebuild the seals.

Once you do that, go back to the yo-kai world and you'll find that McKraken has empowered himself with the energy from the seals, and become a huge head abomination thing. If you've made yo-kai friends during your time here, they'll stand by your side in the final battle. McKraken will be exponentially more powerful than he was in your first confrontation, having access to much more potent dark energy that can cause some pretty bad wounds on several targets at once, but if you made it this far, all it'll take is everyone's best efforts to win. Upon doing so, you'll be transported outside the elevator leading to the yo-kai world, where a heartfelt goodbye will happen as both worlds will be sealed away, so no yo-kai can attempt to disrupt the balance between worlds like McKraken did. As the yo-kai vanish, you're left to walk back to your home, looking at the cherry blossoms growing across the town.

Scenario Clear!

Reward: The yo-kai have decided that due to your efforts and strong ideals, you are chosen to act as the intermediary between the two worlds, allowing yo-kai to go to the human world freely without the worry of chaotic yo-kai like McKraken. As a strange side effect due to being under JC's power, it appears the yo-kai world has become connected to you, allowing you to take it and all the yo-kai across the multiverse. Now you truly have a supernatural entourage.

Scenario 2: Psychic Specters

Okay, back and at it for more, are ya? Alright, well then, let's- wait a second who are you- *all your memories and everything from your chain is gone.*

... Well that was weird. Oh, hi there. I don't really know who you are, or what i'm doing here, but I guess I should show you around. First, how about some donuts? *You have no idea what's going on, but you decide to follow the person to a street. There, you see two donut shops, one with a bright tan color and the other a dark blue.*

Well, I got a coupon for one of these stores, so i'll let you pick. Bony Spirits has the best donut frosting i've ever had, but Fleshy Souls has a filling you won't taste anywhere else. *Choose either Bony Spirits or Fleshy Souls. This will have an impact later on.*

Oh man, those donuts were great! You really made the right choice. Anywho, I guess we should continue the tour. Um, oh, how about this little guy! This is the Crank-a-kai, a neat little... erm, 'antique' gashapon machine. It may be old and stony, but i've gotten some cool toys out of it. Here, try it out. *The person hands you a coin. With a sigh, or perhaps some intrigue, you put the coin in the machine and turn the knob. A little stone capsule pops out, and you open it. Nothing.*

Aw, well that was a little disappointing. I was kind of hoping you'd get something cool, like a digital wristwatch or- *suddenly, the two of you are engulfed in a white light. Your memories return, as well as everything you purchased from this document.*

Or... or... Wait a second, what are we doing!? That was weird, it seems like opening that capsule gave us back our... I guess lost memories. Hm? It looks like there's a note in here. It says that there's going to be a feud between the yo-kai of this world, and your decision is going to be what determines their fate. Well that isn't cryptic at all. Anyways, I guess I should give you back the rest of your stuff now, hold on.

Sorry, but the Jumpchain Service Provider is currently out of order. You will be notified when it comes back online.

Wait a second, what? Let me try again.

Didn't you hear the first time? We can't route the rest of your purchases to you at this moment. Please wait until further notice.

... Well this sucks. At least you still have your friends- oh, your companions lost their memories and build too. Well, how about this: You go and get your friends, while I stay here and try to figure out how to get your stuff back.

Just like you, your companions have lost all their out of jump perks, powers, and items, leaving them only with what they purchased from this document. They have also lost their memories, believing that the memories granted by their background are their entire life (and if they're drop ins, they've become amnesiacs). You have to find a way to befriend them once more in order to return their memories to them before you can move on with this scenario. The process will involve something that represents an important moment between the two of you, most likely the moment you became friends. If another companion was part of the befriending process, you will have to befriend them in order to get your other companion back. Once you get all your companions, you may continue with this scenario.

Oh, you're back! Okay, so looks like you got your friends back as well, that's good! Now, bad news. I still can't get your stuff back. I can't get any service, so we have to work with what you currently have. The good news is I managed to find someone who would like to meet you!

If you chose Bony Spirits, you get the following yo-kai.

Robonyan F- This mechanical feline is Robonyan F, a robotic version of Jibanyan from the future, but with some much needed upgrades. He may not have personality. But his robotic body is capable of many things, ranging from rocket punches to built in deep fryers, this guy has plenty of conveniences. His body is also strong enough to pull an Iron Giant, although he'd still die. The only problem is that he needs a LOT of power to function, like plugging him into a regular outlet could cause a blackout across the entirety of Japan.

