

A JumpChain compliant adventure

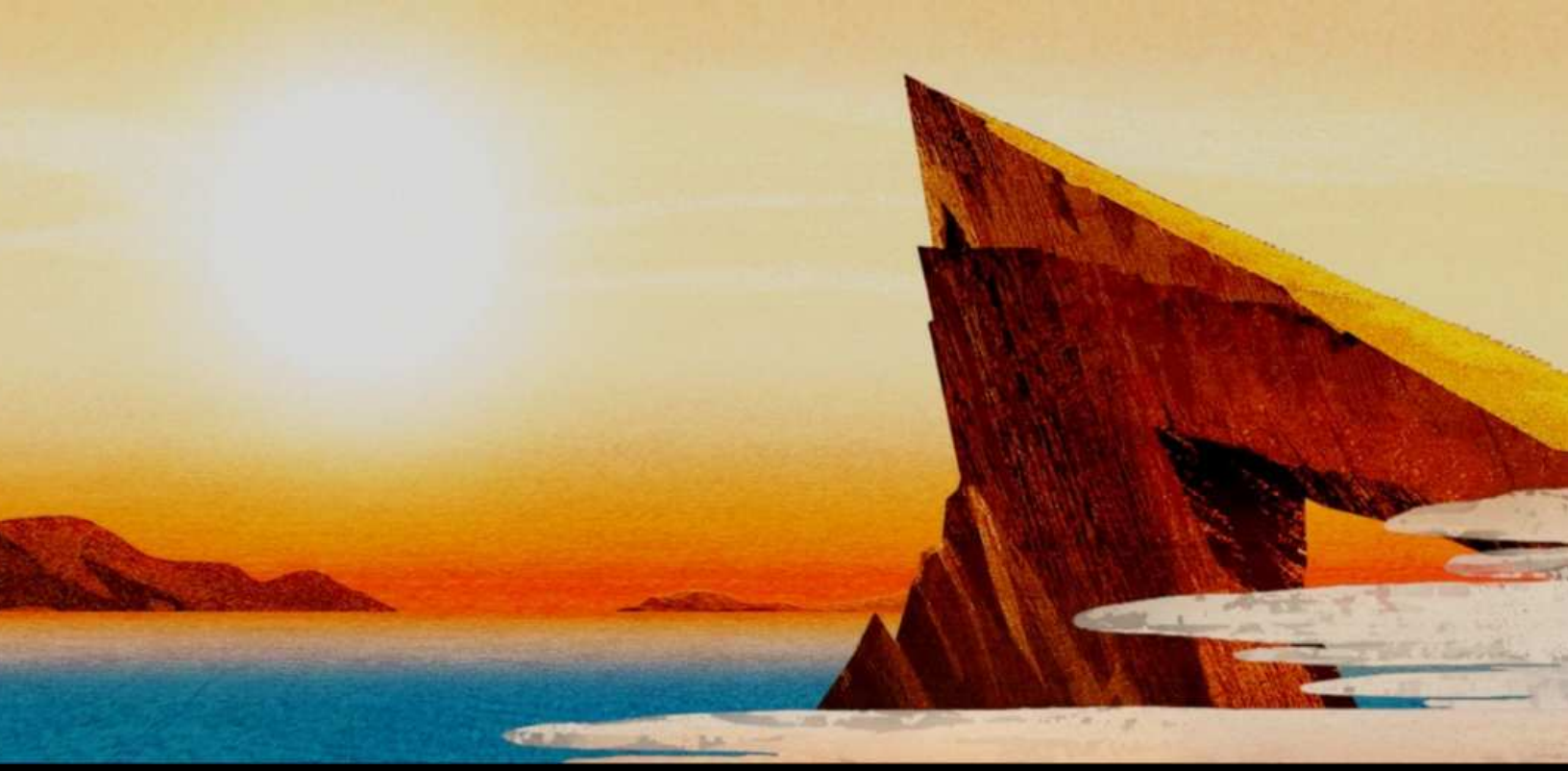


If you must blink, do it now. Pay careful attention to everything you see and hear, no matter how unusual it may seem.

Welcome to Edo Japan. It isn't quite the Japan that you're accustomed to. This Japan is a bit more mythic, more like something out of story and song. Magic exists, though it is the stuff of legends, and monsters stalk the lands. In between these the peasants of Japan work and toil in the fields, living simple yet happy lives. They hold festivals that honor their beloved dead, and share their bounty with one another freely. There are many small villages that occupy the countryside. One village in particular is often visited by a young boy. The boy will leave the cave where he lives with his mother and journey into town to play music and tell stories. The young musician never stays past dark, instead collecting his meager earnings and returning home to take his mother inside their cave as the sun sets.

