

BASILISK JUMPCHAIN V1.22

Intro

The year is 1613 and the Tokugawa Shogunate is near being torn apart by internal strife. By the will of the ruler of this land two clans who until recently had a non-aggression pact with each other after a 400 year feud will once again meet on the battlefield. The Iga Tsubagakure led by Ogen and the Kouga Manjidani led by Danjou. These twenty ninja, these twenty monsters fight for two sides in a war of succession. You have around a year before this happens and nine more to do whatever you want afterwards.

Enjoy 10 years in Feudal Japan.

Take this to get you started.

+1000cp

Roll your age 1d8+19 and keep your current gender or pay 100 CP to choose both.

Origins

Ronin/Samurai (drop in) – free

You are either a samurai with no master or one employed by a local lord. Either way you start in a small village with your items, any companions, and no memories but your own.

Ninja – free

Trained almost from birth to fight and die for causes you likely don't care about death will be a constant companion here. You will soon meet any companions when they visit your village and your items are in your room back home. If you aren't affiliated with either clan you start in a neutral village but will quickly be drawn into the conflict one way or another.

Clans

Iga Tsubagakure – Mortal enemy of the Kouga, have a deep seated hatred for the Kouga their mortal enemy.

Kouga Manjidani – mortal enemy of the Iga, act swiftly and you might get a place in the coming Deathmatch.

Nonaffiliated – a free ninja, not sure where you came from but damn if they didn't train you well!

Noble – free

You wake up in your nice comfy bed by yourself, you grew up in luxury but times are changing and the Shogunate is strained. Maybe you could do a better job? As with the rest everything you bought is nearby.

Perks

Ronin

Imperfect Warrior – 100 (free Ronin)

Warriors live and die by their skill in battle and at home, you are no different. For you to take to the field is to tell the opposing side that the reaper has come to exact his toll. You are a near master of the skills a samurai in this period of Japan would be expected to have. Swordsmanship, Archery, the works. You could hold your own against any regular warrior or a group if pressed, a shinobi worth their salt is an entirely different matter.

Light footed metal man – 200 (discount Ronin)

Most people don't expect a fully armored warrior to be able to charge at them at lightning speed (not literally). Boy wouldn't they hate to meet you! In addition to armor never slowing you down again you gain a noticeable increase in agility and speed while wearing full armor. There is also a decent chance that seeing such a sight will unnerve veteran troops who know you shouldn't move that fast or outright panic from militia and poorly trained or particularly weak willed individuals in combat. This works for any heavy armor that covers most if not the entire body.

Just a Dirt Farmer – 200 (discount Ronin)

When in Japan or any place with a lot of death really sometimes it's best to lay low and let the storm blow over. With this perk you know just how to do that and then some. As a bonus as long as you look like you are doing menial labor such as farming, stacking boxes or even sweeping, people will tend to ignore your presence and not be suspicious of you.

Horseman – 400 (discount Ronin)

Samurai are not just foot infantry, oh no, no, no. they are Cavalry as well and with this perk it shows. To start you gain an understanding on care of most regular mounts found on earth. Secondly your skill with mounted ranged combat skyrockets giving you superhuman levels of accuracy. Third and finally any mount you possess you may now have a deeper bond with almost becoming one when you ride together.

Not exactly Miyamoto Musashi – 400 (Discount Ronin)

While you won't be the next grand strategist in the land you can make convincing knockoff!

With this you're tactical and strategic planning are boosted to very high levels. Enough so that you could probably outmaneuver and beat any competent general barring odd circumstances or random events that throws all plans into the shitter.

Ninja slayer – 600 (discount Ronin)

The warriors in the shadows are monsters, only fit to be cut down by the likes of you. With this perk you become extremely difficult to surprise in combat and instinctively know when someone is about to ambush you either literally or figuratively. Similarly you have an easier time dodging any attacks with supernatural components to them denying the enemy their easy kill. If they want you dead they will have to do it mano a mano.

Killed a man with a boat paddle – 600 (discount Ronin)

Your usage of melee weapons comes as easy as breathing to you. You could fight a master swordsman with nothing but a boat paddle carved into a wooden sword and slay him in single combat. Likewise any vaguely stick shaped object can be used as such. Do note that the more individuals you are fighting the less effective this is, you are a dueling kind of person after all.

