

The Story Thus Far

18 years ago Japan fell into a crisis, attacked by an overpowering enemy just off the coast, the Seitei War began with Japan firmly on the losing side. Even after rallying every group of Sorcerers to its cause Japan was losing its footholds slowly but surely. Until one day the hero, Kunishige Rokuhira, used the incredibly dangerous material Datenseki to forge a series of incredibly potent weapons. With the first five Enchanted Blades the Seitei War moved into a stalemate, with the sixth Japan won, completely and utterly. Following the end of the war, the Bearers of the Enchanted Blades returned them to Kunishige Rokuhira, who went into isolation with his son known only by a few close friends and a few of the Kamunabi's top brass.

15 years after the end of the Seitei War, Kunishige is murdered, a group known as the Hishaku breached the defenses on his mountain retreat, killing him and wounding his son on the way to their true objective, the Enchanted Blades and the deaths of the Swordbearers. But the Enchanted Blades are not just potent magical weapons, they were bound to their wielders, unusable to anyone other than their Swordbearer. Fortunately, only one Swordbearer perished on that dreadful night, leaving the rest inaccessible.

3 years after the murder of his father Chihiro Rokuhira sets himself on a quest for revenge against the Hishaku, revealing himself and a seventh Enchanted Blade forged before Kunishige's demise, he will risk life and limb to slay the Hishaku and reclaim the Enchanted Blades. Along the way he will be forced to confront the legacy left behind by his father, by the Swordbearers, and by the Blades themselves, as well as decide for himself what the true purpose of a weapon is.

To commemorate your auspicious appearance on the 18th anniversary of the end of the Seitei War, take **1000cp** to give yourself a leg up in this harsh world.

Perks

Given the relatively grey nature of the setting there are no Origins, instead you gain two floating discounts per price tier. Additionally you may customize your background in this world to anything within reason.

Aura Farmer (100):

You are sick as hell, to be blunt, rad as fuck even, you simply have that shit on, for real. Whatever you wear, whatever you wield, you make look great, even nothing at all. Your every action oozes style and even your cheesy one liners sound cool. You, like all major characters in this world, will possess a near incomparable aura.

Killer Instinct (100):

Regardless of how justified you may be in the moment, no matter how desperately you may be defending yourself, it's still surprisingly hard to kill another person, the human mind simply isn't built to do it easily. That could get rather problematic in this place though, so for a pretty low price you get this. Whenever you decide to kill someone, you can follow through, you won't hesitate, you won't flinch, you'll simply finish it. Though this allows you to commit to your

actions this doesn't have any other protections, if killing someone would make you feel guilty, you'll still feel guilty, even with this Perk.

Grit and Guts (100):

This world is kinda fucked up if you start looking, yakuza shmucks abducting children in broad daylight, mob bosses flooding bathhouses with the blood of their enemies and more. It can be easy to lose heart and give up, which is why this Perk will give you the grit to keep moving, to keep yourself on track even as you are struck by pain and fear. Of course, actually committing to something is up to you.

Fresh Hatred (100):

"Every day, I start my morning with fresh hatred" It's kind of cheesy but depending on the kind of person you are it just might be necessary, now you're like Chihiro, at least a little bit, and possess a photographic memory as long as you are actively trying to retain something. If you don't want to forget the deaths of your family then you can keep it sharp in your mind no matter how long it's been, it is of course still a choice though, one that you have to keep making for as long as you want to remember.

Actual Swordsperson (200):

The previous Perks were focused on giving you the tools to stay sane and sick, this Perk however, as the name suggests, gives you actual experience in swordsmanship. Roughly 10 years of diligent training, enough to make light work of any yakuza goon but far from enough to sit at the pinnacle, it's a good start though and as a bonus you'll learn about twice as fast when it comes to swords and sword adjacent things.

Tools for Killing (200):

There is a lot to be said about the meanings of weapons, about their nobility, their versatility, the honor one should have when they wield them, but to be blunt, swords are tools for killing, and you happen to be really good at making them. You have a comprehensive expertise in the forging of just about every weapon found in Japan, we'll throw guns in too just for fun, and have learned to make double the product in half the time.