You begin your journey in this village of no renown. The village is currently celebrating a festival of lights where they honor their ancestors by presenting them with handcrafted paper lamps. Music, dancing, storytelling, and food can all be enjoyed. Perhaps you'll find a story that calls to you.

You gain 1000 Choice Points to help you on your journey.



Origins

Drop In
You arrive with no memories but your own, although your appearance in this new land has seemingly left you with a need and desire to create. Your age on arrival is 25-32.

Hero
Memories of Japan flood your mind, and you being your journey with a family and ties to the community. You're young, so you may be able skirt family responsibilities. Unless, of course, your parents are injured or dead, if that's the case you may need to find a way to provide a living for them. Your age on arrival is 9-14

Guide
Not everyone is so fortunate to have a singular purpose in their life. For as long as you can remember, you've been sworn to something: a house or an individual. You've spend your years training to serve and protect that which you're sworn to. You age on arrival is 25-32.

Villain
Eternity is your birthright. The cold, beautiful, unchanging heavens have been your home for as far back as you can remember. You look down on the petty trials and tribulations of the animals of earth and know you are superior. From time to time you are sent to earth to serve heaven, but you find the act distasteful. You age on arrival is immeasurable.



Perks

Origin perks are discounted, 100 point perks are free for their origin

Drop In

100: Laika Lines
If a picture is worth a thousand words, you are capable of speaking voluminously. Pick any two of the plastic arts – painting, sculpting, film, drawing, or something similar – that you prefer. You now possess a master's command of those mediums. Additional purchases can be made at the same rate, two mediums per purchase. However, said arts must involve the manipulation of physical material. Non-plastic arts, such as writing, music, and acting, are ineligible for this perk.

200: Emergent Auteur
Sometimes the sum is greater than the parts. While this isn't always the case, you've learned how to create this effect under certain circumstances. When you use two different artistic mediums to create one piece of art, those mediums will play off one another perfectly. The resulting piece of art will be a masterful, unique blending of those two mediums that displays all the characteristics of those individual mediums in addition to taking on an aesthetic unique to this particular blending.

400: Hope and Heartstrings
Arc and act, theme and trope: these are the brick and mortar of storytelling. Yet just as a home is more than brick and mortar, so too is storytelling than stacking blocks. A story properly told can convey so much to so many. It can entertain with

tales of brave warriors fighting impossible odds. It can enlighten by gently delivering harsh truths. Regardless of your intent – entertain, enlighten, or both – story flows from you, rich and true, as easy as breathing.

600: Faithful Following
The creator creates to create. The desire to bring forth art into the world cannot be denied, and exists purely for it's own sake. Having said that, who doesn't enjoy seeing the crowd move to the beat of your creation? Well, whatever your skill, whatever your medium, it seems that there's always a group of fans willing to pay to see your work. They might not be enough in number to make you famous, or rich, for that matter, but they'll be loyal and will ensure that whatever art you display will always have an audience.



Hero

100: Bright Tones, Warm Heart
Music is an amazing form of expression: quick jaunty tones can convey motion, and create a sense of adventure. Similarly, slower more drawn out notes can convey loss and sorrow. At the crux of it though, music requires two things: the technical knowledge of how to and ability to manipulate sound, and the courage to emote fearlessly. You now possess such traits. You are now a master of any instrument available in the 18th century, and you can imbue your music with a full measure of whatever emotion you desire.

200: Drawn to Friendship
Have you ever met someone and it feels like you've known them forever? There are certain people who fall easily into friendships. They can be the favorite son or daughter of their village, despite the fact that they visit only rarely. If in need, people will flock to their aid and potentially assist them on a dangerous quest. You are one such person. With minimal effort, you can make friends with nearly anyone who isn't overtly hostile. Moreover, the longer your friends remain in your company, so long as you do not intentionally mistreat them, the bonds of friendship will continue to grow and strengthen.

400: Brilliant Busking
It isn't easy being a street performer. Not only must you be a master of your chosen craft, but you must also possess an ability to work and play to the crowd. Quite thankfully, you're a virtuoso busker. Provided you have something to offer a crowd – a song, street art, a speech – the crowd will largely bend to your will. You'll find it easy to move them around, providing you with room to practice your craft or simply have them follow you. Moreover, your memory will improve such that you'll never forget a request called out from a crowd, and if you do they'll forgive you for it anyway. Should you have some means of manipulating or influencing emotion or though via performance, you'll find this skill enhances that.