Ninja

Ninja Training – 100 (free ninja)

Subterfuge, assassination, seduction. These things you have been trained in to use for the good of your village or yourself. You gain high level of skill with two weapons on par with the most skilled weapon users of that type among the Iga and the Kouga. Cannot choose special weapons unique to a person like the Kokujou.

Poison Master – 200 (discount Ninja)

Poisons are the bread and butter of assassins, to you they are a golden egg. You are very skilled with concocting various substances that are not healthy for a human to ingest. As in if they get nicked with an arrow or drink that from that cup the servant handed them they will be dead within short order. As a bonus you are naturally immune to the poisons you create to avoid an embarrassing death. Drugs or other foreign contaminants that you do not want in your system will rarely find purchase and be purged in one way or another. Stout enough poisons and contaminants will hurt or even kill you if you rely only on this. Weaker poisons or effects are effectively rendered null.

Trap Master – 200 (discount Ninja)

There's a trap, and there's a trap! Oh look another trap! You instinctively know the best places to put traps and the best way to improve existing traps to perform a specific job. That is in addition to training or knowledge on traps then even the basic ninja skills covers. Truly you would be a terror if left to your own devices on the eve of a fight you intend to participate in.

Trump Jumper – 400 (discount Ninja)

Your enemies really do talk too much don't they? Will they ever shut up with their jabbering about honor and the super-secret forbidden technique passed down for generations? Your enemies will tend to be overconfident and leave openings in their defenses large enough to capitalize on and have an easier time killing them.

Mad ninja skills – 400 (discount Ninja)

Some ninja are defined by their supernatural enhancement or special technique. You might to but when the cards are down and the fat lady sings you know that your steel will see you through. Small weapons in addition to any melee weapons you know how to use become supernaturally deadly in your hands. Pierce through a man in full plate armor with your kunai, cleave a man's sword in twain and him with it in a single swing, deflect bullets from the guy that just shot at you, and bury senbon deep in rock with a precise throw. All of these thing and more are within your grasp.

Not Even a Shadow – 600 (discount Ninja)

You are sneaky with a capital *S* and it shows, rather it doesn't, not if you can help it anyway. Someone might even mistake your stealth skills with a secret technique and they would be wrong. With this perk you could probably infiltrate into a ninja compound wearing obnoxiously bright clothing and not a soul will detect you. This does not affect supernatural detectors or being stupid about it. If you get shot walking up the castle gate expecting not to be seen in broad daylight while blasting country rock that's your fault.

Monster – 600 (discount Ninja)

Ninja aren't human by the standards of these mortal men cooped up in their castles, least of all you. Your body is a terrifying weapon honed through years of torturous training and sheer determination. You can leap farther, run faster, and fight longer than any similar fighter here. You learn skills related to the path of the ninja slightly faster then you would without this perk.

Noble

Proper – 100 (free Noble)

An individual of your station is expected to remain courteous and amicable no matter the situation. As such you can keep your cool even when someone steps on your prized thingamabob right up until you flay them alive. Even better, you pick up on local customs quickly and will never embarrass yourself in a formal event unless you want to.

Persuasive – 200 (discount noble)

Those peasants and whining nobles never stop do they? Luckily you very persuasive. Those who are at least neutral or like you more will be more receptive to your words and will agree with you if you try and convince them of something. Those that dislike you or outright hate you will not be affected much but given time they *might* come around.

Backroom politics – 200 (discount noble)

Cunning as a fox they say, well you are smarter than a fox. You can cut deals and plot and plan with the best of them and have the stomach to match the job. You also will instinctively know if someone will backstab you as part of a deal, you won't know exactly but your gut feeling will get you fairly close to the would be traitor.

To me!/Honor Guard – 400 (discount noble)

This is a dual perk function perk.

You find it very easy to find and maintain a loyal retinue of guards who would follow you into even the underworld and out again. As long as you live no one within the ranks of your personal guard will betray you either intentionally or unintentionally.

At any time this perk will function to summon 10 warriors with the perks “Sword without/with a master”, “Light footed metal man” “Horseman” and “Ninja Slayer” to your side. They are all equipped with a Mount fitting to the setting (if there are no mounts they default to a horse), reasonably high quality weapons/armor for the setting, and the capability to improve. They cannot be summoned again until one is dead thus keeping their number at 10.

Administrative Master – 400 (discount noble)

Emperors would kill to have your expertise in organization and governing. You could probably run several businesses all the while chasing geishas and blowing all your money on sake and you would still see noticeable bouts of income.

