



KASHIMIRO

story and Art by
Yuji Kaku



AYASHIMON

A Jumpchain CYOA by WitchAnon

1.0 - Original Edition

Story and Art by Yuji Kaku

"I do hereby challenge thee, man-to-man... to a battle of guts, a battle of souls!"

-The Ayashimon Ritual Duel

Maruo Kaido's the most feared guy in town. He can throw cars. No thug wants a piece of him. And he's beat up an entire school's worth of delinquents. He's also... pretty unsatisfied with life. He can't find a job or a hobby - no place will accept him, not even boxing or wrestling gyms. He's so strong that nobody can give him a challenging fight. See, Maruo's dream is to become the protagonist of a shonen manga. Obsessive training has given him incredible physical strength... but that strength is ill-suited for living normally.

Luckily for him, his dream's about to come true. While this world's Japanese society may look mundane on the surface, the criminal underworld is decidedly more supernatural. Namely, the Yakuza aren't human. They're Ayashimon. Yōkai. Monsters, supernatural creatures, the things that go bump in the night. The Enma Syndicate is the most powerful organization of Yakuza in the country's most populous region... and its chairman has recently passed away. The resulting power vacuum has resulted in fragmentation, infighting, and constant warfare between feuding gangs.

There are currently four dominant factions in the districts of Shinjuku and Kabukicho - the New Enma Syndicate, the Todoroki Alliance, the Ayakashi ☆ B-Stars, and the Kori Hotel Group. And now, there's a fifth. The chairman's illegitimate daughter, Urara, wishes to avenge his death, reclaim the family crest, and destroy her father's killer and the syndicate as well. Too bad she's on the run from the various ne'er-do-wells of the gang - but she's run into Maruo. And who better to recruit to her cause than the outlandishly strong manga freak she's ran into?

You'll appear in this world on the day of Chairman Kioh's funeral. Should things go unchanged, Urara will meet Maruo and begin her bid for power. These are for you:

+1000cp (Choice Points)

Location

Of course, you'll be starting in the heart of Japan - Tokyo. The capital and economic center of the country. Roll 1d6 to determine the part of town in which you begin. It's probably going to be somewhere in Tokyo's Shinjuku Ward, for that's the heart of this tale. You may otherwise pay 100 points to choose freely.

1. Kabuchiko

The famous entertainment and red-light district of Shinjuku. There's something for everyone here... but in truth, this world's Kabukicho is dominated by the Yakuza... but they're all supernatural creatures, yōkai, in disguise. It's full of glitz, glamor, and neon, and it's a pretty cool place to be. It's still super shady, though. Karaoke, gambling dens, host and hostess clubs, scam offices, the giant Godzilla head - you name it, they've got it.



2. Shinjuku Gyoen National Garden

While originally the private lands of a Daimyo, Shinjuku Gyoen is now a 144-acre garden open to the public. It's quite beautiful here. I suggest you go sightseeing. It's actually the one place the Tokyo Public Safety Bureau turns a blind eye to (it's under the jurisdiction of the Ministry of the Environment). That being said, its borders are protected by the yōkai Hashihime, and an incident with some undocumented entrants will result in the greenhouse's destruction.



3. Enma Syndicate Headquarters

This rather traditional building is the current lair of the New Enma Syndicate, headed by the apparent successor of Chairman Kioh - Doppo Akari. He's a rather ruthless boss who runs a tight ship, and is rapidly consolidating his grip on Shinjuku. Careful you don't get on his bad side, for the second chairman's a powerful Ayashimon who wields no small amount of influence. He's even got a way of turning other yōkai into grotesque, macabre art pieces...



4. Shinjuku Central Park and Route 04

The territory of another of Kabukicho's four great powers - the 2000-strong conglomeration of bikers, the Todoroki Alliance. Route 04's a popular spot for bikers, though that popularity has waned somewhat with the construction of the Tokyo Metropolitan Government Building. There's a lot of attractions to see here, greenery, and even a fountain that's a miniature version of Niagara Falls. It's very picturesque. There are a number of subway stations nearby. It also happens to be a hotspot for homeless encampments. Maybe you could learn from those folks?



5. Ayakashi B-Stars/Undine Club

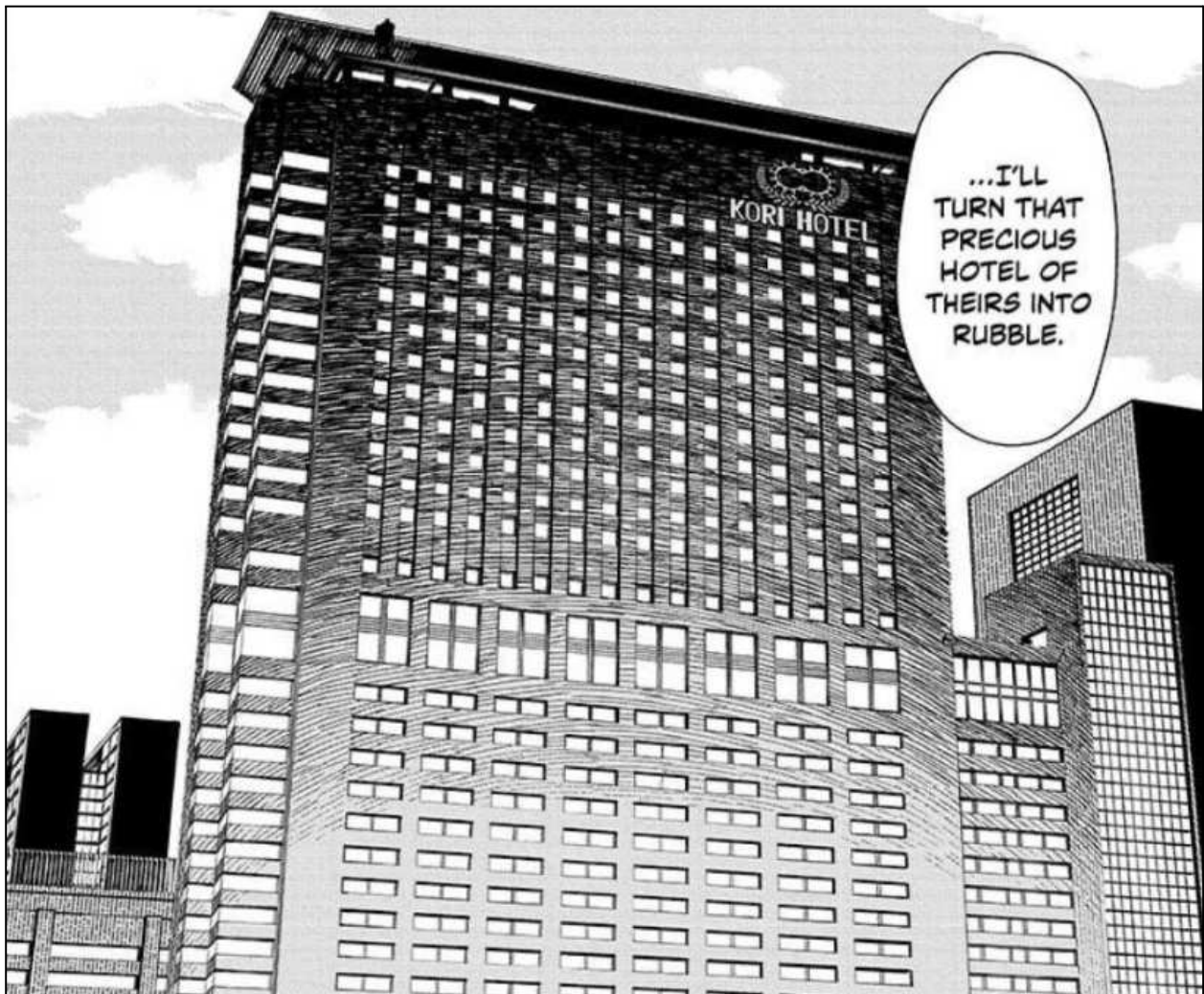
The third of the big four powers present in Kabukicho, located on Somei street. It's a real nice, real classy host club, led by a yōkai by the name of Rokurobi. It's full of pretty men. Sadly, there's not much else to say about the place, since the B-Stars are set to be destroyed by the Undine Club, subsidiaries of the New Enma Syndicate. They'll take the place over and make it a cabaret club, as their bosses will soon rule the entire area. Maybe you could give them a hand, because they're done for otherwise.