600: Crimp, Create, Control
Stories and songs are powerful. They are manifestations of the inner world of the creator, born of a curious combination of intent and imagination. There is, however, a degree of abstraction to songs and stories. How much greater impact would they have with added visual aids? You now possess the ability to manipulate and control dozens of discrete small objects. The objects in question can be no larger or heavier than a small piece of paper. But such is your control that you could have them act out complex fight scenes, complete with gory paper deaths. You'll find this much easier if used in conjunction with a story you're telling or music you're performing.





Guide

100: Anthropomartial Arts
According to legend, many martial arts styles have their roots in observing animals in the wild. The crane, the monkey, the heron, all have been said to inspire the martial arts of different schools. Whether this is true or not, you now possess a journeymans skill in two martial arts: one armed and one unarmed. In addition, should you happen to find yourself in a new furrier body, you'll find your skill in these two styles unhindered by the particularities of your new body.

200: Simian Sagacity
Stories tell of monkeys possessed of great understanding. These beings were able to exemplify and elucidate principles for living a life of skill and wisdom. Some thought them messengers of the gods, others mere stories. Regardless, you now possess a similar level of enlightenment. You're wise in a way most people will never be, and you understand the hardest truths life has to offer. More than that, you know how to process them and explain them to help people overcome potentially devastating hardships.

400: Hard-fought Harmony
Two blades are better than one, provided those blades can work on concert. Yet working in concert, working with a partner or a group, takes long hours of practice and training. Well, it used to anyway. You now possess a preternatural ability to work with a partner or a small group. Moreover, not only will you start out working together much easier, but the more time you spend with one another working at various tasks you'll find that your ability to harmonize your efforts increases at a staggering rate.

600: Vows Made and Vows Kept
Swearing yourself to the betterment of another is no small thing. Such oaths, whether delivered on bended knee or face to face, have a certain weight. It's almost as if the universe sees such commitment and honors it. Should you swear such an oath, you will find yourself possessed of a myriad of benefits: you'll have an instinctual awareness of the location and health of whoever you're sworn to, if directly defending them your strikes will land harder and more often, if directly defending them you'll be able to shrug off damage more easily. You can only swear one such oath at a time, and you can set conditions for said oath. You cannot, however, transfer that oath to another until said oath is complete.



Villain

100: Darkness Stalks at Night
People have an instinctual fear of the dark. The mind wanders and imagination conjures all manner of malevolence from the gloom. You know that such fears are not irrational; you are the thing they fear. With a thought you can create a palpable aura of fear around you. To help with this, you can create small effects to bolster your efforts: echoing your voice, giving your voice an unsettling reverb, floating and moving slowly through the air. These effects must be largely cosmetic, but when used properly this aura and these effects will cause an ordinary person to flee in terror.



200: The Unblinking Eye
The moon hangs heavy and full in the sky, staring down on the earth and its inhabitants unceasingly. Your ties to the moon give you a similar ability: if you and your prey are under the light of the moon, then you can track them unerringly. The smallest track or trace of passing will not slip past you unnoticed. Moreover, if you have some magical means of observation, scrying or the like, you'll find those efforts are both easier and yield more results.

400: Strength of Silvery Light
The cattle that stalk the earth spend their time beneath the sun. Yet you know that the moon holds far greater power. The argent light of the moon beams down the perfection of heaven onto a flawed, weak earth. Born of the Heavens as you are, you know how to draw strength from this light and, in doing so, share in its perfection. While you stand beneath the light of the moon, you will find all of your abilities increased in power.

600: Child of the Heavens
The Heavens are cold, precise, and perfect. As their child, so are you. You have gained a measure of the Heavens eternal nature, as such the passage of time does not effect you. Unlike the animals of earth, you do not hunger, thirst, or require air. You can move at will between the Heavens and earth. In other worlds this will allow you to teleport freely between a planet and either it's analogue of heaven or some portion of immediately adjacent outer space. Finally, you are highly resistant to attempts to manipulate your emotions. Though, be warned, even that resistance can be overcome by heroic effort.



General

Free/100: Origami
A curious art this, transforming a flat sheet of paper into a three-dimensional sculpture. It takes time and patience to learn how to do this properly. While you aren't necessarily a master of this art, yet, you are a very competent amateur. If mastery is really important to you, though, you can spend 100CP and become an undisputed master of this art.