Could be Shogun – 600 (discount noble)

You have an almost unnatural radiance and could be mistaken for the spawn of Amaterasu herself. In addition to a massive charisma boost it's also almost as easy as blinking to find allies who would want to see you on a throne in the of wherever your 'home' capital is. You are also

supremely skilled with one weapon of this earth, like a katana or something else. Getting positive attention is almost a given.

Divine Will – 600 (discount noble)

You will not bend or break for anyone, not the Tokugawa, not the Ninja, and especially your enemies. Your willpower is boosted beyond superhuman levels and similarly you are almost if not immune to the fabled Doujutsu of the Iga and Kouga. Let them tremble before your celestial being. This lets you no sell almost any mind compulsion or manipulation barring godlike influence.

Supernatural Abilities

Canon Technique/Bloodline (discount varies)

By default any canon disfigurements are not present on you nor apply unless you take the ‘affliction’ drawback.

Spiritual animal connection – free

Pick one animal from Japan to form a deep spiritual bond with. It counts as a pet, is smarter than others of its breed, can take simple orders, and is absolutely loyal to you. Regenerates if killed.

Iga Based – (all discounted Iga)

Regenerative Symbiote – 600

The power of Tenzen. This symbiote is the spirit of an individual bonded to your body somewhere like your ears (you can choose where) that will ‘eat’ any wounds you have. It will only eat the wounds when no one is watching and will only work when you are hibernating in a ‘death like’ trance. As long as your body is mostly intact you can regenerate even from a decapitation without it counting as a chain loss. If your body is too damaged such as being ground down, disintegrated or the symbiotes powers suppressed by something like mystic eyes the healing fails. The effects are great enough to where it keeps you from aging as well.

Kamaitachi – 500

The power of Koshirou Chikuma. With this you can create miniature vacuum whirlwinds that will tear any normal man into tiny bitty pieces. Might be able to create new effects if you experiment a bit.

Dissolve – 500

This is the power of Jingorou Amayo. Are you sure about this? Because by taking this you can dissolve yourself into a semi liquid state and sneak just about anywhere or into someone’s throat

and choke them to death. You can turn back to normal by getting into a tub of water or something similar. Word of warning: don't try to go swimming in the ocean, you *will* die.

Hair Manipulation – 500

You have the power of Nenki Mino. Any hair you have (even nose hair) can now be used like an extension of yourself. You can hold weapons, strangle people, impale people on your mustache and even swing from trees with said mustache. Your hair is about as 'strong' as yourself.

Elastic Body – 400

You have acquired the ability of Rousai Azuki and his elastic body. You can stretch your limbs to unnatural lengths and not be horribly crippled afterward. Try not to knot yourself.

Blood Projection – 400

The power of Akeginu. You can excrete blood from parts of your body that are exposed and create various effects like mist, clothing made of blood or even weapons if you have the concentration or will for it. Watch the blood loss.

Kokujou - 200

One way or another you have been taught how to masterfully use 'black ropes' the signature weapon of Yashamaru. These 'wires' are actually the hair of women specially treated to be as strong as steel and now you know how to make them. Maybe you could make other weapons like it given a bit of time with different materials? Weapon sold separately.

Summon Animal – 200

This was Hotarubi's shtick. Pick one animal that was not extinct as of 1613. You can now summon those animals to your aid whenever you wish. A swarm of insects, a few wolves, or a single large animal like a Gorilla or Elephant. It doesn't *have* to be from Japan but it might blend in better.

Kouga based – (all discount Kouga)

Poison Breath – 600

Unlike Kagerou you don't need to be sexually aroused to use this nor will you lose the ability if you have children. This ability allows you to kill most people in a few seconds of exposure with the poison or immediately if you get it inside them somehow like a kiss.

Skinchanging – 600

The power of Saemon Kisaragi. By making a clay mold of someone's face either by killing them and mashing their face into the mold or whatever method you prefer you can assume their form when placing the mold to your face. This effect is cosmetic only and will not fool supernatural entities. With a bit of practice and maybe some advice from Saemon you can also mimic others voices to with concentration.

Phase through object – 600

The signature ability of the muscle clad Gyoubu Kasumi. With this you can phase through objects and attack from just about anywhere. There are some limitations however.