6. Kori Grand Hotel

One of the biggest and most luxurious hotels in town. Kori Hotels was founded at Kansai in 1877 and moved here in the 1920s, and the building is maintained by the venerable ancient Tanuki spirit, Gyobu-Danuki who ended the 100-year Kitsune-Tanuki feud, and all staff here belong to one of those two species. The management is quite pragmatic, money-driven, and

ruthless. They're planning to leave crime behind and go legitimate. Just don't ask what the building's *really* made of. It's not concrete and steel...¹



¹ Please disregard the speech bubble.

Race

What kind of being are you?

Human (free): The dominant lifeforms on Earth... or so we'd like to believe. You know. People. *Homo sapiens sapiens*. Intelligent, bipedal creatures descended from primates, found in every nation on Earth. Two legs, two arms, a head, a brain, and many organs besides. You know what this is. Certainly the most common sapient life, that's for sure. Material beings.

Ayashimon (Variable): An Ayashimon, quite simply, is yōkai - a strange, supernatural creature in Japanese folklore - that has taken physical form. Yōkai, in this world, are frightening ideas made real, spiritual beings given physical form from every little fear humans have. To properly manifest, a yōkai builds their body out of money. Ayashimon are immune to the flow of time, remaining hale and hearty whether it's been a year or a century.

However, that doesn't mean they're immortal. Ayashimon often require money to keep living (much like most people, if you think about it), but unlike people, this is a physical need. Their physical form can be destroyed, though this simply scatters their essence instead of killing them, as they reform once more after 99 years have passed. There still remain ways one can perish, though, or otherwise be permanently neutralized.

Now, with all of that out of the way, Ayashimon are as many and varied as the stars and the sky, appearing in all kinds of shapes and sizes. As such, the point cost of being on varies on the specific type of Ayashimon and its nature. Not all are created equal. It's worth noting, though, that all have ways of disguising themselves as mundane humans at first glance, and do so in order to blend into society...

With that being said, you are now among their number. Determine what kind of Ayashimon you are and pay the appropriate sum of points. Different kinds are grouped by price, with more powerful Ayashimon at a higher cost.

Custom (Variable): Do you feel like there's a yōkai you'd like to be that hasn't been included in the section? A water-dwelling kappa (though that might just be the head of the Undine Club - shame the manga got axed so early), perhaps, or a tengu? Well, feel free to be one such Ayashimon, and pay a proportional price to the yōkai's capabilities. This may not exceed the 600-point options in power.

100:

Amikiri『網切り』: Or perhaps Kamikiri. *Kiri*, as in to slash in the Japanese language. Your kind is a crustacean-like yōkai said to inconvenience humans by cutting their hair or fishing nets. In your true form, you're an insectoid humanoid with a pair of sharp blades for arms, able to slash your foes to pieces or leave large gouges in stone walls.

Hishaku Watari『柄杓』: A yōkai with the head of a traditional of a traditional Japanese ladle, a Hishaku, and a pair of eyes embedded inside. Not much else is known about it, unfortunately. Maybe you could carry water in your head like a kappa would?

Nobusuma『野衾』: You're a bat, man, and appear as a humanoid with the head of a bat or a flying squirrel - with the patagium (the special membrane) of the latter, allowing you to glide great distances in the air. It's actually debatable whether a Nobusuma is a bat or flying squirrel, but the manga says it's a bat...

Oboroguma『朧車』: A yōkai born from the anger of nobles with nowhere to park their carriages. It appears as an oxcart or a carriage with a hideous face, said to lurk in the Kyōto area. The telltale sound of squeaking wheels indicated its presence in the legends, though your wheels aren't noisy if you'd prefer them not to be. The yōkai equivalent of Christine, so to speak.

Onamazu『大鯰』: Long ago, the cause of earthquakes was once thought to be giant catfish living in subterranean caverns.² You are another such being, but likely without the ability to cause quakes - at least, that wasn't displayed in the manga. You *are*, however, a large humanoid fish, with all the benefits that might entail.

Onigama『鬼蝦蟇』: This yōkai is a giant, man-sized toad. As one, you can swallow people whole, breathe underwater, have moist, slimy skin, and most importantly: you possess a strong, prehensile tongue that can extend several yards and be launched at a target with enough force to send them flying.



Tenjo-Sagari『天井下』: More commonly known as a Tenjo-Kudari, this yōkai is said to pop down through ceilings to startle its unsuspecting victims. You have the ability to phase through anything that can be said to be a ceiling - be it somebody's roof, the floor of a high-rise skyscraper, or the ground above an underground subway station or mall. You can also cause other things to phase through a ceiling, which may come in handy...

