TOKYO SOULS

Tokyo has suffered a supernatural disaster; an Abyssal Darkness has spread across the city, the living vanished, and the dead have come back to life.

In the immediate prelude to the disaster, when only certain areas had fallen off the grid, the JSDF deployed infantry, aircraft and tanks into areas stricken with darkess, only to have some of those soldiers have returned as Returned of the Abyss, along with many Dark Beings of clearly supernatural origin like urban golems, trash swarms and fish-ghouls. Somewhere in there the odd Japanese creature of folklore appears as well, but they are clearly in the minority compared to the urban legends.

Once the Abyssal Darkness saturated the entire of Tokyo, it started to creep across the rest of Japan, and has now advanced unchecked for years.

The introduction of the supernatural has also turned cell phones into devices of magic and sorcery through apps, and bestowed many once-normal items, foods and activities into things with supernatural power. Cosplayers lose themselves in their characters, while superstitions imbue items with power.

It is now decades after the Event, and many undead are still struggling to regain their human existence by going through the motions of life, but whether such a thing is even possible is unknown.

But where there was despair in the Dark, some brave undead are travelling towards and through Tokyo, bent on restoring all districts to connection with the Grid in the hopes of driving back the Dark, and perhaps returning civilisation to their lives.

You have 1000cp.

LOCATIONS

Roll 1d8.

1. Tokyo Tower – a landmark that many undead steadily move towards.
2. Ginza Shopping District
3. The Tsukiji Fish Markets are infested with Tuna Ghouls.
4. Chiyoda Park – partly flooded.
5. Shibuya Crossing
6. Shinjuku - The former nightlife hotspot is now largely empty, but not empty enough.
7. Akihabara Backstreets – The otaku district. Beware undead cosplayers who have lost themselves in their characters.
8. Free pick. Perhaps the Imperial Palace, or the Tokyo Metropolitan Government building? One of the derailed trains in the subway tunnels, or the Turgid Nest, where the sick and poisoned gather. PS: Don’t choose the Abyss if you know what’s good for you.

AGE/GENDER

Roll 18+1d8 for the age you were when you died. You can either keep your prior gender or change it for no cost.

BACKGROUNDS

No choice.

Undead

You're dead. Also undead. You were buried in the area around Tokyo, after what passed for your life, but it seems the world isn't done with you. There is some element of reincarnation or resurrection at play, because in truth you *can't* die. Post-supernatural-apocalypse Tokyo has always been dangerous, so you've probably had to beat off Dark Beings before, though how successfully will depend on your Perk choices. You may treat this background as Drop In if you wish.

PERKS

You must take two 100cp perks – those two are free. Your choice of these two freebies determines which higher-level perks are discounted (50%).

Free Perks

Soulbearer - Free

When you kill an enemy, you will absorb part of their spiritual essence – their 'souls'. Souls can be channelled into your body to improve it, or infused into items to improve them, if you have a nice safe place to work and the right tools – workshop tools to improve gear, and gym equipment for your body. They also act as currency in this world, and can be transferred between people.

100cp Perks

Improved Dexterity - 100cp

"Strike first, strike last."

Your speed of attack and reflexes are markedly improved, as is the skill with which you handle light weapons.

Improved Intelligence - 100cp

"During the invasion of the Abyss, military force failed. Perhaps calmer heads could prevail?"

You seem to remember a great deal of your schooling, and your thoughts seem to come quicker and brighter in your mind. Activating Spell Apps is faster for your practiced fingers.

Improved Strength - 100cp

"Inner strength is used to fight your demons. In these times, outer strength is used to fight them, too."

Your strength is at least on par with a gym-junkie or a body builder. You'll have no trouble kicking down most doors or climbing with a weight on your back.

Improved Vitality - 100cp
"The Undead will Return upon death, but some take more punishment to get to that point."
You can take much more of a beating before dying, but your body also resists poison to a greater degree before falling ill.

Improved Belief - 100cp
"The ability to believe in things that may not be real. Did humans bring the Abyss into reality on the power of their superstitions?"
In your hands, the mystical powers of supernatural items are slightly improved; magical fire seems to burn hotter, and magical weapons seem sharper.