If you chose Fleshy Souls, you instead get:

Sailornyan- Yarr, matey! This lass be from the seven seas, a sailor notorious for her feminine charms enough to sweep the hardest boiled men off their feet! She has a charming personality that makes her a blast at parties, and also provides crazy amounts of healing, able to bring someone from near death to tip top shape with her ability, as well as healing an entire team with her soultimate! Also, unlike Robonyan F, she doesn't require a power supply enough to fuel all of Japan, so no burning out whatever it is you use as a power source!

Okay, so we may not have the rest of your chain now, but at least you have a new friend to fight with! *sigh* Okay fine, i'll keep looking. Oh, by the way I found this thing while you were off adventuring. *You take the item, which appears to be some sort of rock. I don't really know what it's for, but it looks impor- The rock glows, and you are once again engulfed in a white light. When it fades, you look around and see everything is much less modern.*

Okay I'm getting really annoyed about everything interrupting me. Now where are we?

As you walk down the path into a forest-like area, you see a group of yo-kai duking it out with each other in the distance. As you watch from the distance, a yo-kai appears in front of you.

"Hello! You must be the reinforcements we ordered! Come on, there's no time to waste!"

Before you have a chance to explain, you are thrust into the battle. Depending on your choice at the beginning of the scenario, you will either be fighting on behalf of the bonies or the fleshies. Your job will be to fight your way past your enemy's invasions, through the battlefield, take their rocks, break their barrier, and defeat the leader. The leader for each faction is Arachnus for the bonies and Toadal Dude for the fleshies. The good news is that any yo-kai friends you made during your time here have also joined the battle and are more than willing to fight for you. Once you do that, we can move on.

Huff *puff* Okay, now that that's over, we can get back to work! Now we can-

Out of nowhere, a rip on the fabric of reality pulls you and your yo-kai friends into what looks like some sort of factory. You look down and see a grate floor is the only thing stopping you from falling into a pool of molten steel. You look in front of you and see an old woman.

"I am Dame Dedtime! Leader... Senator... BOSS of the wicked yo-kai! Dun dun DUUUUUUUUUUN!"

... The final boss it seems.

In any case, with the help of your yo-kai friends, you will have to fight Dame Dedtime. As the boss of the wicked yo-kai, she will have access to yo-kai mooks that she will create by stealing a stat from one of your yo-kai friends, causing them to be stuck at bare minimum, an example being if your attack power is stolen, you could only do one attack until you defeat the mook. She is attributed to the Ice element, capable of causing flash freezes, and her soultimate "Tamer of Time" does massive damage as well as steals the autonomy of anybody hit by it, taking away their ability to move. If you took "Wicked Time Travel", Kin and Gin will also be part of the fight. They have the same capabilities as Dame Dedtime, though to a lesser extent. If you manage to knock one of them down, the other will, given the chance to use their soultimate, be able to reverse time and bring them back into the fight.

However, if you manage to win despite all odds, you continue. Things only get much worse, as Dame Dedtime will evolve into a much more monstrous form, stealing the life energy of the humans in this past, claiming to steal all time and joy like they did to her.

Your next task is to defeat Dame Demona.

This fight will be much harder. She will have all her abilities, as well as the ability to steal souls and consume them for a power boost. If given the chance to use her soultimate, "Finale", she will literally

break the fabric of time and space, causing agonizing pain to anyone caught and incapacitating them if they aren't strong enough. Unlike McKraken, Demona might as well be considered a god. But if you've managed to overcome these near impossible odds, Damona will explode in a blast of wicked energy, purifying the damage she has done, and giving you your well deserved victory. When you open your eyes, you find yourself back at the train station, still in the past.

Oh hey, there you are! I was looking all over for you! Hey, you look pretty roughed up there, what happened to you? Oh, hold that thought! I just remembered someone wants to meet you!

Scenario Clear!

Rewards:

Hovernyan- A powerful yo-kai from the past, Hovernyan is a Brave yo-kai of the wind element who has the ability to fly. He is a very patient and righteous hero, and having the power to rightfully grant him his B-rank status. He also has the ability to use energy blasts and fists, as well as two extra forms. He can focus his energy to temporarily turn into his more powerful form Darknyan, or turn into Meganyan via... eating so much he becomes morbidly obese and can't even fit through a barn door as well as having all the health problems that come with being fat. Well Meganyan has the ability to make things really big, so it's a win-lose situation.

Miradox- As the fusion of Mirapo and Espy, Miradox is a three-way mirror that has the ability to transport others from one Miradox to another, just like a normal Mirapo. What makes Miradox special, however, is that he has the ability to send others through time! However, Miradoxes are a small population and growing at a snail's pace, and JC has put a lock on Miradox that makes it so this time travel feature can only be used in worlds where time travel is actually used. Post-chain the lock will be removed, allowing you to travel anywhere in the past and future and alter it as you wish.