Canny Acumen (200):

Sorcery is pretty esoteric but the majority of it is something anyone can do if they put in time and effort, you haven't yet put those in but you do have incredible talent for it. The basics of Sorcery come easily to you and the more advanced particulars aren't that much harder, even if you leave this place and find other magic. You're no Togo Shiba but perhaps one day you could match his legend.

Matching Potential (200):

A swordsmith in the end is someone who makes tools for killing, but killing is not always bad or evil, just depends on who wields the weapon and who is being killed. You've got a sense about people, watching them for a bit gives you an insight into their character letting you tell if they can be trusted with dangerous weapons or secret knowledge. Conversely people with

similar abilities always see you in a much better light and you are innately compatible with anything that's given to you, even if you technically shouldn't be.

Frenzied Spirit (400):

The Rakusaichi is a deeply evil event, peoples lives are stolen, labelled and directly commoditized to the lowest scum on the earth, nonetheless it has an insane turn out and it makes a truly obscene amount of money. You have a similar set of skills to run a similarly lucrative business, you know how to get anything or anyone and market it in such a way as to drive people into a frenzy, as well, you know how to keep things just calm enough to avoid any major incidents, after all, it would be bad for business if half you clients killed each other before they could pay you.

From the Heart (400):

There's something unique about two equals with equal determination striving to prove the validity of their own morals by killing each other. In the span of twelve seconds of sword fighting you can say a whole lot without ever actually saying a word. It's a trick you've picked up yourself, you can induce this state of wordless philosophical communication basically at will as long as you are in a fight, for someone weaker than you all you might get out of your unacknowledged conversation is a reaffirmation of your own beliefs, but against a true equal with convictions to match your own, well that's where the real magic happens. Just by fighting and conversing in this way you come to a deeper understanding of yourself, becoming familiar with your own desires and hang ups, more than that your understanding of your opponent also deepens, not just philosophically but in capability.

The specific way they hold a sword to eke out just a bit more force, the method that they "warm up" their own Spiritual Energy to make it noticeably easier to use, everything they built themselves up into can be yours too, with just a conversation and a fight to the death.

Fishbowl Chronicles (400):

Kunishige Rokuhira, beneath all the mysticism and mythology about his work, is a massive dork, childish, eager and earnest to a fault, most people would correctly believe that any kid he raised would be taking care of him rather than the other way around. But this wasn't a negative or a flaw, Kunishige and his son Chihiro lived simple fulfilling lives with little contact to the outside world, but they were happy, and then in a single night it was all stolen away.

Unlike the Rokuhira's however, now you need not fear your simple happiness being stolen away, if you depart from society to live a simple life on a mountain then that new life of yours won't be interrupted. This doesn't make the people you've wronged hate you less, or make them less skilled, it just nudges here and there at all times to keep them from finding you, people who would have sold you out simply have their better nature win out, someone who has reason to kill you won't walk down the same street as you.

This is of course reliant on you actually leaving it all behind, secretly making another weapon to rectify your greatest mistakes will leave you vulnerable as normal.

Student of Freedom (400):

All this tradition stuff is just a bunch of crap, y'know, but you're not like all those old timers are you? Your style is that of no style, seamlessly shifting from one hand to another, attacking from unseen angles and unexpected vectors, more than that you may nearly seamlessly incorporate those boring old techniques as long as you have an example to work off of. As a bonus when fighting old swordmasters who pride themselves on their styles, you just always catch them off guard, whether it's the odd angle or something stupid enough it baffles them for a single, fatal moment. 150 years of history doesn't mean anything when you kill them in five seconds.

True Realm (600):

The Enchanted Blades are incredibly powerful, far beyond the reach of any normal Sorcery, but why? What makes the blades so powerful? It's pretty simple actually, while the blades have around three abilities they also possess the True Realm. Not a particular technique or usage, but a redefining of its own abilities, not quite a complete change but pretty close. This capability is dependent on its users' understanding and familiarity with the blades, and what they need most at the time. What one person develops with a given blade may not be what someone else does with the same blade. There are no limits to how any ability will develop, for example the ability to heal others can broaden into the ability to heal yourself and restore objects, the ability to shoot cascades of lightning can become the ability to wear that lightning as a cloak which enhances your physical capabilities.