Ungaikyō『雲外鏡』: Mirror, mirror, on the wall. Who's the fairest of them all? It's probably not you, because you're the mirror. An Ungaikyō is said to be a possessed mirror that can

² Fans of Jujutsu Kaisen may remember one such cursed spirit used by Kenjaku near the end of the Shibuya incident.

show whatever image it likes to anyone looking. You can do that... but your true yōjutsu is to scry on anything with great accuracy - locating people or things is a pinch for you.

200:

Amamehagi 『アマメハギ』: Otherwise known as the Namahage, the Amamehagi exists to scold and intimidate lazy people in the northern provinces, coming down from the mountains with hammers and chisels every new year. You're a blockheaded yōkai (your head is cubical) with the ability to summon such tools to fight with.

Inokuma Nyudo 『猪熊入道』: Once servant to the infamous Shuten Doji, this yōkai is strong, tough, and perpetually on fire. You otherwise look human in your yōkai form, or at least you would if you didn't have red skin and burning hair. You're naturally immune to your flames, and can bring the heat on any foes by breathing fire. Just avoid water.

Uwan 『うわん』: A rather gruesome-looking yōkai, the Uwan is a fearsome, black-toothed monster said to shout its own name as a warcry (a lot like a Pokémon). The tales say that one caused a newlywed couple no end of grief by keeping them up at night. You've got a keen sense of smell, able to track others. Your true form's something to behold - a barrel-chested, worm-like humanoid monster nearly twice the size of a man and with the strength to match.

Wanyudo 『輪入道』: A wheel yōkai, purportedly one of a cart with its own face... which is on fire. You, however, appear as humanoid as any other, albeit with a head that looks like a motorcycle helmet. Anything struck by your fists will start spinning at high speeds, the same way a wheel would. You could do it to someone's head... or the ground... or wherever.



400:

Hashihime Kijin『橋姫鬼神』: Similar to the Shinjuku border guard, you're a sort of ogre deity. You're a hulking monster with a demonic mask, made out of hardened wax that puts steel to shame. This option is easily the largest yōkai in the section, many times the size of a man. You have the physical power to kill someone in one punch or bring down buildings if you get serious, and you could even give the likes of Maruo a bit of a challenge in terms of strength.



Ittan Momen『一反木綿』: Hailing from Kagoshima, these cloth yōkai are said to constrict their victims and strangle them to death. Being made out of lightweight cloth has its benefits - you can reshape your body to an extent and use your cloth to stretch, grab or bind. Not to mention you're a hollow body with few vital points, so most blows won't do much unless they're to your head or core. But your greatest ability is your speed - you can move faster than a bullet train! Just mind that all this speed comes at the cost of durability, and water weighs you down...



Kitsune/Tanuki『狐/狸』: The famous fox spirits and racoon dogs of folklore. Like the tales say, you have the ability to shapeshift into a wide variety of forms, from the exact likenesses of other Ayashimon to common objects such as potted plants. In addition to this, tanuki... also have magic testicles that can transform as well. Their balls have turned into things indistinguishable from buildings or actual human beings.

Lastly, both have a forbidden technique: conceptual transformation, where they become a perfect clone of someone, powers and all... but remain in this form for too long, and you will experience identity death and truly become that person. Conceptual Transformation costs an additional 200 points to take, for 600 points total.



600:

Hitorima『火取り魔』: A fire-stealing Ayashimon, and one of the strongest kinds to exist. Ironically, your power is to produce and control cold flames that steal all the heat from everything, as well as ice. You don't just produce these flames, though. You're *made* of them. To try to strike you is to strike your flames, and you can simply reform afterwards. Lastly, you have a special attack that can be only used once - firing off a stream of inklike liquid to extinguish the life from anyone it hits, barring a miracle...



Oni『鬼』: The most infamous yōkai of them all. Chairman Kioh was one, and so is Urara. Contrary to expectations, your true form isn't some sort of great red ogre, but something more majestic. You turn into a majestic, six-eyed demon wolf, somewhere around the size of a semi truck. In this form, you are easily the strongest of all yōkai, and your speed is second to only the Ittan Momen. Incidentally, you can also use looped hair to magnify your vision.



Backgrounds

Who are you? What role do you play in this story?

Drop-In

You've appeared in this world with no memory or history. Do you like manga? Do you like fighting? Does the idea of being the new kid on the block and shaking up the power dynamics of Kabukicho sound appealing to you? If the answer to any of those is yes, this is the background for you. It's high time to live out your fantasies.

Heir

As the scion of a powerful mob family in the Kabukicho underworld, you've been raised with great power and great responsibility alike. Perhaps you're another illegitimate child of the late Chairman Kioh, a sibling of Urara's? Will you rise to inherit your sire's power and influence, or build something new, or destroy it all?

Yakuza

Forget being some stuck-up mafia princess. No, you've earned your stripes, made your bones, and climbed up the ladder with blood, sweat, tears. The blood might not be yours, though. You're a member of one of the many Ayashimons gangs that control Kabukicho. Maybe you're part of the Enma Syndicate or the Todoroki Alliance, or maybe you'd like to strike out on your own...

Unaffiliated

You aren't part of any of these mobs warring over Kabuchiko. No, you're part of a legitimate, legal organization, or at least part of a group that's trying to go legitimate and withdraw from its less-than-legal enterprises. It could be that you're a member of the government's Onmyo Bureau that watches over Kabukicho, or Kori Grand Hotels. Or maybe you're just homeless.

Perks

Perks are discounted by 50% to their respective origin. Discounted 100-point perks are free. General perks are undiscounted.

General

A Battle of Guts, A Battle of Souls (free here, 200 to keep): The ritual duel is almost sacred to the yōkai of Japan - a struggle where a barrier is set up, drums are played, and incantations are spoken. Each side agrees to fulfill a condition set by the other if they lose, which they are forced to honor. Those are “I do hereby challenge thee, man-to-man, to a battle of guts, a battle of souls!” This is widely used here, but by paying 200 points you may invoke the ritual duel in future worlds.

Firepuncher (400): Through strenuous training, you’ve developed the ability to strike at something’s very essence - its *sukshma sarira*, damaging the concept of it. At first glance, this allows you to hit things that’re both impossible and inadvisable to hit, like fire, and successfully punch them out - you could run into a burning building and put out the flames by beating it into submission with your fists, for example, or hit a being otherwise made of fire. In short, your physical blows can harm beings with rather esoteric defenses against them, such as elemental bodies, regeneration, or some sort of strange, soul-linked physiology. Lastly, speaking of souls, you have the ability to reach into someone and grasp their concept - their soul, so to speak. You can’t cause out-of-body experiences, but it can be used to undo otherwise irreversible transformations by grasping the concept of someone’s original self and pulling it out and such...