1. You can't take any equipment with you, if you are wearing armor it doesn't work. Same for weapons, can't take them with you.
2. Damage to objects you are phased with are transferred to you.
3. The surface area of the object must be as big or bigger than yourself to phase with in addition other surfaces must be as large if you want to transfer to them.

Blood absorption – 400

Like Okoi you can absorb an opponent's blood the more skin contact you have with them turning them into a dried up husk. To do it again you must excrete the blood or vomit it up.

Not so Spiderman – 400

An oddity really. This is the power of Shougen Kazamachi which grants spider like traits including wall climbing and spitting a highly durable sticky substance from your body. You could bind even a ninja with this.

Rubber Body- 400

If you ever wanted to be a living body and very bouncy this is for you. Your body is like Jousuke Udon in that you can inflate yourself to bounce around and absorb most attacks because of your rubber like composition.

Doujutsu – Eye Techniques

Mystic Eyes – 1000

Ah yes the Mystic Eyes. Normally only belonging to Oboro of the Iga clan. They have the ability to undo any technique found amongst ninja. Similarly this ability will extend to most magical things such as spells, Ninjutsu, illusion techniques, and other active or passive effects that would not occur naturally in the normal world. In jump you cannot turn your eyes on or off and they function at all times to undo techniques no matter the origin. Your powers both in and out of jump are not affected. With some training ranging in perhaps years you can effect specific targets in your vision and not everything in sight.

Gennosuke's Doujutsu – 1000

Gennosuke's eyes are similar broken in that when activated those within the user's cone of vision will have any killing intent redirected back at themselves. Those who attack you that don't have either the training or willpower to resist will commit suicide with their own attacks. Those who can resist will most of the time be grievously wounded depending on what they attempted to end you with.

Items

Ryo – 50 (free noble)

Ryo, enough to buy a dirt farmers village or equate to a small fortune.

Nobles get x5 free

Farming Equipment and the peasants attached to it – 50 (free Noble)

You've got some farm land and peasants to work said farms. This will provide you with a respectable income and post jump you will always own a similar amount of land with the inhabitants will have the job closest to farming.

Horse – 50 (free Ronin)

You've got a healthy horse of your preferred appearance that is very hard to spook and the means to care for it. Resurrects if killed.

Standard weapon set – 50 (free Ronin)

Pick any 3 standard melee weapons in feudal japan, one ranged, and one 'exotic' weapon. You get these as a set of decent quality cache of weapons at your starting location.

Ninja gear – 100 (free ninja)

You get several free outfits of the same tailored to your combat style, several containers filled with Kunai, Shuriken, Senbon and a few high quality spares of the weapons you specialize in. Post jump these will appear in your warehouse and regenerate when you take from them one every 24 hours

High Quality Weapon Set – 100 (discount Ronin)

A Ronin can only do so much with average weapons. These weapons are for warrior's who intend to fight monsters, high enough quality to resist all but the harshest punishment like tossing them in lava. Otherwise they won't dull nor break.

Bullet Resistant Armor – 100 (discount Ronin, Noble)

This imposing set of samurai armor is highly resistant to most damage, even ninja would be hard pressed to pierce the armored plating. Comes in a style and color of your choosing.

Boat Paddle – 100

It's a boat paddle whittled down into a bokken. It's also indestructible. Not sure where it came from...

Master Forged Weapon – 200 (discount noble)

This is a weapon of legend, such quality, such power will bring this newly crafted blade to legendary heights. It can cut through most things, it will never rust, never dull, and can't be destroyed. Defaults to a Katana, jumper can pick something different if they like.

Worktable – 200 (discount Ninja)

Every artisan has a workspace for their creations, this is yours. This table lets you make poisons with the tools included. Post jump any poisons you make will regenerate in vials in a built in cabinet attached to the worktable.

Black Rope – 200

These are the hairs of women specially treated with oils to be as strong as steel. With enough skill you could cut men in half with these or demolish boulders.

Ship – 200 (discount Ronin)

Somehow you've got your mitts on a Red Seal Ship, the Japanese equivalent to a Galleon. You can sail the seven seas, become a pirate, trader, or open a bar on it or something and derp around in a port. Comes with a crew, deed of ownership and follows you through jumps. The crew cannot leave the ship unless they are active companions. Regenerates if destroyed.