This incredible flexibility is something you can now awaken in any supernatural item, even ones that aren't strictly magical in nature. In your hands even the simplest strength enhancement will bend, shift and broaden until it becomes something that defies the limits of what is possible.

Rokuhira Eyes (600):

Datenseki is an incredibly toxic material, using it without the genetic resistance of the Shokoku inhabitants nearly always results in sudden, violent death, so how was it that Kunishige Rokuhira was able to take that material and make some of the most powerful and deadly weapons in the world? The answer is almost insulting in simplicity, Kunishige was just really, really good at forging and could at a glance determine how to minimize Datenseki's toxicity, whilst maintaining it's Spirit Energy Multiplication. You, too, are simply that good at forging, probably a little better even as unlike Kunishige you can work with any dangerous material, so long as you can keep a close eye on it while forging, you can turn anything into a safe, usable tool.

The Pinnacle of Sorcery (600):

As before, Sorcery is something that anyone can do if they put the time and effort in, but being realistic there are hard limits to a person's potential, fundamental caps on their own comprehension or capability. But you aren't nearly so limited, with the exception of powers that one has to be born with, there is nothing you cannot learn and nothing you cannot master, if you put your mind and efforts you can become so skilled as to rewrite the understanding of what Sorcery can do.

This isn't limited to just learning things that already exist, inspiration and innovation gushes from your mind allowing you to devise novel usages of the old, teleportation might take hours for an amateur to set up and minutes for an expert, but you might be able to do it with one hand sign.

Divine Dance of Retribution (600):

You've been wronged in the past, haven't you? Maybe big, maybe small but the desire for payback exists all the same, you've got a leg up on all the other guys though. Whenever you are harmed you gain a little boost to everything you are, it's small to start with but as you become more victim to someone's cruelty it rapidly scales to the absurd, and it doesn't truly fade, echoes of the power you gain cling to you noticeably. You might spend three years learning the sword after someone kills your family and then proceed to reach a new pinnacle of swordsmanship after finally locating the monster who did it. Almost like the gods themselves are on your side.

Items

Item discounts work the same way as Perk discounts, two discounts per price tier, 100cp perks are free if discounted.

Drip (100cp):

Someone, somewhere, once said "Clothes make the man" or something, but these are the clothes in question, a large closet full of clothing of all kinds in whatever style you're into. Fashionable suits, classy dresses, all that and more.

Weaponry (100cp):

Swords, axes, hammers and bells. Any weapon that can be forged that you can name can be found here and in excellent quality, they aren't gonna topple any organizations alone but they're all real good.

50 Bucks (100cp):

Not actually 50 dollars but rather metaphorically, as in pocket change, it's enough money to get by for awhile but don't go expecting extreme luxury.

Locomotion (200cp):

You've got a car Jumper, or a bike if you want more aura, regardless, it's high quality and very receptive to your powers. You'll find that it never needs gas or repairs as whenever the sun rises it returns to perfect condition, no matter how messed up you've left it.

Barrier Stone (200cp):

Many of the powerful barriers in the world require some form of centerpiece, the Kamunabi use a person but most people use one of these. It's a stone lantern that is perfectly conductive to the Spirit Energy of the world, drastically reinforcing even the most basic of barriers.

Info Shop (200cp):

In a world as fraught with danger as this one it's important to know who's who and what's what, that's where this humble little corner store comes in. Run by an info broker who's taken quite a liking to you this shop can get you info on just about anything, not necessarily quickly but they can get it to you.

Headquarters (400cp):

This is a 10 story building in a place of your choice, it's just about the perfect building for any organization you could run. Conveniently it's staffed with a bunch of loyal minions, they aren't especially strong but they make a good deterrent for most street scum.

Ceremonial Grounds (400cp):

Deep underground through a passage only you know how to reach there lies a cavern that bears a striking resemblance to the Sazanami clan's Naginojoen. It's thrumming with Spiritual Energy, bathed in the incredible power of the world for centuries the rules of Sorcery have loosened in this place, allowing for miracles to happen. Impossibilities like that passing of Sorcery through means other than birth are almost trivial in this place.