Improved Endurance - 100cp
"The desire to keep fighting is one all humans share, but how many have a body to obey the will?"
Your sword arm is well developed, and you can keep attacking for longer than normal, while recovering quicker at rest. You probably also run everywhere like a madman.

Improved Imagination - 100cp
"The ability to perceive things which are only possibilities; creation from nothing, and combined with belief, act as though something false is real."
Your high Imagination allows one to create things with ease and improves the effectiveness of Cosplay items. At very high levels, can also “create” things in the Abyss by imagining they are real, such as shortcuts, random items, or enemies.

200cp Perks

Musashi Scholar - 200cp, Improved Dexterity
"Some undead teach each other bastardized variants of the Nito-Ryu school, practicing with two weapons at once to fight opponents on multiple fronts; an all-too-common occurrence."
You are well versed in two-weapon fighting, either with a smaller weapon in your weaker hand or two sword-sized weapons at once.

Katate - 200cp, Improved Intelligence
"Young Undead are seldom without a cell phone in one hand, making single-blade combat the preferred choice."
You are highly skilled at fighting with a single weapon and a non-weapon or empty hand, finding it easier to parry and counterattack when the other hand isn't holding a weapon or shield.

Crushing Wave - 200cp, Improved Strength
"There is nothing that can stop a tsunami's advance. Flee, or fall."
Your physical might excels at breaking through guards and blocks, and battering aside shields. Those who try to resist and fail stagger or fall.

Patient - 200cp, Improved Vitality
"Estumin C is the key to a healthy body!"
Exterior healing effects have a greater effect on your body. Medical treatment or healing spell apps alike take to your flesh with improved vigour.

Psychometry - 200cp, Improved Belief
"The art of Psychometry was once considered an urban legend, so it is only natural it emerged when urban legends took on a life of their own."
When handling or touching an object, you can easily determine whether it is an object of powerful belief and superstitions, and what those beliefs are. This holds true for touching other forms of magic items and working out the enchantments they hold.

Tatterdamalion - 200cp, Improved Endurance
"Tachi-chan popularised acrobatic fighting styles with showy evasions and movement that caused her clothes to swirl around her. She was lucky that it worked."
When evading an attack by travelling a short distance – darting to the side, dodge-rolling or diving out of the way - targeted strikes directed at you will only seem to pierce your clothing, missing your body beneath. Area of effect attacks will still affect you, and a simple side-step or bending out of the way is too short a distance for this effect.

Emperor's Eyes - 200cp, Improved Imagination
"Scavenging for supplies is a living in Tokyo's ruins, and on his throne atop the great pile, the Trash Emperor takes his share as he sees fit."
You are better at finding secrets hidden throughout the city and at navigating the rubble-choked streets and half-collapsed buildings. Your eyes burn a little brighter in the shadows, appearing to glow red in the dark or in poor illumination.

400cp Perks

Punisher - 400cp, Improved Dexterity
"Be wary when you extend your weapon towards another, lest the hand holding it is cut off."
Before you died, you knew how to fight with a weapon and, most importantly, you still remember.
You are better at reading your opponent to locate openings to strike and telling what types of weapons or attacks are likely to be most effective. When those openings come around, you are especially good at planting your weapon in the most painful places.

Smartphone Gen - 400cp, Improved Intelligence
"Is it a coincidence that the younger generation of Undead are the best equipped to use Miracles and Sorcery? Almost as though popular phone games trained them for this…"
You can use your phone blindfolded, and knowing it so well has enhanced the way you use Miracle and Sorcery apps. Spell apps coming from your devices are now stronger thanks to better reception, but the cost in battery power remains the same. This benefit applies to other forms of technosorcery.

Ruin Touch - 400cp, Improved Strength
"The Lords of Ruin laid waste to central Tokyo as they moved through it; forces of nature, and as often venerated for their might as hated for the destruction they bring."
Just moving up against fragile objects exerts your strength against them. A small fence that someone could kick down if they bothered now falls down almost by itself if you bump up against it; Your touch crumbles wooden crates instead of needing to actually raise your weapon and smash them. This has no effect against animate creatures. You can turn this ability off.