Sennin (600): There are sages who’ve achieved immortality spoken of in myth - the 仙人, (Xiān rén)³, said to be capable of sorcery. Sennin if we’re using on’yomi reading. Well, if those sages really existed and were truly as long-lived as they said, wouldn’t they still be around today? Yes. That’s you, though the sorcery might be an exaggeration. While you might appear as a wizened old hermit, you’re capable of living well over a thousand years no worse for wear.

³ Distinct from the Tensen, Tiānxiān, 天仙 of Yuji Kaku’s more famous manga, Jigokuraku.

Furthermore, you're capable of sensing someone's life force - prana, qì, the like - and the pathways through which they travel - and perhaps teaching someone to harness these powers. If you have **Firepuncher**, you can now teach it to others. In addition to this, you know a variety of ways to manipulate these "life pathways" through acupuncture...



Drop-In

Mangamania (100): Wow, somebody's really kept up with shōnen Jump. You've consumed so much manga and anime of all genres that it resulted in an almost-encyclopedic knowledge on the medium and its tropes, as well as a lot of tokusatsu. Recognizing tropes and characters is second nature to you, and seeing such things never fails to bring a smile to your face, as does reading manga - no matter what, a comic book will be an enjoyable experience for you.

Fighting Freak's Fists of Fury (200): What do shōnen generally have in common? There's a lot of action in them. Fighting. While you haven't necessarily been formally trained in martial arts, you've got some hard-earned brawling experience from getting out there and duking it out with various delinquents - you can throw and take a punch, that's for sure. And furthermore, nothing gets your blood pumping than such a fight. While others would recoil in the face of pain, it only serves to get you raring to go mix it up with your foes.

The Power of Friendship (400): Another central theme in Shōnen is friendship. The hero can always be counted on to fight for their friends, and they'll always come through for him in turn. Fighting for one's friends gives them power, and those who call you their ally find strength through your influence in turn, overcoming personal flaws to come through for you as a true friend. A coward could give his all in a fight, or someone with a casual disregard for the well-being of others could put that aside to look after them. Even defeated enemies take a shine to you, provided you aren't too callous with them - perhaps you could ally with a gang by defeating its leader in a ritual duel?

Marebito (600): Once every few generations, someone special is born. Kintarō was a mighty mountain child who defeated Shuten-Dōji and served Minamoto no Yoritomo. Minamoto no Yoritomo won the Genpei War and became Japan's first Shogun. Tawara no Tota slew a giant centipede. And now there is you. You are superhumanly strong and tough - more than a match for any yōkai. Decapitating one in a single punch is child's play, and physical feats such as lifting and throwing cars, cratering the walls or floors of buildings, tearing steel doors right off their frames, and splitting boulders are well within your power too. Normal blows do virtually nothing against you, and even being hit by a car or an Ayashimon ten times your size might do little to actually hurt you. Finally, if you have the capability to use esoteric energy akin to one's life force, you'll find that you have abnormally large amounts of it.



Heir

Help Wanted (100): As a budding underworld boss, you've got to have good help, you know! Fortunately, you've got stupendous luck when it comes to finding such help - those willing to fight for your cause, and you're charismatic enough to make it an easy sell. You've got good odds of winning your potential recruit over. Furthermore, you seem to run into these people in the best possible times - when you're on the run with a small gang in hot pursuit.

A Grounding Voice (200): Ayashimon conflicts are always settled by ritual duels, and those involve a lot of brute force. Yet there's something to be said about fighting smart as well. The weaknesses of your foes are quick to make themselves apparent to you, such are your observational skills. Perhaps you could suss out a method to put out an enemy's flames or slow down a yōkai that moves faster than the eye can see. Furthermore, something about your voice has a calming effect on your subordinates, causing them to calm down and think clearly where they would've otherwise swung wildly.

“Tonight, We Ride for Kioh!” (400): You're the closest equivalent to Ayashimon royalty in this world - in this case, being a direct child of Chairman Kioh - and such an illustrious, cherished personage inspires loyalty, even in death. Many will flock to you and pledge you fealty simply due to your lineage and their love of your predecessor, loving and serving you just as loyally as they did your sire. And if that doesn't seal the deal, your natural eloquence, savoir faire, and considerable skills at negotiation will. In future Jumps, you may choose to be directly descended from a similarly influential figure in the setting.

Gutsy Frog (600): You have a set of beautifully-drawn tattoos in the irezumi style on your back, and can bestow them to your subordinates with the wave of a hand. No need for traditional methods. These tattoos are special, though, as you have the ability to telepathically communicate with anyone you've marked with one, as long as you close your eyes. The other person doesn't have to shut their eyes. This works regardless of distance, or whether or not one of you has been sealed away somewhere. As long as the tattoo's there, you can communicate. However, the attunement two souls share when linked means that any pain felt by one will be felt by the other, so be careful of that. As a final gift, you can choose the design of the tattoo. It'll be an angry oni face by default.



Yakuza

Disposal (100): There exists an accord between the supernatural elements of the underworld and the government organization: no killing regular people. But it's not a crime if you don't get caught, right? Fortunately, you know a variety of ways to make someone... disappear, alongside all the evidence of their demise. You're also a pretty tough hand in a fight - you can go toe-to-toe against most other thugs. After all, they won't just let you clean things up all easy-like.

Better than Flying (200): Does riding a motorcycle sound fun to you? Of course it does. You're good at it, too - certainly enough to be one of the best riders among the Todoroki Alliance, possessing the reflexes, throttle control, and balance to tame even the fastest, wildest bike. No matter what befalls you or how you change as a person, you will *always* enjoy riding a motorcycle. Lastly, if you are an Ayashimon, you have developed the freakish ability to integrate an engine into your body - drastically augmenting your speed.

The Art of Horror (400): You're likely a monster. Or a member of a criminal syndicate Both are scary. And that, to some, is an art form - just like horror movies! Intimidation, coercion, and making brutal examples of just what you do to your enemies are second nature to you. Why, you've even devised a method of taking the otherwise immortal, reforming Ayashimon off the board for good. Instead of destroying their physical forms and waiting for reincarnation you've devised a method of turning your defeated enemies into macabre art pieces who'll live on forever, horrifying examples of what happens to those who cross you...