Laboratory (400cp):

Deep in the woods lies a small unremarkable house, through a secret passage in the basement lies a state of the art laboratory. Filled with cutting edge tools this place has no equal when it comes to analysis and innovation, just about any phenomena in existence can be deciphered with enough time.

Datenseki Supply (600cp):

Datenseki is a mineral found in only one place, a small island off the coast of Japan. The natives there were the only ones who were capable of wielding it safely until Kunishige Rokuhira forged the Enchanted Blades. Datenseki has a simple but lethal trait, it multiplies any Spirit Energy passed through it, even the slightest drop will exponentially multiply and rampage out of control. Only 250 kilograms of it exist currently and it's all locked down real tight, this makes Datenseki a real hot commodity outside of Japan but it's one you'll have a surplus. Every Jump you'll get up to 250 kilograms of Datenseki, in varied forms like ores, bars and handheld stones. There's a lot of uses for this material if you have the creativity and willingness to experiment with it.

Arcane Library (600cp):

A two story library embedded in a location of your choice, the books within are manuals of Sorcery, not the kind that's innate at birth but the stuff anyone can learn if they had the right resources. Reading, comprehending, and mastering even just a third of what's in this library would put you just below the top tiers in terms of pure skill in a wide variety of arts, from barriers to teleportation. Mastering everything within would leave you nearly unrivalled, those who could be called your equal will be few and far between. In future jumps with a little focus you can open

a door in an out of the way space to find a replica of this library focused on the magic of the world you're in.

Hidden Fortress (600cp):

There's a place in the world for you, hidden away from prying eyes is a fortress just for you. Staffed with a large amount of menial labor and guarded by a squad of Elite Sorcerers, it would take an army to break into this fortress.

The Enchanted Blades

(800cp or 2000cp): *Cannot be Discounted.*

The Enchanted Blades, the centerpieces of this story, and the fulcrum on which the nation will be turned. All Blades are made of Datenseki and possess it's Spirit Energy multiplication yet they are perfectly safe to wield, more than that though the magnification of the Blades far outstrips the magnification of normal Datenseki causing one's Spiritual Energy to take physical visible shape dependant on the blade in question. With one exception, all Blades possess just three powers, yet those three are a match for even the highest tiers of Sorcery, but more than that each blade possesses the True Realm. It's not a place you can go or a power to unlock, but a redefining of it's own powers, rarely becoming something more powerful but usually becoming something broader or more complex.

The power to create fire that heals others may become fire that heals you, and fire that heals objects, or you may be able to choose whether to heal or harm, sacrificing it's healing power for incredibly destructive power, and this is only the beginning.

There is a level beyond the True Realm though, accessible only when one offers up their own life or the life of the blade itself, black radiance saturates every action, dyeing the world in power beyond definition. It is here that the full power of the Enchanted Blades can be found, as the powers of the blade surpass all limits and achieve miracles.

You may take one of the five Enchanted Blades listed for 800cp, though if one is not enough then you may spend 2000cp for all five.

Kuregumo: Dozens of saying were coined during the Seitei War in reference to this blade, and for good reason. It's three abilities are literally elementary, Kou spews and controls water, Yui manifests ice, and Mei, the most destructive, shoots lightning on a charging timer. Of course, these are merely the most basic uses.

Tobimune: This blade was made for support, and it's powers display that fact proudly. Owl is observational, it can see what you want it to see, even across the country of Japan, Crow creates floating dark feathers and at your will they swap places, with you or each other, Suzaku burns bright with the flames of mercy, causing no harm but erasing the wounds of those around you.

Kumeyuri: This one suits the young. With Banquet you may create perfect illusions, tricking even the blind into seeing, with Play any object that lays around you becomes another weapon to use against the enemy. It's third ability is yet hidden, but trust that it is equal to it's siblings.

Subaru's Enchanted Blade: Currently nothing is known about this blade other than the fact that it is equal the the others.

Pink Lady's Enchanted Blade: Currently nothing is known about this blade other than the fact that it is equal the the others.