Safe house – 200 (discount Ninja)

A paranoid and prepared ninja lives longer than others. This item shows, in all jumps starting in this one and others you gain a network of small well-hidden safe houses and a map to them. Each safe house has the items currency of whatever jump you are in comparable to a small fortune and "Ninja gear" inside. Enough to survive at least...

Feudal Home – 200 (discount Noble)

You get a stout high class Japanese style home about the size of a snow globe. Place the little house down where you want it and when you are satisfied it will expand into a full structure and keeps itself in good condition.

Jumper Inn – 400 (Discount Ronin)

You've got an inn of whatever style you want. If you want an inn run by French maids poof now you do, if you want cat girls that is also doable. No one will think this is strange and the inn will always see decent business even if you go gallivanting off to Mordor or something. You can even put off duty companions to work as employees but they can't leave the premises and must stay within sight of the building otherwise they will be transported back to the entrance safe and sound. The Inn will follow you through jumps and you designate where it appears, you can even merge it with existing structures.

Village hidden in the Jumpchain – 400 (discount Ninja)

It's a rock, not just any rock but a NINJA ROCK! Bury this rock and in a few weeks a hidden village will pop up in the location of where you buried it. This hidden village will use the natural terrain to its advantage and make as many mazes and misdirections as possible to throw off would be invaders. Only those you deem worthy or those who genuinely want to join you will find the village. That's when the fun starts. You can now designate several or all active companions as teachers who if willing will train any perspective village members for a few years (1-3 depending on the training) to be your loyal soldiers. Good if you want a bunch of ninja at your command.

Castle of Jumper – 400 (discount Noble)

Every perspective warlord needs a fortress from which to get away from the action. Here you will find that peace. The castle itself will be a classic feudal Japanese make and almost impenetrable even to the most brazen attackers that come with equipment up to the 19th century. As a bonus the place is guarded by stone samurai that regenerate if destroyed. The castle will unpack itself where you want post jump and can be redeployed in another location or as a warehouse addon.

Seven Days of Darkness Potion – 600 (discount Iga)

This potion is capable of sealing any biological eye similar to a human. With this you could shut down any Doujutsu user or other eye empowered individual by hitting them in the eye with the liquid. Comes with instructions on how to make more.

Companions

Aside from Canon Companion which you may purchase for as much CP as want to spend you may purchase the others ONCE.

The Help – 200

Import or create up to 8 companions into the different origins with 400 CP to spend. Pay an extra 200cp to increase their usable CP to 800.

Wicked and Witty – 200 (discount Ronin)

You've caught the eye of a high class member of society. Maybe they like you, maybe they think they can gain something from you. Whatever the case they are of your preferred gender, appearance, and personality and have 800cp to spend on abilities and items reflecting their ability with the other big names in the area. By default they are loyal and friendly to you.

Clan Starter Pack – 200 (discount Ninja)

On your journey a ninja of your preferred gender, appearance and personality will join you in your journey with 800cp to spend on abilities and items to reflect their potential to build a ninja clan with you. For an extra 300 cp (no discount) the number on ninja who join you is boosted by an extra 3 ninja will join you with a similar goal.

Jumper and the Samurai – 200 (Discount Noble)

Very soon after you arrive you meet several skilled individuals that seem absolutely taken with you. These seven individuals of your preferred Gender, Appearance, and personality will lay down their lives for you and are loyal to a fault. While not the most powerful warriors in the land they are no slouches either. They get 400cp to spend on their background and items. Counts as one companion.

Canon Companion – 200 (discount same faction)

You will have a fated meeting with a canon character of your choice a few months into the jump. No matter what they might have been before this meeting they will immediately take immense interest in you and seek your friendship or even affection should you wish. While their loyalty is foremost to their faction and fellows to start something will occur to propel them in your direction and seek you out their full loyalty coming with it. It does not necessarily mean they were cast out of their faction but no matter what circumstances will wind up in a way where they can accompany you without a hitch. Unless you treat them beyond horribly they will be loyal to you to the bitter end. Pay an extra 400cp to recruit either Gennosuke or Oboro to reflect their potential power.

You may take as many drawbacks as you like but will only receive up to + 1000 CP.

Drawbacks

Affliction + 100

Something about you has gone wrong, while here your body has mutated for the worse. If you bought an ability like Dissolve or Poison breath you are now under their full effects and

drawbacks. If you haven't then your body is now very frail and can't keep up with even average combatants. I hope you like delegating jobs.