Inner Brightness - 400cp, Improved Vitality
“Light from a fire holds back the night of the Abyss; light of the soul holds back Darkness of the heart.”
Your body refuses to die of toxins with a tenacity that would make a cockroach proud. You take less damage from poison, and no poison will ever actually kill you: your body defeats all poisons as you reach the proverbial "one hit point", leaving you weakened, but alive.

Devout - 400cp, Improved Belief
"Closed-mindedness does not exclude a strong belief in one's self, and rejects the beliefs of others. Little help against physical dangers."
You have particularly strong spiritual belief that excludes others. You have a moderate resistance to supernatural damage from mystic or cosplay weapons and spells.

Tokyo Turtle - 400cp, Improved Endurance
"Reminiscent of the Kappa."
Your guard with a shield is nearly unbreakable, and your shield bash attacks have a small but noticeable knockback effect.
Keep in mind enemies that attack from the rear, and attacking with a shield means you're not blocking with it.

Empty Mind - 400cp, Improved Imagination
“Have you ever imagined being a rock, or a corpse? Without a single thought in your skull?
You might approach the state The Empty exist in. Their minds are so quiet that the noisy thoughts of others offends them.”
You can place yourself in a meditative state where your mind becomes nearly vacant of conscious thought. You can still walk about and act, but in a dreamy, vacant state similar to sleepwalking. Complex tasks and combat will disturb your trance, but the Empty Undead will ignore you completely – though other enemies are not so fooled. Other mindless undead or beings acting on pure instinct may also ignore you when using this state.

600cp Perks

Duellist - 600cp, Improved Dexterity
"The art of Iaido became a spiritual one once swords stopped being a part of daily life. Now that they are once more, those who never stopped studying it are the new Undead Daimyō of Tokyo."
You are now a true urban samurai, having mastered Abyssal Kenjutsu – the way of the sword as it is practiced in the ruins. Although not strictly tied to a bladed weapon, you can make single, deadly strikes to fell even great foes and parry similarly deadly attacks with ease. Your lethality is enhanced by a powerful armor-piercing effect tied to your strikes that can make your weapon penetrate even tank plating.

App Designer - 600cp, Improved Intelligence
"Where did spell apps come from? Anonymously posted, but someone must have made them."
Create custom spell apps for the Sorcery or Miracle systems. They require power from the casting cell phone in proportion to effect and power. They may also need charge-up and cool-down times. The development of apps requires a Contract with the phone's provider, and an investiture of Souls.

Red-Skinned Demon - 600cp, Improved Strength
"Shuten-dōji's kin are said to emerge from the deepest subway tunnels at night, but the real monsters are among us already."
Your massive strength allows you to use two-handed weapons as one-handed ones and unlocks the heaviest of gear; potentially allowing such things like swinging pairs of chainsaws as someone else would swing a pair of knives, or carry a huge sledgehammer in one hand and an armoured car door as a shield in the other.

Regrowth - 600cp, Improved Vitality
"The Akkorokamui's tentacles squirm into our world from the Abyss, where a few daring and skilled undead took to eating them. Tastes like a lifetime's supply of calamari, but irreversibly changes the eater."
Having eaten of the Akkorokamui's flesh, your body now possesses a powerful healing ability, a slow but steady and reliable regeneration of health. Parts severed from you will wriggle and squirm back to you in a worm-like manner. This ability is also something of a mixed blessing: anyone devouring your flesh or blood gains a temporary form of this regeneration themselves, but you are no stranger to being cursed, are you not?

Cosplayer - 600cp, Improved Belief
"Empty Undead mimic the actions of their living self, but the unthinking mind makes no distinction between fantasy and reality."
Belief in a thing can make it real. When using fake weapons and armour, they act almost real - at least, to a level a bit better than normal armour or a normal weapon. Something like a lightsabre works like a lighter, extremely sharp and hot sword, while a plasma gun would somewhat surpass the damage of a normal gun by a small margin, accompanied by *pew pew* sounds and neon blue pulses of light.