Enten (800cp): *Cannot be Discounted.*

The seventh and final Enchanted Blade forged by Kunishigie Rokuhira, the Enten was forged to destroy it's siblings and it possesses that capability along with the usual powers. Nishiki is a perfect refinement of Reinforcement enhancing the body almost beyond it's own ability to withstand it's own force, Kuro sends slashes flying invisibly through the air, cutting through flesh like butter, Aka absorbs the Sorcery of an enemy storing it for later use.

Magatsumi (1200cp): *Cannot be Discounted.*

The Shin-Uchi of the Enchanted Blades and Kunishige's sinful masterwork. The Magatsumi was the first blade forged and last blade fielded during the Seitei War and it vastly outperforms the other blades.

Unlike the other Blades the Magatsumi possesses only two abilities, but through those abilities it in truth has an infinite amount of powers.

It's first and most fundamental power robs the lives of those around the wielder, draining them inevitably until their death. It's second power takes the life energy stolen with the first power and shapes it into any power the user can imagine. Some examples are Butterfly which cleaves through space rather than sending an attack, Spider which paralyzes any unfortunate enough to be caught within it, Bee which pierces through physical and magical obstacles without difficulty but leaves the living unharmed, Centipede which becomes a blast in all directions. All this and more are the powers of the Magatsumi

Beyond it's infinite powers and stealing of life it possesses one trait that leaves it singularly unique among the Enchanted Blades. The Dark Power normally accessible only when one offers their lives or the lives of the Enchanted Blades, this power is the base state of the Magatsumi as it casually performs miracles and atrocities in equal measure.

Sorcery

Unless you purchase the Perk saying otherwise you may only purchase one Sorcery, additionally gain a +200cp stipend that you can only spend here. Alternatively you could lock yourself out of this section and move your Stipend over to the Item section.

The Basics of Being a Sorcerer (Free):

The very basics, simple but universal, you know how to channel your Spiritual Energy throughout your body and into items. This tends to enhance things somewhat, you get a bit stronger and a bit faster and more durable, far from anything amazing, this is the bare minimum after all.

Reinforcement (100cp):

Now for the real Sorcery, this is a level of proficiency towards Reinforcement, a basic but incredibly useful method of using Spiritual Energy, see you aren't just pouring your Energy through your body any more, you're carefully controlling it to enhance even the most basic muscles. While this isn't anything world shaking you are pretty comfortable breaking down walls and leaping from streets to roofs, similarly, any items you Reinforce with Spiritual Energy have drastically increased durability, at least enough to keep up with your Reinforced physical capabilities but usually quite a bit more.

Ritualism (100cp):

Did you know that the world itself generates and circulates Spiritual Energy? It's too wild and primal for anyone to control without a lot of preparation and sacrifice but this Perk gives you a bit of insight on that. You know the methods of directing the Spiritual Energy of the world and how to direct it, from the Kamunabi's transformed barrier specialist to the layouts of transportation matrices. You could even do some innovation and find new ways to tap into the planet's energy.

Specialization (200cp Per):

There are a lot of facets to Sorcery, almost too many to learn about in one lifetime, but sometimes a master of one is better than a jack of all trades, you now possess a remarkable talent for one facet of Sorcery, perhaps it's the basic Reinforcement refined to a near unreachable art, perhaps you can set up Teleportation circles in minutes where others would take hours, perhaps your barriers have been made adaptable. Regardless of your choice its as though the inner workings of your specialization has been peeled open to your mind, letting you reach truly awe inspiring heights.

Incorporation (200cp):

It can be pretty easy to forget that Japan is a katana society when most people worth a damn are skilled sorcerors, but with this Perk using your Sorcery in tandem with weaponry is not only second nature but actively beneficial towards both, in much the same way that a sword directs and shapes physical force so too can your weapons direct and shape your Sorcery enabling novel usages of even "weak" Sorcery.

Altered Body (400cp):

I mentioned earlier about how the Spiritual Energy of the planet is unusable for normal people, this makes you not a normal person. Your body has been altered, reshaped and redesigned to facilitate the use of the planet's Spiritual Energy, enhancing just about every aspect of your Sorcery as well as a nearly bottomless pool to replenish from, and since you're paying a premium you don't have to lose any organs or extremities like most who undergo this procedure.