Chairman (600): Before Kabukicho devolved into constant turf battles and ritual duels between gangs, it was ruled indisputably by one person, Chairman Kioh. You possess the leadership skills to consolidate the various gangs and shady enterprises under your banner, enough charisma to win loyalty that may even persist after you're gone, and the means to make all sorts of friends in high places. Followers flock to your cause en masse, like bees to honey. And, of course, you know how to utterly crush the opposition. Perhaps it'll be you who reunifies the Ayashimon, bringing every yōkai in the Kanto region under your control as your predecessor did, and perhaps you could extend that control over the entire country, as was his dream



Unaffiliated

Hospitality 101 (100): You're been trained to perform a wide variety of tasks expected of hotel staff, be it room service, running the front desk, acting as a concierge, or working as a valet. Perhaps you're an employee of Kori Hotels (though they only really hire Kitsune and Tanuki). You're also good at reading and filling out paperwork in a quick, efficient, and accurate manner - quite the skill to have in any job.

Enemy of My Enemy (200): You might have to mind various groups around here, all of which have dangerous people and conflicting interests. Instead of dealing with them personally, though, maybe you could get one to take the other off the board? With this, it's easier to make uneasy agreements with hostile factions, and nudging them to eliminate somebody who's been causing both of you trouble is pretty feasible. Just remember that they're still hostile towards you, so try not to stick around for too long.

Cunning as a Fox (400): Knowing who and what exactly you're up against is important, and nobody's taken that to heart more than you. Gathering information is your forte - establishing a network of informants who can tell you everything from your foe's weaknesses to info about their friends, jobs, and deepest, darkest fears in a matter of hours. Furthermore, you're quite the spy yourself. Mimicking the mannerisms of most anyone you've observed is trivially easy for you, as is escaping the clutches of those who would capture you for spying on them.

Onmyoji (600): You are a practitioner of Onmyōdō, the practice of occult techniques based on the principles of yin and yang. Maybe that sounds familiar, if you've visited the isle of Penglai? To put it simply, you're trained to exorcise beings like yōkai. The process is a lengthy, six-hour ritual, but successfully completing it will seal them away for a century. Of course, you've got to get them to stay still, but once it's done, it's done. After the century's over, you'll have to let your prisoners go, but you can choose where to undo the seal. To supplement these, you've also learned the more modern techniques utilized by the Onmyō bureau, those being the ability to walk through walls, stand on ceilings, avoid attacks by substituting yourself with a pre-prepared paper doll, and momentarily freeze small areas in time for a brief duration of time.



Items

As with perks, items are discounted by 50% to their corresponding backgrounds, with discounted 100-point items coming for free.

General

Tsuzumi Drums (100): Traditionally, mystical barriers are set up for ritual duels in order to prevent ordinary passerby from witnessing two yōkai duking it out in broad daylight. Beating Tsuzumi, a specific kind of Japanese drum, prevents anyone outside of the barrier from noticing what's going on inside it - a musical SEP field. You receive as many drums as you need.

Mask (100, free for Ayashimon): Almost all Ayashimon disguise themselves as humans. It wouldn't do to have monsters walking around in broad daylight, after all. As such, your powers as a yōkai have manifested as a mask. Take off the mask, and you appear as a regular person - just like anyone else. Put it back on, and you have access to your true form and powers as a supernatural being. In future jumps, this may be used to give obviously monstrous beings a human form.



Drop-In

Weekly Shōnen Jump (100): Congratulations, you've got a lifetime subscription to Shonen Jump! Wherever you are, you'll have access to the magazines in which most manga are produced. You'll be able to read manga wherever, whenever, and you've got heaps of it already. Ayashimon is set in the 90s, but you also somehow have a modern smartphone with the paid premium app installed, too.

Gainful Employment (200): You have a job at a bakery, where you're mostly charged with making sliced bread or filled breads such as curry bread or anpan buns. It pays decently. You also have a membership at a local boxing gym and another at a sumo ring, neither of which Maruo could get on account of being too strong, even if your strength matches or exceeds his. Aren't you lucky? Just try not to smush everything and/or wreck all the equipment.

Pyonkichi (400): You have a tattoo on your back, as per *The Gutsy Frog*, allowing for telepathic communication with any one person of your choosing. By default, this would be the person who gave you the tattoo, but with this you may change the choice at the start of every jump, after which it is set to your ally until the jump is over. No matter how far you are from your ally, they can speak to you and give you advice. However, the downside to this is that any pain you experience is experienced by your partner. Such is the price of the resonance of souls...

Mangaka's Grace (600): Somewhere out there is a house. A mangaka and his assistants work there, writing and illustrating a manga. *Your* manga, telling your story. Somehow, you receive all the manga chronicling your adventures. Somehow. And somehow, it's got good readership. The real strength, the author's rather fond of you as their protagonist and *really* doesn't want to kill you off. If you die, they will change the plot so you're resurrected, somehow. This only works once per jump, but it'll happen no matter what. The mangaka just can't bring himself to let the protagonist die...



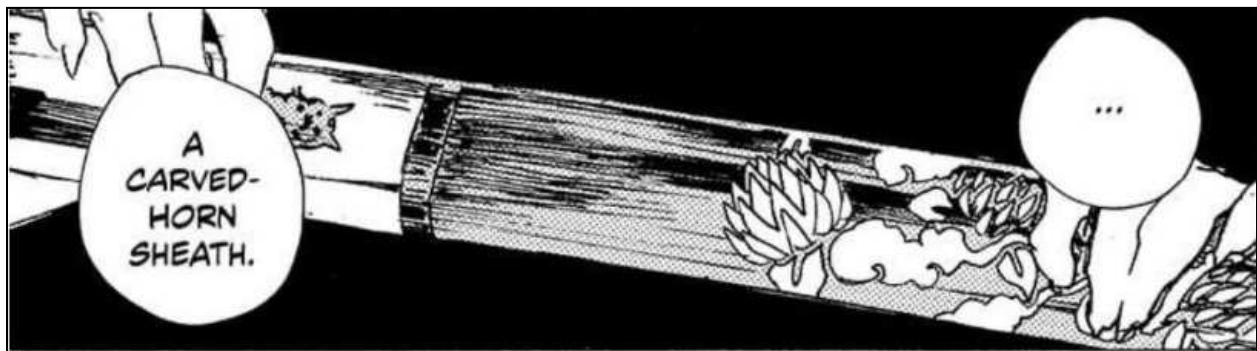
Heir

Traditional Garb (100): A set of high-quality traditional clothes, fit for someone of high station. By default, this is an elaborate furisode kimono with a design of your choice, plus the accompanying belts, or the male equivalent. You'll look very dignified in these robes - fitting for someone of high status as yourself.

Contact List (200): A who's-who on the local powers in Kabukicho. These are an extensive set of files on local businesses and criminal elements in the area, complete with pictures. In effect, it's a rather comprehensive phonebook, with information on virtually everyone with power and influence in the area, as well as pictures so you'll know them when you see them. This will cover one city district of your choosing in future jumps.

