

Studio Ghibli - Nausicaa of the Valley of the Wind

The Seven Days of Fire ravaged the world, destroying the ancient industrialized civilizations and with them, the world. After this came the Sea of Corruption, a vast poisonous forest that constantly threatens the few remaining areas that are inhabitable by human life.

To the east of this Sea you can find Torumekia, a large empire formed of some of the remnants of the former Eftal Empire, ruled by a Vai Emperor that condones bloodshed, killing whoever he finds necessary to maintain his rule.

Northwest of Torumekia is the Periphery, a home of autonomous states that have sworn allegiance to Torumekia that must aid them if called to war.

To the south of the Sea are the Dorok Principalities, another large empire with a very different culture to that of Torumekia and the Periphery, speaking an entirely different language. It consists of 51 tribes inhabiting a total of 27 principalities and is ruled by their Holy Emperor, Namulith.

You begin this jump on the day Nausicaa mounts her expedition into the Sea of Corruption, where she finds the shell of an Ohmu.

Take 1000cp.

Location

You may roll 1d8 or pay 50cp to choose your starting location.

1 - The Valley of the Wind

A small country in the Periphery with a population of around 500. It's located on the edge of the Sea of Corruption but a constant clean wind from the Ocean of Salt protects the Valley from miasma and spores, keeping it safe. Due to this the wind is worshipped here, with the Valley leader's most important duty being to read and utilize the wind to protect their home.

2 - Pagase

An autonomous state in the Periphery located to the north of the Valley of the Wind. Their gunship 'Old Soldier' is the oldest ship in the Periphery, maintained by skilled mechanics.

3 - Tolas

The capital city of the Torumekian Empire. It is known as a 'parasite city', having been built on the still standing ruins of the ancient city of Tolas. Notable locations include the Vai Emperor's 'Palace in the Sky', home to the ruler of the Empire.

4 - Worm Handlers Enclave

A home of Worm Handlers located on the edge of the Sea of Corruption, in a volcano's caldera, built into the lava tubes. The Worm Handlers here have been paid by the Doroks to house a laboratory, the contents of which may lead to their downfall.

5 - Shuwa

A Holy City, the capital of the Dorok Principalities has a Council of Monks that actively purge what they consider to be Ancient Heresies, such as the belief that the Ohmu are sacred. It is rumored that somewhere within the city's walls is a Crypt containing ancient knowledge on 'controlling the wellsprings of life', whatever that means.

6 - Eftal Desert

A desert created by the Daikaisho 300 years ago, when the Kingdom of Eftal was wiped out because of the greed of the Arms Merchants that were attempting to capitalize on a civil war caused by an argument over the royal succession. The sun-bleached shells of long dead Ohmu can be found dotted around these lifeless sands.

7 - The Sea of Corruption

A random location within the Sea of Corruption, enjoy spending time in an ecological system born from the polluted wastelands created by civilizations long past. A decaying sea that only those wearing a Shohki Mask or an equivalent can hope to survive in.

8 - Free Pick

Lucky you, enjoy choosing your own arrival location.

Origins

Your age is $2d8+14$ and your gender is the same as it was in the previous jump. You may spend 50cp to change either of these.

Drop In (0cp)

You wake up in your starting location with nothing but the clothes on your back and whatever purchases you may have bought here either worn or in a bag that you were using as a pillow, depending on what type of item it was.

Valley Dweller (50cp)

You grew up in the Valley of the Wind, worshipping the Wind God that protects your country from the Miasma.

Worm Handler (50cp)

You grew up in an Enclave on the edge of the Sea of Corruption. Constantly looked down upon by others, either through willful ignorance or prejudice, you only found solace with the other Worm Handlers

Forest Person (50cp)

Your ancestors followed the Blue-Clad One into the Sea of Corruption 300 years ago. Since then they have adapted to life there, existing peacefully alongside the insects.

Perks

100 (Discount Drop In) - I Heard it on the Wind

When you travel to a new location rumours and local gossip quickly make their way to you, giving you an idea of what the area you are in is like and what events might be unfolding.

100 (Free Valley Dweller) - Green Thumb

You have talent when it comes to growing plants, with plants you've grown reaching maturity faster and producing larger quantities of fruit and seeds.

100 (Free Worm Handler) - Mercenary Appearance

People are more than happy to give you a job, regardless of who you've worked for in the past. It doesn't matter if you've fought against them previously, they will be more than happy to hire you to fight your previous employer.

100 (Free Forest Person) - Calm Presence

Creatures that you are around will feel calmer in your presence. They know they can't trust you fully but they will give you far more leeway than an ordinary stranger to them would receive.

300 (Discount Drop In) - Swordmaster

You are highly skilled in Florentine Combat, specifically the sword and dagger variant of it. With a couple years of training you could give Yupa a run for his money.