Typhoon - 600cp, Improved Endurance
"What remained of the JSDF quickly fell when the Returned emerged from the Dark in a furious onslaught of steel and blood."
In your hands, any weapon's attacks can be strung together in a deadly combo of blows; from the most awkward but deadly buster sword to frailest teaspoon. Your combos are nearly un-interruptible, unless your foe is far more skilled than you are or straight-up cheating (being an Abyss Demon the size of a truck counts there), and your stances are highly unpredictable – the visual cues that announce your attacks are extremely similar and easily flow from one into the next.

Guardian Angel - 600cp, Improved Imagination
"...Is this a motherfucking JoJo reference!?"
Your potent imagination calls into being a temporary ally of Abyssal energy. While active, the guardian will stand by your side, defending you during openings and striking any foes in its reach. Beings with no Imagination cannot see it, but its imaginary appearance is to your design. You choose its armament, but its attack power is wholly dependent on your Imagination.

800cp Perks

Grandmaster - 800cp, Improved Dexterity
" Mura-kun was so greatly feared by the Lords of Ruin that many Returned assassins and Projections were called forth to strike him down. Each of them in turn heard one phrase before their demise: `Kore wa kojin-tekina mondaide wanai, kodomo-tachi.'「これは個人的な問題ではない、子供たち。」"
Your skill is such that you can perform the deadliest attacks of all: Kyo-kenjutsu or 'void swordsmanship', the province of only the rarest of masters. Kyo-kenjutsu hides a range of special manoeuvres that allow the grandmaster to step outside of the world before making their deadly blows, seeming to disappear and reappear between drawing the blade and landing the strike.
These manoeuvres are not without great risk, however; incredibly draining on stamina and demanding of focus, they are almost exclusively used on single foes where the chance of a debilitating strike is certain. A miss or a second opponent could prove deadly to a grandmaster recovering from the exertion.
Mere rumour that you possess this fantastic ability would draw prospective students from across the shattered districts to learn from you.

OS Wizard - 800cp, Improved Intelligence
"Trending apps: Voodoo Emulator3. Restoration Plugin for iMiracle 2. iOS +10 Premium Update ."
Instead of merely adding new spell apps to either the Miracle or Sorcery lists, you can create whole new branches of cell phone magic by devoting time, your ability, and large quantities of souls to the effort. These new branches of digital magic require a cell phone to cast, and will use spell apps in a similar way, using the phone's charge, but need not be beholden to either Miracles or Sorcery.

Monster Slayer - 800cp, Improved Strength
" The greatest of monster slayers use their foes' own strength against them."
A great many big, bad and nasty things have emerged from the Abyss, or Returned from it. You excel at putting them down. It's not entirely novel to think of your weapon damage as scaling with your basic 'stats', but when held in your hands, you'll find that your weapon's damage scales with a portion of one of your enemy's matching stats on top of your own – for example, a sword that improves with your strength will deal improved damage based on your strength plus a portion of your enemy's strength. The unfortunate softcaps do mean that your weapon eventually loses effectiveness against truly astronomical foes, but the immediate power boost against Abyssal monsters should speak for itself.

Lightbringer - 800cp, Improved Vitality
"To nuture the light, the Undead must nurture themselves. One does not earn a life by simply being alive; even an Undead can earn life simply by living."
Civilisation in the depths of Tokyo is fragmented and unstable, but does exist. The necessity of bringing them together is clear to you, and you have become skilled at knitting separate people or groups into a cohesive, new and complete whole, despite the many differences between the people or factions who will become a part of it. You'll find within you the ability to make peace between warring parties, build communities – strange as they may be - out of loners, found settlements and whole towns just on your say-so, and govern and rule them in a peaceable, fair and just manner (unless for some reason you didn't want them to be so).

Saint - 800cp, Improved Belief
"Not since the days of seijin have such powerful souls been recorded in history. Those humans kept back the world of spirits and claimed the land for humanity, forming a wall behind which all were glad."
Your singular nature has altered your soul into an Illuminated Soul. Instead of bringing light back to Tokyo by rebuilding civilization, you carry the very same light within your heart. Your presence strengthens the nature of the world, preventing Projections and other out-worldly invaders from arriving, and your Soul's radiance, when outwardly channelled, burns away Dark which approaches too close – weak Abyssal beings and small areas of Dark may be scoured from existence completely, while the more potent ones will find a measure of their strength and power sapped away.