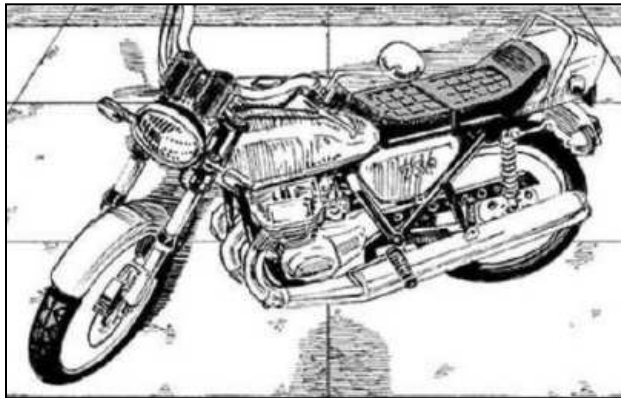
Scam Office (400): Moving up, I see. You've recently taken over one of the many shady enterprises in town - in this case, you have your own scam center, the sort of place that uses telephone scams. Whether or not you continue these scams is up to you. There's always the prospect of making the place a legitimate call center. What doesn't change is that you've got your own building now, and at least a dozen employees.

Sealing Blade (600): A beautiful, ornately designed tantō dagger and its sheath. This is irrefutable proof of your identity - the equivalent of mob royalty. Many here are bound to treat you with great reverence and flock to your cause merely because of your lineage. In future jumps, you'll be royalty or the next best thing, and you need only show people this to prove it. Lastly, this dagger serves as a seal for your power. By drawing it, you will gain all this power - making you orders of magnitude stronger than you'd ordinarily be. The catch is, you can only maintain this state for one minute, and it'll leave you tuckered out for days...



Yakuza

The Outfit (100): The gangs here have class... unlike *some poser* who walks around in jeans and a t-shirt. You've got better threads - more specifically, a stylish suit. Most everyone around here wears one. By default, it's the sort with a black blazer, tie, and trousers, and a white shirt, but feel free to choose a different design if you'd like. It also comes with a nice set of shades. And a handgun, because every goon seems to have one.



Mach 750 (200): No, it doesn't go that fast. You have your choice of motorcycle, provided it was made before 1992. By default, this is the Kawasaki H2 Mach IV - the bike nicknamed the Mach 750. If that doesn't satisfy you, you could get a Harley, or a car. Specifically, a 1980 Cadillac Fleetwood Brougham. A luxury car, certainly something nice for these times. This option may be bought multiple times for multiple vehicles.

J-Star High School Host Club (400): This *probably* isn't run by high schoolers. You're the proud owner of a host club with yōkai employees. Attractive employees, because of course, this is a host or hostess club - a club where customers come to socialize and drink with attractive staff. The interior's furnished the way you'd like it - perhaps it's a cabaret club? Whatever the case, this club will run itself in your absence and make a tidy profit.

Jumper Syndicate (600): With this, you've become the leader of your own syndicate, and are most certainly one of the major players that jockey and jostle for control over Kabukicho. Your organization rivals the New Enma Syndicate, with over ten thousand yōkai members working under it and a couple of subsidiary associate gangs to pad out your manpower. You have a large, traditionally made building your gang is based out of, subordinates to order around, contacts with the local governments, and of course, you're rolling in cash. Your own little underworld kingdom. Expand your empire, oyabun-sama.



Unaffiliated

Prana Lens (100): This lens, when looked through, allows you to see through someone's body and directly view the flow of their life force - their prana, chakra, spiritual power, whatever you'd like to call it. With this, you can easily ascertain how much they have and their proficiency at manipulating such energies. It also comes with a set of needles for acupuncture...

2000 Drinks (200): One of the larger gangs of Kabukicho owes you a favor. It's the Todoroki Alliance, by default. Each member's going to buy you a beer... and since there's two thousand of them in total, go figure. Enough beer to last you for years, if you go at a healthy pace. In fact, these can be whatever drinks you want. You'll secure a similar promise from a similar group in future jumps.

Kagehito (400): The Onmyo Bureau is the government organization tasked with keeping the local yōkai gangs in check. However, they're all human, so naturally they have a disadvantage over the overtly supernatural beings they watch over. This is a shikigami, a nonsentient familiar spirit that can be conjured out of thin air to fight your enemies. Fitting the name (translates to shadow human), Kagehito appears as a hairless, jet-black humanoid and can be summoned instantly.

Kintama Grand Hotel (600): A skyscraper hotel with over forty floors and approximately a thousand staff, and features facilities such as a wood-burning pizza oven, hot springs, penthouse suites, and 24-hour gyms. However, the truth about this place is that it's not a building, no matter how much it seems like one. It's the ballsack of a venerable Tanuki, which can shapeshift into anything. As such, you can freely rearrange the buildings to your liking - placing rooms, lights, walls, and windows wherever you like. It'll be placed down in the most populated city in your area in future jumps. If you are a Tanuki, this might just be yours - otherwise it belongs to a Tanuki who has agreed to follow you.



Companions

Jumpergumi (free): Maybe you've got your own little traveling gang that's accompanied throughout various worlds already - the Jumper Gang! You may import up to eight prior companions free of charge. Each receives 600 points.

Accepting the Sakazuki Cup (free/100): In Japan, the Sakazuki is a saucer-shaped cup into which sake, rice wine, is poured. It is commonly used ceremonially to cement a long-lasting bond, be that the san-san-kudo cup newlyweds traditionally exchange... or more importantly, the vow made to initiate a newcomer into the ranks of the Yakuza. All this fluff is to say you can take whoever you want with you on your journey provided they agree to accept your metaphorical Sakazuki cup, joining you on the chain. They have to understand what it is and agree without undue coercion. For 100 points, we'll twist fate so you'll make an excellent first impression, meet at least several times, and they'll naturally be inclined to like you.



Drawbacks

Need more points? Get them here. No drawback limit.

Another Life (+o): By taking this option, you may choose a canon character to effectively replace/incarnate into, effectively becoming them. You are they, and they are you. This doesn't grant you any skills, powers, or items they have beyond what you've purchased with Choice Points.

Axed (+o): Unlike the last manga the mangaka wrote, this one didn't really get off the ground. It was cut short like a lot of other manga on Shonen Jump, lasting only 25 chapters. Short but sweet. As such, you may shorten your stay in this Jump to up to a month. Enough time for the Urara Gang to establish itself and challenge Doppo Akari to the ritual duel at the end of the last chapter.