Maverick (400cp):

Conventional wisdom holds that a single person has a single Sorcery, it's supposedly a hard limit on a person's abilities, you defy this wisdom as simply as breathing. You possess not one but two Sorceries within your body, a blatant defiance of what is thought to be a fundamental limit, more than that the things you can do with your Sorceries is similarly absurd, Sorcery is supposedly something that you can only inherit from birth but you would find it easy to devise rituals and ceremonies to pass them down, you could cripple one to empower the other. This is only the beginning and there is only one other person in the world who could be called similar to you.

Sorcery (Varies):

This is a section allowing you to purchase the Sorcery you were born with, split into three tiers of power you may only take one, unless of course you took the Perk Maverick, in which case you may take two. The Sorceries here are intentionally a little vague in order to allow you to customize their specifics.

200cp:

Low-tier but not useless. This is the tier of power that Ikuo's magnetic Sorcery sits at as well as Tafuku's duel pocket dimension.

Canon: Any canon Sorcery that fits within this tier is yours to take.

Euphoria: A simple mental Sorcery, it induces a state of euphoric ecstasy in any person you lock eyes with.

Angel Feather: Your Spiritual Energy calcifies taking the shape of pure white feathers of benediction, at your will these feathers discharge the stored energy into any who touch them restoring their reserves.

Flame Burst: A Sorcery ideal for causing damage, discharging your Spiritual Energy into the air around you "primes" it rendering it volatile, and with a simple hand sign from you, it bursts into scarlet brilliance.

Custom: If you have a Sorcery in mind that fits this tier of power feel free to take it.

400cp:

The bigger guns, here's some Sorcery with real power. The Sazanami clans' Isou, Uruha's Koen and Natsuki's Lightning Menace are all good examples of power at this level.

Canon: Any canon Sorcery that fits within this tier is yours to take.

Enchain: by infusing your Spiritual Energy into physical objects you may bid them to take the shape of near unbreakable chains, controlling them with the same strength and ease of your own limbs.

Weapon Body: Your body is mutable in a certain way, with just a bit of Spiritual Energy you may cause your body to warp and change into any number of weapons that you can use remotely.

Liquid Courage: Your Spiritual Energy acts like a mild hallucinogen, inducing drunken suggestability in even the staunchest warriors.

Custom: If you have a Sorcery in mind that fits this tier of power feel free to take it.

600cp:

You're playing with the big boys now, this is a tier of power that can rival the Enchanted Blades. Hiyuki's Flame Bone, the Storehouse of the Sazanami clan, and Togo Shiba's Wicked Trick are all examples of this tier of power.

Canon: Any canon Sorcery that fits within this tier is yours to take.

Heaven Sent: Your Spiritual Energy can be externalized in brilliant blasts and shapes of bright turquoise, easily shaped into anything you've seen before, but more than it's simple destructive power is it's unique quality, that of overcoming, your blasts grow stronger in the face of more durable foes, the shapes they take becoming firmer and more durable against overwhelming power. With this Sorcery there is no enemy you cannot overcome if you truly strove to surpass them

Dream Shaped: The greatest illusion in existence is that of certainty, a fact that you exploit ruthlessly, your Spiritual Energy forms illusions unlike any other, for your illusions are not truly fictional. So long as no one holds doubts about what they're seeing your illusions are perfectly real, causing damage and pain if they would hurt someone and actually changing the appearance and shape of things if you clad them in mystery. The sole weakness of this Sorcery is that of doubt, if an enemy truly disbelieves what you show them your illusions will become weaker the longer they exist. With this Sorcery there is no shape you cannot take and no thing that you cannot use.

Indomitable: Within your soul is a kingdom that never existed, a massive shape of unrealized potential, but you can reach it. A basic act of Sorcery is to imbue your Spiritual Energy inside an

object, it has few uses for everyone else but this is when your Sorcery truly shines, for you can send any object registered by your Spiritual Energy to this fictional kingdom never to return. But this is not the end of this Sorcery for you can call up attributes of anything within your kingdom, send a stone and let it be what your walls are made of and you will find yourself as durable as a stone. With this Sorcery you may truly become unbreakable.