Darkwalker - 800cp, Improved Endurance
" The Light cannot shine forever, so those looking to the future must embrace the ways of the Abyss."
You have embraced the Dark within. You may pass unharmed through the Abyss, whose cold entropy attempts to drain all life in the end, unmolested by Dark creatures, though those of mixed heritage, such as the Undead, Returned and Projections, may still be hostile. You can teleport between areas of Dark – foregoing the need for encampments - and call upon Abyssal magic in powerful and prolific abundance.

Boogeyman - 800cp, Improved Imagination
"When one stares into the Abyss, it stares back."
You have mastered ability to Imagine beings into existence through the Abyss. From a pool of the Dark, you can Imagine a boogeyman-like being from nothing with a few seconds of focus and maintain several of them in existence at once. If you step within the Dark yourself, you can Imagine your own body changing, and step forth draped in a powerful new form; equivalent to an early boss in power at the bare minimum.
Outside this setting, any sufficiently dark or shadowed spot can be used as a source of Dark.

ITEMS

Take the free items below, plus two discounts at 200cp, 400cp and 600cp.

Scavenged Melee Weapon - 100cp, First Free

"For a nation with strict control of weapons, the terrified crowds and conquering Returned had little trouble arming themselves."

Something sturdy but that was never meant to be swung around all day. A fence picket pulled out of the ground, a lead pipe from someone's plumbing, an umbrella or walking cane.

Fashion Souls - 100cp, First Free.

"Empty or not, Undead cling to the trappings of the living, though they do not truly need protection from cool nights, and a t-shirt offers no protection from the Abyss."

Any one outfit of mundane clothing. A tidy black suit, a parka and jeans, a NEET tracksuit, a fuku, or JSDF fatigues. It's all the same, unless you actually care about fashion. I don't blame you. Comes with an arm-band which can carry either a personal colour/icon, or show your allegiance to a group of fellow Undead.

Cell Phone - 100cp, First Free

"The refugee population clung to their phones as a means of keeping contact with one another, and in doing so kept society from crumbling altogether. A phone's symbolic ties to friends and family made it a perfect conduit for delivering Miracles and Sorcery."

The essential device of modern times. Allows the use of Miracle or Sorcery spell apps, as well as a map and messaging service for the local world. It comes with a contract to either iOS (for Miracles) or Android (for Sorcery). The spell apps of each type are exclusive to their respective OS, and must be bought through acquired souls.

Miracle Apps focus on light-type spells, and the restoration of health and soul. Sorcery spell apps focus on electrical and sonic-type spells for direct damage and battlefield control. Subsequent purchase is a second phone with a contract to the other Covenant, I mean, OS.

Estumin C - 100cp, First Three Free

"Sugē hatsuratsu!"

A vitamin drink that restores energy. You'll start with 2 flasks…I mean 2 bottles of this drink. Each extra purchase increases this by 1. These bottles seem to refill whenever you rest for a while in a warm, safe and well-lit place (like an encampment).

Schoolbag - 100cp

"A kawaii kumo bag."

A small, cute backpack. Comes in styles for little kids and older students. Stylish but has the smallest carrying capacity…which is somehow a large suitcase worth of stuff.

This bag comes pre-packed with two each of the following: Molotov cocktails, first aid kits, packaged food.

White Spray Paint - 100cp

"It didn't take long to work out where the strange messages were coming from."

When a message or art is sprayed on a surface with this can of paint, it shows up in parallel worlds as well.

Tool - 200cp
"Capable Undead often select a weapon which is also useful in urban exploration."
Something sturdy and heavy-duty, handy to smash down barriers to exploration but probably not the most damaging of weapons. A claw hammer, crowbar, fire extinguisher, shovel, etc.

Improvised Shield - 200cp
"The penalty for removing or defacing street signs in Tokyo is up to ¥500,000. "
A shield made of a trash-can lid or a street sign. Surprisingly durable.