300 (Discount Valley Dweller) - Mehve Master

You can pilot planes and gliders with ease, knowing where the wind will take you and outmaneuvering most people you meet here.

300 (Discount Worm Handler) - Monster Hunter

You're skilled at killing and capturing creatures, especially insects. With a small squad allies you could capture an adult Ohmu.

300 (Discount Forest Person) - Toxic Wanderer

You are skilled at navigating and surviving within the Sea of Corruption, along with other types of forest and polluted environments.

600 (Discount Drop In) - Shadow that Guides

You are skilled enough in intrigue that you would be able to manipulate the rulings of an empire and suppress information within it. This also comes with psychic abilities, letting you read surface thoughts and communicate mentally with beings within 20m of you, astrally project your spirit within 20km and manipulate objects weighing up to a total of 20kg.

600 (Discount Valley Dweller) - Friend of the Innocent

You are highly charismatic, naturally causing people to view you as someone worth fighting for. Nature is also kind to you so long as you are willing to care for it, with creatures born in your presence imprinting on you, coming to view you as their parent or as someone they would be loyal to and defend with their lives.

600 (Discount Worm Handler) - Heedra

You no longer possess a human body, instead having traded it in for a new one with a greatly enhanced (in theory it should last for 500 years) lifespan. You are resilient but have no form of regeneration, and as long as your core is not damaged you will survive. You have great strength, enough to lift a ton, and three eyes forming a triangle, allowing you to see in multiple directions at once with your core being located behind the uppermost one. You also now look similar to a humanoid cactus.

600 (Discount Forest Person) - Purifier

Much like the Sea of Corruption, you extract all forms of pollution, whether poison, toxin, chemical or radiation from the world around you, taking it into yourself to slowly purify it. With an otherwise ordinary human body you could purify a space the size of a football field over the course of six months, with the speed of purification increasing as you become more used to pollutants.

Items

50 - Currency

25 Dorok Imperiums are now yours, high quality gold coins the size of a quarter and around three times as thick.

50 - Flight Suit

An durable outfit that will keep you warm at high altitudes, allowing you to fly around all the time without fear of getting exposure. Comes in a stylish blue or red.

50 - Monocular

A small telescope that easily fits into a pocket. It's magnification varies between 10x & 100x.

100 - Ceramic Armor

A set of ceramic scale mail that you can wear under a flight suit. It can shrug off conventional handheld munitions and melee combat involving standard metal weapons.

100 (Free Drop In) - Shohki Mask

A mask designed to protect the wearer from the Miasma in the Sea of Corruption. This one has been improved to not need the filtration system swapped out and can remove any airborne pollutants.

100 (Free Valley Dweller) - Long Rifle and Assorted Shells

A single-shot bolt action long rifle and a collection of 30 assorted shells. The shells available are standard, siren (produces a high-pitched sharp sound) and signal flare. The shells restock once per week.

100 (Free Worm Handler) - Mushi-Bue

Also known as a worm-flute or insect whistle. When run through the air it produces a tone that can calm insects.

100 (Free Forest Person) - Seed Stock

A set of cuttings, spores and seeds from common plants found with the Sea of Corruption, enough to grow your own garden of them.

200 (Discount Drop In) - Ohmu-shell Sword and Dagger

A paired set of sharp and resilient weapons that can cut through ceramic armor with ease.

200 (Discount Valley Dweller) - Glider

A glider that comes with a built-in engine that can provide an engine-assisted take-off and boosts in flight. It has weapon sheaths for a sword and a rifle next to the operator controls. The wings can fold up for storage.

200 (Discount Worm Handler) - Trained Slugworms

Eight slugs the size of small dogs that can be used as search hounds. This comes with a tapered cylindrical basket that you can attach to a belt to keep them in when they aren't being used.

200 (Discount Forest Person) - Forest Suit

A protective suit made from discarded insect carapace. It has self-contained breathing apparatus, functioning like a Shohki mask. This suit is roughly as strong as ceramic and does not hinder your movement despite its bulky appearance.

400 (Discount Drop In) - Immersion Tank

A tank sized for an adult human filled with a solution that preserves and restores organic matter to it's peak condition. Comes with a dial on the tank that can adjust the strength of the mixture, although this can lead to it being too strong for some materials.

400 (Discount Valley Dweller) - Valley Gunship

A large, two-seater armed combat plane. It can fly at speeds up to 900mph as well as land on and take off from water. In the bow there are two large-bore single-shot cannons, much like an over-under double barreled shotgun, with the caliber being enough to take out much larger airships. This Gunship has Ohmu-shell armor, allowing it to shrug off most incoming enemy fire, long past the breaking point of ceramic armor.