Custom: If you have a Sorcery in mind that fits this tier of power feel free to take it.

Drawbacks

No limit except what you're willing to take.

Rigid (200cp):

You've got a strong set of morals Jumper, one that you're unwilling to bend on, this drawback doesn't stop you from growing as a person but it will make it take a lot to get through that thick skull of yours.

0-3 (200cp):

You're suffering from an acute case of Elite Squad Curse there Jumper, you aren't any weaker and your enemies aren't any stronger, but you've got a bad habit of thinking you've won too early, and your enemies have a good habit of catching you off guard.

Slandered (200cp):

You've got a real bad reputation now, just about anybody who's anybody is gonna be looking at you like you're the scum of the earth. It's not impossible to overturn though just real difficult.

Disarmed (400cp):

You have a weak spot or two now buddy, that being your limbs. Regardless of how durable you are there is now a real good chance of losing a limb or two in your fights, you can put them back on later but in a fight it's pretty crippling, even if you don't use your limbs all that often.

Memory Hole (400cp):

Jumpchain? What are you talking about dude? Much like a certain someone, memories of your past have been locked away, for the duration of your time here you'll have to redevelop almost all of your abilities as you have forgotten how to use them. This seal can be broken, but it would require something deeply emotionally tied to your past.

Guilty (400cp):

You've sinned in the past Jumper, we all have, but yours seem to weigh on you more than most. You can feel it, gnawing at your heart at all hours of the day. This is a guilt that urges you to make up for it, one that compels you to set things right even if it costs your life.

Gas Money, And Then We Walked (600cp):

It seems the world around you has taken on a deeply unserious tone. The Hishaku killed Kunishige for gas money, and then they walked, Chihiro has a goblin sidekick named Dicktwist and Robo-Sojo lurks around every corner of the world. It's honestly still pretty funny.

Senseless (600cp):

You've lost one of your senses, not just literally but metaphorically too, the blind may not be able to see a future where they live happily with their loved ones, the deaf may find that the love of the people around them is nothing more than garbled noise, so on and so forth.

Brainrot (600cp):

Ah, Jumper you may have spent too much time on powerscaling forums, for the time that you're here in this world every word that comes from your mouth will be the indecipherable jargon of shonen brainrot. Commenting about how easy something is will end with you calling it a potential man victim, praise for someone you know becomes fictitious and nonsensical glaze, all this without ending. Think twice, for your own sake.

Companions

Take a stipend of 200cp for this section, just for you.

Canon (Free):

Pretty simple, if you can talk someone into coming with you on your journey they become a companion.

Create-A-Companion (200cp):

Got a character in mind that isn't from around here? That's fine, take 800cp to create a custom companion for yourself.

The GOAT (400cp):

Coming from a village of natives deep within a wooded mountain comes this brilliant, wonderful, and awe-inspiring sorcerer without equal. An anomaly in this world, her Sorcery allows her to analyze the Sorceries of other people and reproduce them as handheld gems that possess all the potential and power of the original. More than her incredible Innate Sorcery is her proficiency in all things arcane, with even the most advanced applications of Sorcery becoming second nature to her soon after learning it. The only match for her incredible power is her almost childish ego, proudly declaring herself the greatest of all time often enough that you might get sick of the term, it would be more grating if she couldn't back her words up in nearly every situation. You remind her of someone she loves who's long dead now, so she's taken a liking to you and your antics.

Brutalizer (400cp):

A prince from a foreign country, come to see what all this Datenseki stuff is about. Born with a rare genetic defect that renders him unable to manipulate his own Spiritual Energy he refuses to let something like a crippling birth defect stop him, altering his own body to be Reinforced by the world's Spiritual Energy and supplementing it further with the advanced cybernetics of his home country. He's a physical powerhouse with only one equal, and his golden heart is hidden behind how viciously he beats any fool who dares challenge him. He has a keen eye for interesting people, which is why he's sticking around you for the near future.