Portable Quick Charge Pack - 200cp
"Real ultimate power at 12V 2.4A."
A portable charger pack to plug into your phone to recharge its batteries. This quick-charger is good for restoring three full bars of battery (or equivalent in partial recharging), and potentially may be upgraded to a better model. Restored daily.

Antibiotics - 200cp
"Precious medication became extremely rare in the aftermath of the Event, until the Undead realised it was a convenience instead of a necessity."
Cures the body of the poison condition, including disease. 6 uses, Restocks daily.

Satchel - 200cp
"Easier to access than a backpack"
Much trendier than a school bag, and allows greater storage space. Highly convenient. Holds a standing wardrobe worth of stuff. This bag comes pre-packed with three each of the following: Molotov cocktails, first aid kits, packaged food.

Yellow & Red Spray Paint - 200cp
"Calling for assistance from across worlds is a risky proposition, but sometimes it pays off."
Like the White spray paint, a message or art made with these paints shows up in parallel worlds. Spraying a yellow message allows your astral form to be summoned into parallel worlds as a Projection, while spraying a red message invites someone from there to send their astral form to your world as a Projection. Projections cannot heal damage, but otherwise suffer no penalties for dying in another world. Neither method forces you to be a friend or enemy when you send your astral form, nor does anything guarantee a summoned astral form will be friend or foe.

True Weapon - 400cp
"It is not unwise to prioritise threat elimination when selecting your equipment."
Something designed to cut, stab, chop, impale, batter, or crush. Quite efficient at making living creatures dead, and turning undead dangers into non-dangers. A katana, machete, mattock, fire axe, combat knife, sledgehammer, police baton, etc.

Pro Outfit - 400cp
"No fashion, all business."
An outfit with a police riot shield, a police or military vest, steel-toed boots and a bike or construction helmet. Very protective and durable.

Extended batteries - 400cp
“Who even buys the extended battery packs any more?”
Doubles the battery life of your cell phone, allowing you to use more spell apps before it goes flat.

Gas Mask - 400cp
"Issued to civilian emergency centres in bulk in the uncertain days. Ineffective at preventing death by stabbing or being pulled screaming into the Abyss."
Fulfils the function of a normal gas mask, but the filters are spec'd for a wider range of threats, preventing airborne gasses, smoke, aerosol toxins, radioactive fallout and more from contaminating the wearer. In short, it prevents AOE poison attacks regardless of what the poison is.

Daypack - 400cp
“A tactical pack, as used by the military.”
A large backpack. Suitable for days away from home. Holds a small room worth of stuff.
This bag comes pre-packed with four each of the following: fragmentation grenades, first aid kits, packaged food.

Chemical Sticks - 400cp
"Push back the perpetual Dark of the Abyss with a ¥500 mass-produced plastic light stick.""
A 30cm/12” chemical glow stick that casts a bright blue light over the entire area for up to several hours. Unlike the lighter, it can't start a fire, but it can be carried through flooded tunnels without fear of going out or near ruptured gas bottles without causing an explosion. Also included are a handful of smaller, disposable chemical glow sticks in a rainbow of colors, useful for marking hazards or leaving a trail. Replacement large and small sticks are found in your pockets or bag when desired.

Mystical Weapon - 600cp
"A weapon with a classical reputation for mysticism, or misplaced superstition. Belief in its 'truth' makes it dangerous in the right hands."
Something with a strong supernatural power. A lightning rod off the top of a church or temple as a spear. A legendary katana. These kind of weapons are infused with such deadly power – often of an elemental nature – that raw novices can cut down many enemies with ease.

Cosplay Armor - 600cp
“Oh shit, it’s a Master Chief...I swear I saw that guy at TGS one time.”
A complete set of cosplay armor made of foam, vacuum-molded sheet plastic and cardboard. Acts a bit like the real thing - at least, in that it will defend you at least as good as real armor and probably a bit better if you have high Belief and Imagination.
Cosplay armor also tends to incorporate a few other minor buffs, enhancing four of the following: any of the seven basic stats, phone charge, movement speed.

Jailbroken - 600cp
"The EULA forfeits your soul."
Your cell phone is jailbroken. It will use apps of both OS's, though they must still be purchased with souls, as well as third-party apps - ie: if you or a friend write a spell app, the phone can attempt to use it.