400 (Discount Worm Handler) - Weaponised Miasma

A small cryogenic pod containing spores that spread miasma strong enough to ignore the protective effects of most Shohki Masks and even kill insects. This attracts the insects like regular miasma does and makes the land it's released on unusable for around 10 years. Comes with a guide on how to produce more of it.

400 (Discount Forest Person) - Forest Tent

A semi-permeable, clear bubble tent that, when combined with a turbine, will filter out the Miasma and other pollutants to create a safe atmosphere regardless of external conditions. You can fit up to 10 people within and adjust its size at will.

1400 (Requires Seven Days Years of Fire Drawback) - God Warrior Egg

Your very own God Warrior, you just have to wait for roughly 5 years before it is able to hatch safely. When fully grown it will be almost a quarter of a kilometer tall and will have an operator's chair, controls, gun mounts and a space located in its torso that could be turned into an armory, genetics lab or even just a comfy room. Upon the eventual death of the egg or warrior, you find a new one forming within your warehouse over the course of a year. Should it successfully reach full maturity during this jump it will be treated as a companion, though on death it will revert back into it's egg form, waiting to hatch once more. You are immune to the 'poisonous light' this specific Warrior emits, so you don't die from radiation poisoning by being in it's presence.

Companions

100 - Companion Import

Import one of your companions with a free background and 400cp to spend on perks and items. This may be taken multiple times, costing 100cp per companion.

100 (Discount Valley Dweller) - An Intelligent Fox-squirrel (or Squirrel-fox)

A small, catlike animal with a bushy mane and tail. It is one of the rare few domesticated members of its' species, proving to be loyal to you until death. Should you become lost in your own world it will help you snap out of it, potentially saving your life. This one seems to be mutated and is resistant to radiation poisoning.

200 (Discount Drop In) - Mated Pair of Horseclaws

A pair large, two-legged flightless birds used as a mount for humans. They are very fast, able to keep pace with an Ohmu on flat land. Horseclaws mate for life, with reproduction occurring when one of the pair dies, as the surviving one will instinctively know this and lay an egg. They come with two sets of tough leggings to protect their legs, two oversized Shohki Masks and two saddles. They count as one companion.

300 - Canon Companion

Take a canon character with you on your journey, such as Nausicaa, Kushana or Yupa.

300 (Discount Worm Handler) - Capture Crew

A team of 5 other Worm Handlers that have the 100cp and 300cp perks from their Background. They count as one companion.

400 (Discount Forest Person) - Ohmu Larvae

A month old Ohmu that has imprinted onto you. It will be extremely loyal to you so long as you are kind to it, treating you as it would another Ohmu. Ohmu have a psychic hivemind with which certain sensitive persons may communicate. Their shed shells can be gathered and used to create strong weapons and armor.

Drawbacks (Two drawback Limit)

100 - Asthma

You don't need the miasma to harm you, should you inhale even the slightest hint of pollution you will weaken greatly, sending you into wracking coughs.

100 - Forgetful

Leaving things in 'safe' locations and then forgetting you've done so is very common for you, with things like realising you've lost your Shohki mask when you're flying over the Sea of Corruption being a regular event.

100 - Entomophobia

The thing you fear more than anything else is insects, should you encounter one in person you will freeze up in fear.

200 - Delectable

You look incredibly tasty to any insect, they'd love nothing more than to consume you.

200 - It's There in the Crest

Much like Kushana, you will find those supposed to be your allies plotting behind your back and turning against you. If someone has the opportunity to improve their own situation at your cost, they will take it. You're also missing your non-dominant arm, so there's that too.

200 - Destruction is Inevitable

You suffer from crippling depression and a case of severe pessimism. It's extremely hard for you to find motivation to do anything, even getting up to eat and drink seems pointless to you.

300 - A Holy Obsession

Namulith and his brother Miralupa have put aside their differences at long last, although the reason behind it is that they are both obsessed with you. The forces coming after you include Worm Handlers, Heedra, Psychic Monks and the full force of the armies of the Dorok Principalities, quite possibly the largest empire to currently exist.

300 - Daikaisho Bait

Daikaisho means 'Great Wave of the Sea'. That 'Great Wave' is actually a veritable tide of Ohmu, coming to destroy you. Over the last thousand years there have been three of these waves, wiping out empires with ease and spreading the Sea of Corruption vast distances upon the death of the Ohmu. You will be facing at least one per year.

800 (counts as two drawbacks) - Seven Days Years of Fire

You start your jump on what would have been the first of the Seven Days, although it's now Seven Years of constant destruction by God Warriors, giant beings that are essentially walking nukes with the sole purpose of destroying industrialized civilization. Therefore if you create enough pollution they might just decide you're worth a visit. This drawback also removes your access to your warehouse, removes any perks with capabilities beyond those that can be bought here and removes the availability of out of jump items. You can bring companions in without importing them as per usual, though they will be under the same restrictions as the ones you are under.