Old Soldier (400cp):

Before the Seitei War conflict with Sorcerers was kept quiet, a veteran of these quiet Sorcerer fights he's almost 90 years old but barely looks 25. Despite the bright pink hair and facial scars he easily fades into the background of most groups he's in, not that he cares that much. Possessing two different Innate Sorceries from his past that he merely smiles about, he's made a habit of keeping watch of people capable of changing the world, which is of course why he's been watching you for the past week or so.

Stranger From a Strange Land (400cp):

From the depths the unknown sea comes this giant of a man, but that's hardly the most striking thing about him, a member of a group of natives pushed into the ocean and kept alive by a magic stones, he stands at about 8 feet tall, 10 if you count the horns. The third eye on his

forehead reveals all basics of Sorcerer bare to him allowing to casually master things he's only heard. Despite his odd looks he's a good guy, and very curious about the surface world and the people living on it. His innate mastery of all things Sorcerous have made him outwardly apathetic to the world, but deep down he craves something that will challenge him, something that will cause him to grow until he can no longer recognize himself. He sees that potential in you and has taken to unsobtly following you around.

Beaten Dog (400cp)

This not so young orphan was a victim of one of the yakuza wannabe gangs, but has since set himself free. He's pretty new to all the not being a debt slave thing and is struggling to adjust to "normal" life, causing him to throw himself at basically any criminal group and tear them apart with his rather potent Sorcery. He's a good kid fundamentally but it's a bit hard to see that past the manic glee he acts with in the middle of a fight. He wants very desperately to live a normal life but has no idea what that looks like or how to reach it, some guidance would earn the loyalty of this stray.

War Criminal (400cp):

A young girl on the run, more from her own shame than any actual crime. She has a bipolar disorder exacerbated by her barely controlled Spiritual Energy, while depressive she is "normal" if very self-loathing and anxious, she is utterly lacking in either skill or self-esteem. But when she goes manic it's almost a completely different person, arrogant, loud and childish, this facet of her personality possesses most off the skill her other half lacks and with powerful sorcery to boot. Anything she registers with her Spiritual Energy she can transform into a weapon with unique effects, something she used with great prejudice before running away. You've found her rummaging through your trash on a depressive moment, a little bit of kindness would go a long way.

Personal Squad (400cp):

An elite squad of young women in contrasting colors, despite their relative youth their skills in Sorcerer are impeccable, trained in a mountain monastery this group of four just so happen to have fighting styles and Sorceries that perfectly complement your own. Trained rigorously in combat and teamwork they come from all kinds of backgrounds and work together as mercenaries, but are still pretty ignorant about the world. A logistical error has left the government unknowingly footing the bill for your new 24/7 protection detail.

Armored Hero (400cp):

This mysterious warrior of justice haunts the minds of the corrupt and criminal. Bearing an impossibly durable suit of insectoid armor, this masked hero strives against all manner of evils, utilizing something that may not be Sorcery they switch out aspects of their already potent power set in order to handle any threat that dares threaten the lives of the innocent and helpless. They sense within you a kindred spirit, or the start of one at least, and frequently stand around rooftops observing you.

The End

Have you enjoyed yourself Jumper, maybe learned somethings about yourself and the people around you? Well, only you know that for certain

Stay Here: This place has all sorts of cool stuff still around, plus you might be attached to someone who's not willing to go with you. Regardless take an extra 1000cp you can spend here, from one BachiBro to another.

The Story Continues: Proceed directly to the Kagurabachi Part 2 jump, if it's finished of course.

Carry On: There's still so much out there if you just spread your arms and reach for it, may your next world be as interesting as this, and may all blessings find their way to you.

Go Home: If you've had enough of all the adventure and excitement then feel free to call it here, keep all the stuff you've accumulated over the years.

Notes:

The three 600cp Sorceries are derived from Savestates [Into the Cardboard Realm](#) Sorceries

Companions are expies of the following

- Desscaras (Ich the Witch)
- Gokuraku (Ich the Witch)
- Yuji (JJK Modulo)
- Dabura (JJK Modulo)
- Denji (Chainsawman)
- Asa/Yoru (Chainsawman)
- A RWBY Team of your choice (Though it was written with Team RWBY in mind)
- A Kamen Rider (I was thinking of Build while writing it but I'm not a cop)