500: On the Wings of Golden Herons
There are fights that cannot be won by strength of arm. There are monsters that can never be overcome. Yet for those with understanding, these facts hold no fear. It is in the nature of life to be ephemera, and in the end our stories may outlast us all. When faced with an overwhelming foe, you can attempt to protect yourself with this understanding. Should you have others with such wisdom, the simple wisdom of honest peasants, you will find your efforts strengthened. You may infrequently, when set with great need, summon a barrier impenetrable to any enemies attack. The duration will be short, but may provide the time necessary to act.

In addition, you find the following skills enhanced the following manner:

> **Faithful Following**
> Once per jump you attract the attention of a patron. This patron will be of significant wealth and influence. So enamored with your work is this patron, that they will be willing to fund your art even at a loss. So long as you stay true to your art, you won't be lacking the funds to create.



Crimp, Create, Control
Your ability to create and control your creations has increased dramatically. Instead of dozens of creations, you can potentially manipulate hundreds. They're still subject to the same limitation on individual size and weight, however. More than that, though, you can create up to two creations of particular quality. These creations will take on the qualities of whatever they're fashioned after. A boat made of leaves will be seaworthy. A small samurai will unerringly know where to go to complete a quest.

Vows Made and Vows Kept
So strong are the vows you've made that they supersede the call of death. If you die in the service of someone you're sworn to, you will be reincarnated hours later in a new form. This form will resemble an mundane animal found on earth that has been anthropomorphized. You can live indefinitely in this new form, provided you don't die of other means, or upon fulfilling your oath you may resume your previous form. This ability works no more than once per jump.

Child of the Heavens
There is more to the heavens than perfection, there is also power. Magic, the lifeblood of the heavens and a force untouchable by the earthly animals, with it you can command the seas and storms, you can hold people fast with wisps of smoke, transform fools into lowly bugs, strike with the might of the heavens, and even transform yourself into a beast of terrible power.



Companions

50/200: You Are My Quest
Import any companion and give them an origin and 600CP for 50CP or import eight companions with and origin and 600CP for 200CP. Additional points may be acquired from the jumper. For every 1CP the jumper donates to his companions, every imported companion gains 1CP to spend.

200: Model Companion
There are some individuals and entities of note in this world. By paying a paltry 200CP, you can provide them with a ticket to share your multiverse adventures.

Items

Drop In
100: An Open Invitation
A curious thing, this. It's a small white card, made from expensive card-stock and embossed with gold filigree. Given the laurels and other accents, it looks like an invitation to an exclusive film festival. However, this card does more than just that; it grants you and a guest admittance to any high society event. Does not include black tie and or slinky dress.

200: Comprehensive Collection
A series of bookshelves, three or four, you're never quite sure when you look at it straight on, that has every animated film, show, or short ever produced on Earth.

In addition, these copies have commentaries from their creators detailing the how's and why's of their creation. The media itself takes the form of whatever media type – tape, DVD, digital – you require.

400: A Little Black Book
As the title states, this is a small black leather bound book. It's held closed by a band, but is otherwise about one inch thick. Inside the book are the names and contact information for innovators, captains of industry, investors, studio heads, theater heads, and all other manner of power brokers. Why, a little bit of effort you and charisma you could put together quite the production team with a book like this. The book will grow no larger, and will update its information to the current universe its in while simultaneously keeping the old entries. There are always a few pages in the back if you want to write down some other contacts you make.

600: The Perfect Studio
This is exactly what it says on the box. The box is figurative. In any event, this is a space, a few thousand square feet of office and studio space, set up to make movie magic. Included are the digital and analog tools to create stop-motion and CGI movies: computers, lights, all manner of cameras, and everything else you could want. Similarly, there are all the raw materials you might need in the pursuit of filmmaking. This space can either be attached to your Warehouse or will ensconce itself in building somewhere in jump.



Hero

100: Busker's Instrument

A worn but well cared for musical instrument of your choosing. The default offering is a beautiful old shamisen, but this purchase works for any instrument a street musician could have in the 18th century. The strings will need replacing from time to time, but otherwise this instrument is remarkably sturdy. If you've any musical talent at all, you'll find it increased slightly when playing this instrument.

200: A Samurai's Kimono

This isn't the full kimono of a samurai. In fact, all that's here is the robe-like portion covering your upper body and the obi. It's well made and has the symbol of some sort of winged creature on it's back. Once per jump if you're in mortal danger and about to die, wings will indeed sprout from the back of this garment and carry you swiftly away from danger.