FREAKIN' NINJA! + 100

Something about you is just... odd. No matter where you go in your ten years here you will always seem to encounter shinobi or spies if you leave Japan even in the oddest of places. That teahouse owner? Ninja. The nice old lady who watches your pet of doom? Ninja. Bob from accounting? Count on it. They will never be inherently hostile, but they are always doing something that will end up involving you and when it happens the problem won't go away until you solve it. Then after a few weeks another ninja will inevitably show up to start the cycle again.

Sneaky, sneaky + 100

You aren't very stealthy, in fact it is truthful to say you are the worst person at stealth in all of Japan. As in Epileptic Rabies bull in a china shop stealthy.

Unfortunate casualties + 100

What bloodsport isn't complete without unfortunate souls to suffer for it? Beyond what they already do anyway. Wherever you go any time you are involved in a fight where someone wants the other to die (like yourself) no matter how careful you are or your attempts to be as non-lethal as possible you will end up killing someone in your attempt to subdue them. Even if it's just the poor fisherman who just so happened to be relaxing after a hard day's work, someone will die when you get into a fight. I hope you brought gloves and feelings hard as a rock or something because this is going to be a messy ten years.

Oh look another tragedy romance... + 200

The good news: You have a new gorgeous waifu or husbando that adores you, is of a personality that meshes well with yours, a great homemaker or fighter if that is part of their background and is of either a powerful bloodline or nobility. The bad news: wherever they are from absolutely hates whatever faction or group your are affiliated with or just doesn't like you personally. While you can negotiate or placate these hostile people there are elements that will seek to undo your work at every turn. Should you leave the situation alone it will quickly spiral out of control that will put you in a situation where the death of both of you and your new significant other are almost a certainty assuming you have just in jump abilities or aren't a hellfire spewing mechanical soul metal supersonic evil overlord kaiju or something. At the end of the jump if they are still alive you may take them on as a companion.

Old Fart Hanzo + 200

You have large highly unattractive growth on your throat that you can't get rid of. If cut off it will grow back.

Compulsive gloating + 200

You just can't help it. In combat you will intentionally go into monologues about your skills and people will take advantage of it.

Jumper looked into the Basilisks eyes... + 300

Oh boy you did it now haven't you? Instead of fighting each other the Kouga and Iga have all ten of their best fighters each arrayed against you to decide who succeeds the ruler of the land. They will not stop until either you, or they are dead. (cannot take canon companion)

...and the Basilisk stared back. + 300 (requires Jumper looked into the Basilisks eyes...)

In addition to fighting all 20 ninja your powers are now locked for the duration of the jump only having access to what you bought here.

Succession Wars + 600

Your powers are locked and your warehouse is sealed being stuck with your bodymod. You are inserted into the body of either Tokugawa Iemitsu or Tokugawa Tadanaga. Any items will still be around but instead of being skilled with the abilities you purchased immediately you will be trained by instructors. That is aside from whatever you picked up without perks by training or whatever you had before your chain. If you had assistance in learning skills with perks these skills remain but are diminished to their most basic level, they can not be supernatural in nature like magic. Do not expect this existence to be peaceful as assassins will strike from time to time or other calamities like someone trying to poison you.

The end.

So you survived 10 years here? Good, good. All drawbacks are revoked, and memory locks or power restrictions have been lifted.

Now you have three choices:

Go Home: Ninja, Samurai, squabbling nobles, it has been all too much and you are tired of it. Take everything you acquired and any willing companions with you to your home reality.

Stay: Sometime somewhere this place grew on you. Maybe you became emperor and want to be treated as a god. Maybe you just want to be a ninja, whatever the reason you are stuck here for eternity. Have fun~

Next Jump: While this world was interesting it wasn't enough. Venture forward brave jumper into the next world!

Notes

On 'Lightly Armored Metal Man'

Power armor is the most you could get away with unless the giant robot fits around you as full body armor would, then it would function. Like if you are the size of Godzilla and put on armor then the boost counts, if you are in something like a Gundam it doesn't count.

On 'just a dirt farmer'

It's not infallible so much as people not generally caring what a bunch of workers are doing unless the authorities or criminals are looking specifically for you. If you are actively being hunted by the law or anyone for that matter it won't work to well by being in plain sight.