Old Enma (+o): Instead of starting in what's approximately 1992, you may start in 1961. It's the heyday of a particularly powerful Ayashimon by the name of Kioh, the chairman whose death would eventually trigger a power vacuum and wars of succession between his former executives. For now, though, the original Enma Syndicate is at its zenith, Ayashimon across the country are unifying, and things look good. Too bad it won't last. You may also optionally extend your stay to when this jump would've originally ended.

Musclehead (+100): Wow, you've sure got a thick skull and a small brain. While you're not *dumb* per se, you pay remarkably little attention to anything that isn't either fighting or manga. In fact, it's kind of hard for you. You'd best leave elaborate plans and underworld politicking to somebody else, because even relatively simple info's enough to get your head spinning...

Running Hot (+100): Looks like your fuse's gotten a lot shorter than it used to be. It doesn't take much to rile you up at all, you stupid stupidhead. Even the simplest insults might get you flying off the handle, though being mindful of your bad temper goes a long way in reigning it in. If someone's trying to taunt you, they'll likely succeed.

Can't Get No Satisfaction (+100): Ever read One Punch Man? Well, regardless if you have or not, perhaps you can relate. You're somebody who loves a good brawl. Unfortunately, most of your fights are unsatisfying one way or another - perhaps you're just too strong for regular people, with your otherworldly might? It'd take something real special to get you to remember the thrill of the fight..

Why Don't You Get A Job? (+100): Unfortunately, you can't. Maybe you're just too strong, or there's some other arbitrary reason that makes you unemployable. Maybe the job market just sucks. Whatever the case, no legitimate employer will accept your job applications, even if you demonstrate qualities that'd make you an excellent candidate. You're also not allowed in any gyms, either. Perhaps someone shadier might be willing to make an offer...

Yellowbelly (+100): A real Ayashimon makes others fear them. Well, that's going to be easy when it comes to you. You're a coward, and your first instinct in any conflict is to turn tail and run screaming. Failing that, you'll desperately prostrate yourself before the hostile party and beg for mercy. It's simply difficult for you to stand up for yourself at all. While you'll never truly be free of these craven tendencies, you can overcome them to act decisively in times where people you care for are counting on you.

Jingi (+100): You're one of those old school Yakuza who still follow the old code of chivalry. A Mustache Pete, so to speak, like the Enma Syndicate of old. You treat the boss with absolute reverence, repay your debts, avoid certain crimes such as theft, sexual assault, or drug dealing, and you don't pick on the weak - rather, you look after them. These principles are inviolable to you and you *will not* turn your back on the creed.

Yubitsume (+200): Did you know Yakuza members cut off their pinkies to atone for serious offenses? It's something like seppuku, but not fatal. Well, if you hadn't before, you do now. You're missing part of your left pinky finger, as it's been cut off to the first joint. Nothing more, nothing less. If you commit another offense, you'll be obliged to cut off another segment of the finger... and then another...

Urameshiya (+200): Woe upon your foes. They say to dig two graves before you embark on a journey of vengeance. You have a serious grudge against one of the major gangs of Kabukicho and seek their total destruction to avenge the death of a loved one... who you've never actually met. Your mind's so set on this that you view anyone who helps you as little more than a pawn. In actuality, you do care about those around you and will grow out of this toxic mindset, but you won't realize this until one of the people important to you is inevitably hurt by your actions. How many graves will you have to dig?

Lifetime Employment (+200, incompatible with Why Don't You Get A Job?): Congrats! You've got a job! But it's awful. You've been forced into a contract with a predatory workplace, where you're routinely pushed around and bullied. You're paid, of course, but it's barely anything. You're practically a slave, and you *need* that money - so much that you're not getting out anytime soon. It doesn't help that you're absolutely terrified of the boss, too, and won't lift a finger against him...

A Pretty Piece of Art (+200/300): You've been captured. Your captors want something from you, information you're loath to give up. They'd prefer to scare the info out of you, but they'll hurt you if they must. For an extra 100 points, they've done to you what they do to yōkai/ayashimon instead of killing them. You've been mutilated, dismembered, and turned into a still-living piece of art to be displayed in the chairman's gallery. Not dead or alive, but perpetually in pain and fear. The 300-point version of this drawback is only available to yōkai/ayashimon.

The Wrath of Hell (+300): Enma. The king of *hell*. If you were expecting Kabukicho to be *paradise*, you'll be sorely mistaken. The New Enma Syndicate is the most powerful gang in the district, and soon they'll be set to take over the entire district... and then all organized crime in

Japan. And their chairman, Doppo Akari, has a personal bone to pick with you. They're out for your head, and keep in mind that they've got over 10,000 members and are expanding at an alarming rate. Evade them for long enough, and the Chairman himself will come to kill you...

Sealed Blade (+300): You may not use any powers, abilities, perks, or items from outside this jump, being limited to the regular skills you've purchased here and the skills you've learned the hard way over the course of your journey. If you're a yōkai, your powers and true form are also unavailable. Companions are similarly limited. There's one exception to this. You have a knife. If drawn, you may access your full power as the Jumper for exactly one minute. Use it wisely, for this act will render you comatose for two or three weeks. If you have the **Sealing Dagger**, that's the knife in question.

Coffer Drainer (+300, Ayashimon Only): Ayashimon are made of money and thus need it to live and sustain their physical forms. This is easier for some than others. For you, it takes an exorbitant amount of money just to maintain your physical form, and even if you get that money, you're very likely to put others before yourself and disregard your own deteriorating physical health. This mindset, to put it frankly, is unhealthy. If you keep it up, you'll die. And worst of all is that you've accepted it - unless something drastic happens, you'll just fade away due to a lack of self-care...

Conceptualized (+300, only available to Kitsune or Tanuki): In a fit of desperation, you took the art of conceptual transformation too far. You've become a clone of someone very, very powerful, or maybe you were originally someone else and transformed into the Jumper. Whatever the case, you've gained incredible power but suffered a death of personality. You no longer remember who you were and have gone berserk, and it seems that you're strong enough to kill virtually everyone you meet. Which is a problem, since you can't pull yourself out of this state on your own and will fail the chain if still in it by the end of the Jump.

Future

Ten years have passed since your arrival in this world. Make your choice...