400: A Plain Statuette

This carved wooden depiction of an animal feels strangely smooth to the touch. While this looks nothing more than a childs toy, it is an artifact of some power. Once per day, for four hours, the animal depicted can be summoned. The animal will be a slightly anthropomorphic version of the statuette, it will have it's own personality and be capable of speech, and it will be a fantastic fighter. If slain, the animal may not be summoned for a week.





600: The Artifact Descriptive
Artifacts of great wonder and power exist in this world. Those who wield these artifacts find themselves imbued with great power. Choose a weapon, a piece of armor, or article of clothing: that is your item. Now select a one-word description of what it does: that is it's power. There are limits to this. The Sword Unbreakable allowed an untrained boy to strike a giant beast and wound it. The Breastplate Impenetrable allowed a young hero to survive a massive blow. However, these effects are not absolute. Just as the hero was injured while wearing Breastplate Impenetrable, so too would you be if you created and wore the Tie tack Invincible. As an added bonus, if you select a wearable piece of equipment it will resize itself to fit your current size.

Guide
100: Limitless Sashimi
A nice plate of fresh, raw fish. The fish will be scaled, cleaned, dressed and ready for consumption. There's actually quite a small pile of it, more than one person could eat in a sitting. Perhaps it'd be nice to sit with some friends and enjoy a meal together?

200: Yumi hankyu
This bow is smaller than the full bow of a samurai, though it is no less deadly. Well made and meticulously maintained, it is a warriors weapon. A unique feature about this bow, however, is its quiver. While the arrows in the quiver are completely ordinary, the quiver will never run out of arrows for the bow to shoot.



400: A Worn Map
Folded up and altogether unassuming, this map shows the approximate location to a handful of artifacts. Should the bearer need a particular artifact to complete a quest, the map will show, vaguely, where that artifact is located. The map is by no means precise, its almost more a calligraphy painting than a map, but it will not be false.

600: A Secluded Cave
Somewhere in the world there is a cave that no one can find, perfectly sheltered from observation but with plenty of room to cook, eat, and sleep. You are the only one that can find and enter this cave, if you so choose, and in addition to the above, you'll find it has an abundance of fresh water. This cave can either reappear in each jump or it can become an addition to your Warehouse.





Villain

100: Vestments of the Night

A mask, a hat, a robe and armor, a complete outfit that speaks to the wonders and glories of the night. While there isn't anything inherently magical about these clothes, any attempts to intimidate to inspire fear while wearing them will be more successful.

200: Magic Pipe

This long, slender pipe looks to be made of ivory or perhaps the highly polished bone of some animal. Regardless, it never runs out of tobacco or any other substance placed in its bowl. In addition, any magics cast or invoked using the pipe, those that require smoke or fire, will find their effects enhanced by the pipe.

400: Wicked Blades

A pair of bladed weapons of your choosing. These blades could be katana, kusarigama, or some other bladed weapon of your choosing. Regardless of what they look like, they are extremely deadly. Wounds inflicted by these weapons are particularly aggravated, and will heal slowly or perhaps not at all. The wounds will heal, or not, with a preponderance of time and rest but will be less than receptive to healing magic.

600: Temple of Heaven

This old temple looks Shinto in its aesthetic, but in truth its set to worship the perfection of the moon and stars. Inaccessible by mortals, except with the owners permission, this temple resides in Heaven – half way between a heavenly spiritual plane and the space immediately adjacent earth – and provides its owner a great place from which to view earth. Methods of divination will yield greater returns when practiced from this temple.



Drawbacks

100: Low Budget
Bland and blocky, the world looks really bland and blocky. Its not that Japan has changed, it's just that everything looks … derezzed to you. What would otherwise be a beautiful world, vibrant with color, will instead look really, really cheap to you.

100+100: One-eyed
Somewhere along the way you lost an eye. More specifically, someone took it from you. For the remainder of your journey you will be unable to use that eye. No magic, technology, or perk will restore vision to that eye. For an extra 100 CP you can be blind in both eyes for the duration of the jump.





200: Chicken of DOOOM
Everyone loves a little comic-relief, right? That's what this is about. For the duration of your journey, a giant, fire-breathing, egg-shooting, insanely murderous chicken will constantly stalk you, and attack whenever it can. This creature may be a nuisance at first, but will scale with power after each encounter until it becomes a challenge to you. What's worse, no one but you can take it seriously. Everyone else, companions included, will find this thing hilarious and will stop what they're doing to watch you fight your fowl nemesis.