Returned Ofuda - 600cp
"Paper talismans are seldom effective against the Dark, yet this one breaks the mold. Carried by a Shinto priest into the Abyss and Returned, something inside it pulls the Dark to it, only to try to Return it to its originators."
A paper strip covered in Kanji script. Abyssal attacks and corruptive or curse effects that try to strike the wearer are instead absorbed by the ofuda; up to five attacks worth can be stored. This energy can be transferred to the wearer's weapon for delivering to an enemy, ticking the stored attacks back down again.

Hiking Pack - 600cp
"Used by backpackers and the military for long missions away from a permanent base."
The largest of the portable storage items. Carry an entire camp's worth of gear and an arsenal of weaponry on your back. This bag comes pre-packed with five each of the following: fragmentation grenades, first aid kits, packaged food.

Lighter & Fire Catalyst - 600cp
"The pact between Undead and Flame is one made only of necessity; fire burns undead flesh as easily as it lights the Dark."
It's a plastic lighter. Light fires in safe areas to create an encampment to respawn at and create flame sources if you can find something burnable; some types of dark beings are vulnerable to fire attacks, and some can't even bear to look directly at a flame. This lighter never runs out of fuel, and never fails to spark.
More valuable is the Fire Catalyst and a small supply of Accelerant, which permits the use of pyromantic attacks – a third type of magic which doesn't require a cell phone, but expends Accelerant instead.

COMPANIONS

Companions may not take drawbacks or purchase other companions.

Import or Create – 50cp

Each companion imported or created with this option has 600cp worth of stuff, gaining the two 100cp freebies and discounts, as well as free/discounted items.

OC Companions – 50cp each

The five below options each have 600cp worth of stuff, gaining the two 100cp freebies and discounts, as well as free/discounted items.

Baaru-Chan

"..."

A mute young female Undead with a fondness for crowbars and exploration. Versed in both Miracles and Sorcery.

Jakku-Chan

"I'll just wait here…in case you burst into flames or something."

A young man who prefers to fight with a claw hammer and fire extinguisher. Also known to use Pyromancy.

Kitsune Mask

"Are they a Returned from the Abyss, or a Cosplayer who forgot who they really were?"

Appears as a young woman Undead wearing a fox mask, but with a seemingly real fox tail that twitches and moves. Exceptionally acrobatic and fleet of foot; she has evaded both admirers and hunters for years. Uses Miracles; generally benevolent.

Bōsōzoku

"Eh."

A stalwart biker. Yellow and black leathers, a helmet with a full-face visor, and fights with two large spanners joined by a chain. Not mute, but it takes a lot of thawing to get more than the odd grunt out of them. Uses Pyromancy.

Yakuza

"Got a light?"

No stranger to violence, this young male undead may be the sharpest-dressed person you will meet. His suit is always impeccably clean and neat. Has a katana and a smoking habit. Uses Sorcery.

DRAWBACKS

Return +0cp (Mandatory)
During this jump, you will not fail your chain if you die. Instead, you will lose any souls you collected and return to the nearest bonfire. If you die again without collecting your lost souls, you will forfeit part of your own soul. Repeatedly losing portions of your own soul will make you an Empty, a mindless creature, and is the new failure state.

Campaign Mode +0cp
Instead of the full decade, tap out once Tokyo's grid is restored. If taken with And The Fire Kept Burning, you instead tap out once the Flame is defeated.

Tall Dark Strangers +100cp
Dark beings, Returned from the Abyss, are a much more common enemy to come across while roaming the city. They are skilled combatants, punishing weakness when they see it, and wary of tricks.

Pain Dispenser +100cp
Vending Machines provide a vital role in refilling your bottles of Estumin C when away from an encampment, but the occasional Vending Golem is a pain in the ass. Guess what? All vending machines are now Vending golems, both ambushing you and forcing you to defeat them before you can get to that delicious vitamin C.
Do you have any idea how many vending machines there are in Tokyo?