Go Home

Stay Here

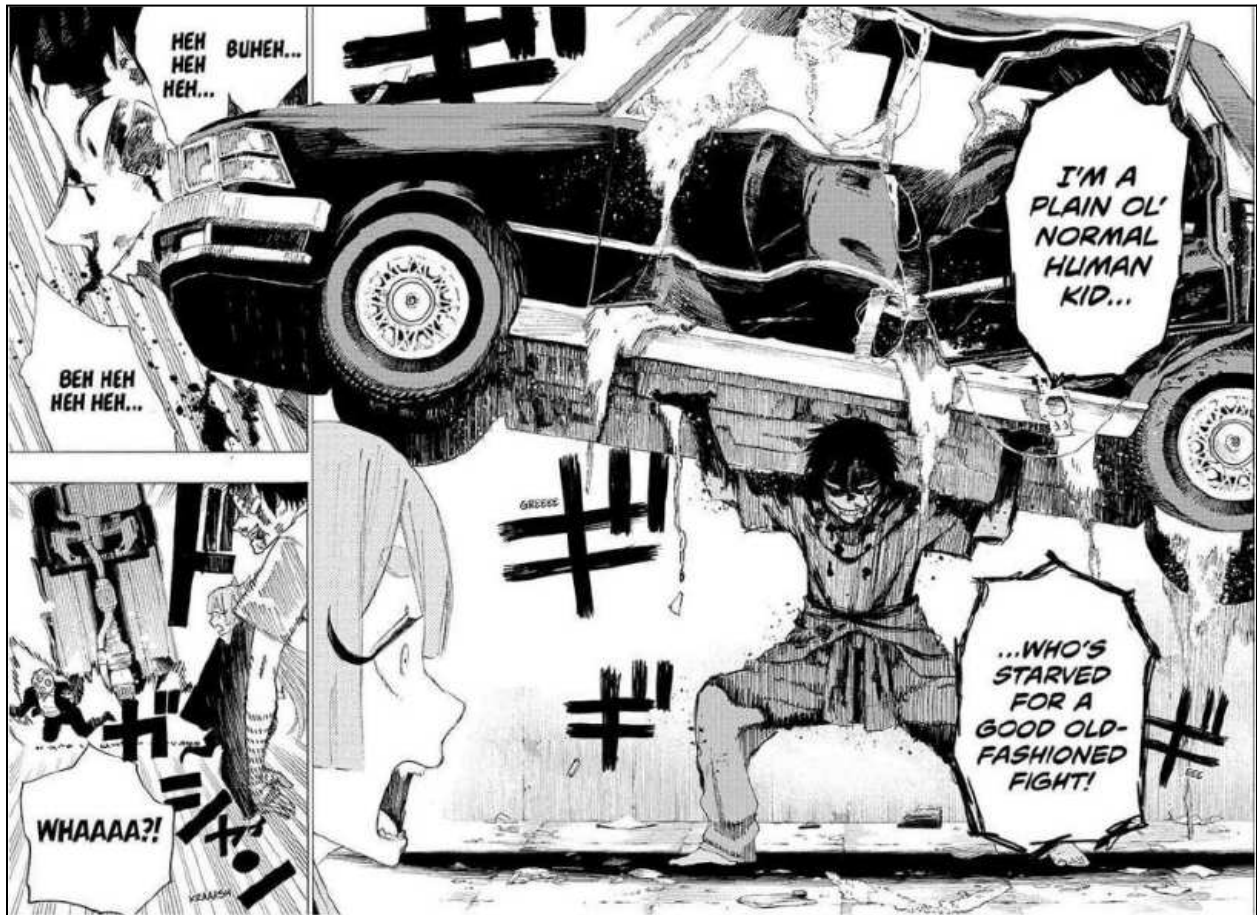
Move On

Notes

#35. Mada Mada Plus Ultra. No commercial gain has been made from this document. It is an elaborate form of fanfiction.

This document took me too long to make. It was supposed to be written quickly. Normally I can do that, but I guess real life just caught up to me. I've got things to worry about. I disappeared for a while. Maybe it's because things could be better, but I feel like this is one of my poorer works. It's miles ahead of the first few jumps I made, but that applies to the later works of most Jumpmakers who make enough docs.

On Marebito: I really would've liked to use this as the image, but it was just too big.



I offer my thanks to those who helped me out on the thread, as well as Pixel Kitty. And QafianSage and Poscidion.

On Firepuncher:

I would assume Firepuncher would allow you to hit a Logia user in One Piece, hinder a Tensen's

regeneration in Jigokuraku (“ha! My wood tao hinders your earth tao!”), or deal soul damage to Mahito in Jujutsu Kaisen. I suppose it could also reverse Idle Transfiguration. Of course, this is speculation.

On Sennin:

I’ve copy-pasted something I wrote on Sennin in response to an anon.

>Sennin seems to imply it can do quite a bit more than what’s spelt out, if so I’d advise elaborating more on what that chi manipulation/sensing is capable of to justify it being priced the same as “actual wizardry” and “wrestle Shuten-Douji and win”

>Sennin's an odd perk. I initially meant for it to be the unaffiliated capstone, but I decided against that. I think one of the mistakes I made in the Kalevala jump was giving a similar perk that came with a discount on magic to the sage origin. I feel like that gave sage an advantage over the rest of the origins. Which is sort of fair because the sage represented Vainamoinen, who's the protagonist. But enough about Finnish myth. The character Sennin is based on, Ozunu, literally appears in one chapter. His only purpose in the story is to teach Maruo the skills representative of the Firepuncher perk so he can punch Doppo, the villain. Doppo's pretty much like a logia user in One Piece, so Ozunu's is just there so Maruo can fight back against Doppo after getting clobbered last time. In short, Ozunu only appears in one chapter and there's not much information on him, so I don't feel much can be done.

Expy Companions: I considered making companions based on Gabimaru and Sagiri from Jigokuraku, but I don’t really feel like it. I would’ve said not-Gabimaru was an Inokuma Nyudo (I’m not even sure if the grammar is correct there), a powerful fighter with ninja skills who wants to quit his job and settle down with his wife. And not-Sagiri probably would’ve been a member of the Onmyo Bureau who’s an excellent swordswoman, but struggles with her conscience when she fights. I might’ve made her an Amikiri, too, because her given name is 佐切. The second hanzi/kanji character is Kiri, cut, but her name’s read as Sagiri.

The Location List: I used to list where each jump of mine took place. Someone liked that. I haven’t done it in a while and I just don’t feel like updating it in this jump. I haven’t done so since the 25th jumpdoc I made. Nonetheless, here’s an approximation for that specific person who asked:

- Not Earth: 8
- Earth, Unspecified: 10
- Earth, Specific:
 - USA: 6
 - UK: 4
 - Japan: 2
 - Canada: 1
 - Italy: 1
 - Norway: 1

- Finland: 1

Changelog:

- Made 2026-02-16.
- 0.1 released at an unknown date. I don't remember.
- [0.9 released 2026-06-03 to Bunker Thread #172: Louie Strikes Back! Edition](#)
- [1.0 released 2026-06-09 to Bunker Thread #174: Pokelove Edition](#)