200: Uncontrolled Powers
For some reason you've lost a measure of the control you have over your powers, those purchased in jump and those from previous adventures. If you concentrate you should still be able to do what you normally do, maybe. However, if you lose concentration then your powers will react to your emotions and subconscious. This effect will be most pronounced when you sleep and, regardless of your out of context powers and abilities, you will need to sleep regularly now.

300: Heroes Charm
Huh. Not quite sure how this happened, but you've managed to get stuck in the charm of a young boy. You won't be able to escape, but after some time, a few years, you'll be set free when the boy's life is threatened. From there on out, you will be responsible for him and will be required to guide and help him fulfill the quest he'll set out on. You won't be able to do things for him, mind you, but you will be able to help him as he makes his own way through his story. Be careful, though, if the boy without completing his task your journey is over.



300: Hunted by Heaven

The Moon King and his daughters, the Sisters, see themselves as the ultimate power in this universe. Your presence calls that into question. The Kingdom of Heaven has witnessed your arrival and takes offense, and the Kingdom of Heaven will brook no offense. For the duration of your trip, the Moon King and the Sisters will hunt you. While less powerful during the day, they are formidable opponents once the sun falls. More than that, your arrival has torn the veil of Heaven, allowing power not of this place to seep through. This power will sustain them, making them impossible to kill, and feed them. The Kingdom of Heaven will grow in power and size until your last full night in Japan. Should you survive until that night, they will marshal all of their forces against you in one final battle.





600: Amnesia
Your travels through the Endless Ocean of Possibility were not as smooth as they usually are. As a result, your arrival to Japan has left you gravely injured. Shortly after your arrival, you will lose all memory of who you are and what you're about. In fact, you'll be little more than a vegetable most of the time. On rare occasion, you'll remember everything and become wholly alive, responsive and wonderfully lucid. Just as suddenly though, it'll begin to fade, first leaving you confused then returning you to unresponsive existence. There may be hope for you. If you have friends, people who love and trust you with valiant hearts, they can quest for a cure. They will face battles and trials and, ultimately, will understand that force of arms cannot solve all problems. If they are honest and true, if they are good and brave, then they will find the cure. If they fail, though, your journey will be over.

Credits

Starring: There is a certain magic and beauty to this place. If you wish, you may end your travels here.

Produced By: Your time here may be complete, but perhaps the road still calls to you. If you will, you may leave this place with all you have learned and accumulated for new vistas and adventures. Live your tale, traveler.

Special Thanks To: We shape the world and are shaped in turn by our travels. Even so, every story ends sometime. If you find that the call of home clear, clarion, and undeniable, then feel free to return with all you have accumulated.



Notes
Version: 1.01
Made by: Epicureanon

Crimp, Create, Control: While items can be no larger than a piece of paper, origami paper to be precise, they doesn't mean that there's infinite scaling toward the small. Yes, atoms and subatomic particles are small than origami paper, but this perk will not help you manipulate them. The limit on small end would be an object half the size of a pinkie fingernail with a similar weight.

CCC + Heron: You can't construct anything industrial or wholly scientific in nature. Simple constructions, such that a person in the 18th century could pull off, will work. The minimum size of a special object, one with emergent properties, would be roughly hand-sized with the maximum being roughly equivalent to a two-story 3000sqft house.

Vows + Heron: The individual reincarnated will keep all their skills, though if their form makes using those skills difficult you'll need some way to deal with that. Also, upon reincarnation the individual can be polymorphed or shapechanged into their original form if such means are available.

Child + Heaven: Examples of magic include enhanced melee striking, polymorphing people against their will, mind / memory manipulation, weather control, using smoke to hold people in place, flight, dream walking, and transforming into a big stonkin' monster. It's basically evil fairy tale magic.

The Artifact Descriptive: As said these aren't absolute effects. If you created the Helmet Invincible, it would make you tougher, so long as you wore it, but it would not make you completely invincible. In the film, Kubo, a young boy, takes a hit wearing the Breastplate Impenetrable that sends him flying hundreds of meters, knocking down some trees in the process. He survives, but he's winded and he winces when he gets up. Use that as your guide.

Vestments of the Night: Vestments are non-magical, save for the fear-enhancing effect. The armor in the vestments is well made enough to stop small arms fire and defeat most bladed weapons wielded by ordinary humans.

Chicken of DOOOM: The CoD will grow powerful enough that it cannot be completely ignored, but not so powerful that it can easily kill or defeat you. The frequency will be around a couple attacks a month.