On 'Monster'

Yes this means Ninjutsu and any other jutsu ya got. If you go to Naruto with this perk you will likely be learning different jutsu quicker of whatever learnable type. You aren't going to learn and master forbidden techniques by glancing at them but you will be able to shave off the time it takes by about a fourth or a half if you push very hard... Same for Assassins creed or any other jump that lets you get into the assassin trade.

On 'To me!'

Yes this loyalty only works for your personal bodyguards or anyone who is your family, or considered family. Regular guards remain unaffected. You define who is a 'personal' guard but can't define everyone as one otherwise the perk will cease to function. You can only chose those who agree to guard you and are loyal to begin with (anything sentient so robots, and monsters are fair game. Non-sapient pets are not). It would be best to use some sort of ceremony or initiation to make the perk stick. I recommend at most 100 individuals. Companions may be counted as guards but with no limit.

On 'Honor Guard'

At smallest the mount should fit one person and be operable by one person. It can be larger but it must only ever take one person to use the mount to its fullest. So if you brought them to gundam they might get a gundam or Mobile Armor. Depends on what is considered 'suitable' for the setting. It's only for that setting though since the mount is bound to them and changes per jump basis.

On 'Divine Will'

You could probably fight off divine levels of mind control and are practically immune to mortal illusions barring very rare abilities. If you go into a pantheons home filled with mind raping gods don't expect to come out in one piece.

Basically if a mortal has godlike mind control or another being of similar power like an actual god has mind control you're in trouble. Anyone else won't be getting anything out of you. If you for example took the Naruto jump you wouldn't be effected by Genjutsu or Tsukuyomi but the uber eternal Tsukuyomi would still have a chance of getting you.

On 'Spiritual Animal Connection'

If you want a tentacle monster or a minor weak Youkai knock yourself out. As long as the creature isn't divinity or fairly powerful it shouldn't be a problem. Basilisk has spirits in it anyway.

On 'Mystic Eyes' and 'Gennosuke's Eyes'

The most important thing is you must see them with your normal MK1 eyeballs for these to work or whatever your current equivalent to eyes are on your true body.

If your enemy starts flinging fire balls expect them to fizzle out. These eyes won't stop anyone with high levels of power like Gods, near godlike mortals and other similar beings. Nerfs to enemies can take the form of slowed down powers, weaker power, or some other debilitation to their extraordinary powers.

Just to stress it works on ACTIVE powers and PASSIVE.

Gennosuke's Eyes only work on those intend to do you extreme bodily harm or flat out kill you. Period. If they just want to bonk you on the head either out of annoyance or in a playful manner the eyes won't trigger. As with mystic eyes high level enemies (like gods, very powerful spirits, etc.) or people immune to Genjutsu/mind techniques will not be affected by the eyes.

On 'Jumper Inn'

Regular inn staff can go out and about in the area the inn (about 5 square miles or roaming room) is but cannot learn supernatural abilities beyond what is possible for a human in Basilisk. They

will primarily stick around the inn and won't feel very comfortable going too far away from it. If killed they respawn after a week.

On 'Castle of Jumper'

The stone Samurai have the perks up to 'Ninja Slayer' in the Ronin perk list. No they cannot leave the Castle unless you make them a Companion somehow. If they move a few dozen meters from the castle perimeter they turn to ash and fall apart.

On 'Jumper and the samurai'

If you import them into an origin they all come as one. They are made with the intention of being a very tight knit cohesive unit that works best together. If you grant them a perk from an import they all get it but slightly diminished as it is spread through their ranks as to make it universally effective for themselves. Results may vary.

Also thanks to those who fixed my shit formatting.

Changelog v1.2

Changed the pricing of the techniques/bloodlines upon suggestion.

Clarified the Doujutsu power

Clarified how the 'Samurai and the jumper' work

Fixed the 'safehouse' item

Fixed the 'Ship' item

Clarified 'Ninja slayer'

Changed the use of 'To Me!' to a dual perk.

Modified 'Monster' to be more learning based.

Clarified 'spiritual animal connection'

1.21

More clarifications based of further feedback.

Nerfed Monster

Slightly Nerfed Ninja Slayer

1.22

Added some drawbacks,

Revised succession wars to make it a little bit less suicidal

Lowered the cost of canon companions and added some bits and bobs to it

Lowered the cost of other companions

Replaced first drop-in perk hopefully this one looks better

Boosted regenerative symbiote, seriously shit was broke

Boosted Mystic eyes, made them less of a self crippling power

Increased the drawback point limit to 1000