Unquiet Souls +100cp
The souls carried by every creature are infused with its memory and past. On absorbing them, they will speak of the existence of their former bearer, filling your mind with soft voices. Acquiring too many at once will fill your head with their crying and shouting, and holding too many can make it impossible to hear yourself think.

GASHUNK! +200cp
The Tuna Ghouls are bad enough, but now a wider range of sea creatures has been dredged up from the ocean and brought to life, infesting the bayside districts. Be extremely wary of blood-scenting Shark Ghouls and the Whale Ghoul and Giant Squid Ghoul bosses.

Aftershocks +200cp
The Lords of Ruin are stirring from their slumber: throughout your stay, they will constantly be on the move, their destructive touch churning the city like natural disasters – earthquakes, tsunamis, flash floods, typhoons – closing and opening different paths, but more pressingly will threaten to demolish the encampments so precious to the survivors and undead if something isn't done. That 'something' might be fortification or an insane attempt to slay the massive dragons, but it cannot be nothing.

Piteous Returned +200cp
The Undead have been slaying the Returned whenever they can, certain that these former humans have no possibility of redemption. You are less certain of that. When you lock weapons, their pained expressions give you pangs of sympathy and you swear you hear them begging for redemption or a cure for the Abyss inside them. Your mission is to find a path to redeem these tortured souls, and prove to the other Undead that it is possible – even just one will do.

Abyssal Reflection +300cp
A dark Shadow in the mirror stalks your tracks and sets the way ahead, like your own personal dungeon master or whatever the opposite of a guardian angel is. They are surpassingly powerful in Abyssal magic, but confrontation does not come directly; they will start by alerting nearby enemies to your presence, obscuring the true path to direct you against the strongest monsters, causing buildings to tip over while you are still inside them, setting traps and ambushes of lesser foes and the like. Eventually your Shadow will step in themselves, revealing a power at the very least equivalent to the number of Souls you've collected along the way.

The World Kept Turning +300cp
This world is going to throw new challenges at you thick and fast. Hooking the first two areas up to the Grid might be as simple as throwing a switch each time, but the next requires a minigame nobody explained or even expected, and the ones after that are even more complicated. Old enemies, even 'mindless' Empty undead, will reveal new behaviour patterns as time goes on just to throw you off, no two "bosses" are able to be dealt with using the same tactics, and worse, word of your 'meta' will spread among hostile Projections, making every one better prepared to face you than the last.

And The Fire Kept Burning +300cp
The subtle hints that the Flame of Pyromancy is only an ally of convenience to humanity and the Undead now ring with a stronger truth. It is as wild as the Abyss itself, and should the Dark start to lose its hold on the Tokyo disaster zone, the Flame will break loose in an unstoppable wave from every Fire Catalyst carried by every pyromancer and begin a firestorm across the city.
Unfortunately many undead are hoping to complete the quest, and Baaru-chan is likely to succeed in pushing the Abyss to the brink, so this second disaster is quite certain to occur, though it may be staved off for a while. This effectively adds a whole second campaign to deal with, centred around stopping the Flame that Feeds.

END

Move On.
Stay.
Go Home.

NOTES

v0.91 release
Jump by myrmidont. Inspired by the art of Niy https://www.pixiv.net/member.php?id=165186
and Abubu https://www.pixiv.net/member_illust.php?mode=medium&illust_id=62120365
along with the Soulsborne genre of games.
Galleries here: https://you-died.com/imagining-dark-souls-in-a-modern-day-tokyo/
https://imgur.com/a/Z5w8q
Seriously check out the galleries if you want a hint of what this jump is trying to capture.

You can import an existing [Stand] or Persona as your Guardian Angel.
You can import a matching item as any of the items in the Items section. Swords as swords, shields as shields etc.

Jump content OC as fuck.
Fanwank ~~something~~ everything.

Something something the Abyss wanting to become real something the Dark is a metaphor for the failure of civilization something something "Dad always said power lines are a great reminder of man's ability to create electricity" something something

Imagination is nice except when you Imagine bad things in the Dark and your Belief starts spawning boogeymen.

Miracles are holy magic.
Sorcery is arcane magic.
Pyromancy is fire magic. Obviously.
Abyss magic is darkness/curse related.