Alright, that should be about it. Two new yo-kai friends, what a steal! The only thing that could make this better is- huh? Oh right! I forgot, there's one more yo-kai that wants to meet you!

If you chose Bony Spirits, you get:

Venocht- A humanoid yo-kai based off the eight headed serpent Orochi. Extremely serious, stern and stoic, Venocht is a fighter through and through, and doesn't make friends easily. However he is also extremely honorable and would never break the few bonds he's forged, and it seems he has taken a liking to you specifically. Venocht is a Slippery yo-kai of the lightning attribute, classified as an elite which rightfully grants him S-rank. He tends to keep to himself and never gets involved in any tomfoolery of any kind, but he is a very capable fighter, and his scarf resembles the eight heads of Orochi, which are controlled by his will. Should you have the means to empower him with light, he will gain the ability to turn into Illuminoct without the harmful consequences that come with it.

If you chose Fleshy Souls, you get:

Kyubi- A fox yo-kai based off of the Kyubi No Kitsune, or Nine Tailed Fox. As fitting to the legend, Kyubi is a Mysterious yo-kai with the fire attribute. While still honorable to those he considers friends, Kyubi tends to have a... mild superiority complex, let's call it. As an elite yo-kai, Kyubi is a respectful S-rank just like Venocht, but unlike Venocht, he tends to be very charismatic towards females, easily infatuating them and gaining heart orbs, though the purpose of collecting them is unknown (there are females who are immune to this charm, and if you're a female yourself you obviously have this immunity). He also has the capability of the "Shapeshifting" power, which is used to blend in with human society and charm more females. Should you have the means to empower him with

darkness, he will gain the ability to transform into Darkyubi without the harmful consequences that come with it.

So you got yourself four new yo-kai friends, I'd say that's a win for us! Oh yeah, there's still the issue about your build, well guess i'll have to get back to-

Attention, the Jumpchain Service Provider is now back online. We are now rerouting your builds back to you. Apologies for the inconvenience, and thank you for participating in Jumpchain.

Or not. Well, you got four new yo-kai friends and your build back! Good work buddy!

Well, you reached the end, all drawbacks are revoked, now it's time to make the choice again.

I'm home! - It's been fun, but now it's time to head back to non-spirit earth. You end the chain and take everything you got with you.

I've decided to live here! - I guess this is a nice place to unpack. Alright, you stay in the yo-kai world with everything you got during the chain.

Goodbye, yo-kai friends. - It's been fun, but your adventure isn't over yet. Pack your stuff and i'll send you on your way.

Notes

-Purchasing "Collector's Catch" Makes it so that there will be people in future jumps who are willing to take your bugs and fish in exchange for lottery tickets that can get you prizes.

-If you try to take the dark yo-kai watch for yourself, JC will cut off your arms.

-If you want to befriend Venoct or Kyubi without Psychic Specters, you very well can, but it's going to be a lot easier said than done. Venoct and Kyubi are extraordinarily rare yo-kai, and even if you manage to find them, gaining their trust will be something else entirely. They might ask you to do something for them, or fight you, or a number of other possibilities, and Illuminoct and Darkyubi will be out of the question entirely. They simply don't have the same power without the psychic specter. Alternatively, should you manage to befriend them before Psychic Specters, you may instead choose to grant them their respective form capability instead of replacing them, although the Bony Spirits Fleshy Souls choice still applies.

- "Light of Life, Dark Descent" Gives you only the knowhow of how to empower yo-kai specifically. While I'm not saying you can't do it on other spirits or possibly even mortals if you're that risky, you simply won't have any knowledge on what could happen. Unless of course you want to try it and find out.

- "Can I use Light of Life, Dark Descent on myself?" If you're a yo-kai, you'll still suffer the same effects as a yo-kai that isn't Venoct or Kyubi, and if you're not a yo-kai, well, don't blame me for what happens.

- Postjump you can decide whether or not yo-kai will be visible in other universes you visit.

- With "mortal Medals" 40WP purchase, you have to have befriended an entity in the past to have their medal, legitimately befriending them. Like without mind control or emotional manipulation powers or anything. Perks that make it easier to make friends are still fairgame. And also, friends with reality warping powers won't be able to use them unless they're in their specific universe (think the Marvel Infinity Stones).

- postjump you can decide whether or not you want yo-kai to be visible to everyone else or not, if you've taken yo-kai with you of course.