SEKIRO™
SHADOWS DIE TWICE

In the closing years of the Sengoku Era, Japan was consumed by perpetual conflict. The fires of war raged on, spreading deep into the mountains, into the land of Ashina. Master Swordsman, Isshin Ashina, staged a bloody coup, and wrested control of the land. On that day, a young cub was taken from the battlefield. He trained relentlessly and indeed went on to become a master shinobi.

Some twenty years, after Isshin's coup, the Ashina clan was on the brink of collapse. And the Shinobi known as Wolf had lost everything. Both the man who had took him in…

And the boy he had sworn to protect.

You begin this Jump the night that the wolf, Sekiro, awakens from death at the bottom of an abandoned well, and sets forth on his mission to rescue his young master, Kuro.

Starting CP budget is 1000 CP. Starting age is determined by your Allegiance. You are allowed one free chance to change your sex before the Jump starts.

Allegiance

There are many groups to be found in the lands of Ashina. Select which group you hold allegiance to. Each comes with a history and memories appropriate for said faction, though you may choose to "drop-in" with any allegiance and opt out of having any additional memories or history in this world.

Ashina



Whether you were a mere soldier, or a member of the clan itself, you have dutifully served Isshin and the Ashina clan for as long as you can remember, fighting in their battles for the sake of your homeland. Starting Age is 18 + 1d20.

Shinobi



From the Nightjars that serve Genichiro to the Shadows of the Interior Ministry, there are many shadowy warriors to be found in the Ashina. Whether you serve either of these factions or merely your own self-interests, there is no denying that you are indeed a shinobi. Starting Age is 16 + 1d20

Senpou



You are a member of the sect of monks that operate out of Senpou Temple. Whether you are an acolyte yourself or one of their less-priestly associates, you have served the corrupted immortals of the temple for some time now. Starting Age is 20 + 1d20

Fountainhead



One of the chosen few who have been blessed with dwelling in the Fountainhead Palace. Whether you were born here or were one of the Okami warrior women who came later, you are one of the nobles of the Fountainhead now, and have been blessed by the grace of the divine dragon. Starting age is irrelevant, as the unnatural longevity of the fountainhead nobility makes it hard to determine such things.

Starting Location

There are many places in the lands of Ashina where you can start your journey. Roll 1d8 to determine your starting location or pay 50cp to choose yourself. Allegiances also let you pick an associated location for free.

1 - The Old Well

You start inside of an old abandoned well on the outskirts of Ashina. Inside is the unresponsive form of a certain shinobi, about to be called into action to save his lord. Those with the Shinobi allegiance may start here for free.

2 - Ashina Castle

Ashina palace, home to Isshin, Genichiro, and their retainers. You find yourself in a small side room in this palace close to the ground floor. Those with the Ashina allegiance may start here for free.

3 - Hirata Estate

The Hirata estate, once the home of the Hirata branch of the Ashina clan before it was destroyed. You may start here at the bridge leading to the ruins of this ravaged estate.

4 - Senpou Temple

Senpou Temple, situated on the local Mount Kongo. You start standing before the covered bridge that leads to the main temple complex. Those with the Senpou allegiance may start here for free.

5 - Sunken Valley

Between the high peaks of Ashina are deep valleys filled with toxic pools and cold springs. You start on a cliff edge overlooking the Gunfort.

6 - Mibu Village

A small hamlet found in the Ashina depths where the Fountainhead waters flow. You start at the entrance to the village proper, watch out for the locals.

7 - Fountainhead Palace

Situated high above the clouds, ruled by mutated nobles who worship the Dragon. You start at the bridge leading to the courtyard, guarded by the Corrupted Monk. Those with the Fountainhead allegiance may start here for free.

8 - Free Choice

Pick any of the previous locations for free.

Perks

Perks associated with an allegiance are discounted for 50% off for that allegiance, with 100cp perks being free for their associated allegiance. Each allegiance has an "**Immortality Option**" perk, taking any such perks requires that you take the Dragonrot Drawback without the bonus CP it would normally provide.

Undiscounted



Taro Trooper (100)

The Taro Troopers are raised on a diet of hearty persimmons, granting them great size and strength. You yourself are now much larger than the average person, having the size and mass of someone like a Taro Trooper, Shinobi Owl, Gyobu Masataka Oniwa, or Juzo The Drunkard.

Terror (200)

There are a great many spectres and monsters within the lands of Ashina, and their monstrous nature is enough to drive many mortal men to death out of sheer terror. Just like the Headless and the Shichimen, you too know how to inspire this supernatural terror. By focusing you may have your attacks exude an aura of sheer terror, driving fear into your foes' hearts with each blow. With each strike this terror will build up within your foe and, should they fail to run away from you, may cause them to faint or even perish out of sheer terror. Keep in mind that the effectiveness of this will depend on the mental fortitude of your foe, with those of stronger will able to withstand much more terror than your average foot soldier. While you only start off knowing how to imbue your attacks with terror, with enough training and experience you can learn to channel this terror in other ways, such as imbuing it in your voice like the Headless Ape, or eventually learning how to attack with the terror energy outright like a Shichimen warrior, though keep in mind that this application would require much training and focus to be able to properly pull it off, potentially leaving you open for attack like the Shichimen if you're not well trained enough.

Ashina

Soldier (100)

The Ashina are a very militaristic clan, filled with warriors ready and willing to fight tooth and nail for their land. As such, you have been given basic military training. You are able to proficiently wield spears, swords, and hatchets and have been trained in the operation of a Japanese musket. While you may not be able to match the skill of someone like Genichiro or Isshin, you have enough skill to be a minor field commander and, with enough practice, training, and a few years of experience, could eventually climb up the ranks to reach their level of competence.

Poise (100)

The difference between a fighter and a warrior is their poise, which you now have. You have developed an excellent sense of balance, reflexes, and kinesthetic awareness, allowing you to be able to recognize the flow of your enemy's movements and to find ways to block and counter accordingly. Further, you have a sense for how good your enemy's poise is, allowing you to notice when they become staggered or off balance, allowing you to punish them accordingly.

Perilous Defense (200)



Some enemies are too dangerous to be fought in melee, and some attacks are deadly enough to blow through any defense. You now have a sense of premonition that warns you (often with a mental visual and/or audio cue) you when such attacks are coming towards you, telling you when defense is futile against the coming assault. This will give you enough time to react and hopefully dodge or avoid the attack.

Leader of Men (200)

Isshin's reign of Ashina was not determined solely by his skills as a swordsman, he was a skilled leader and a beloved ruler. You too are now possessed of a certain kind of charisma like Isshin. Every time you lead a group of people to victory, they will come to respect and adore you more and more with each triumph. Lead a small handful of men and you'll form a tight-nit brotherhood. Lead a whole army and you'll find a loyal and dedicated horde. Keep in mind though that for larger groups of people you'll need more numerous and more impressive victories to turn larger and larger groups of people to your banner.

Dragon Flash (400)

A technique invented by Isshin in his younger days, the Dragon Flash, which you have learned to emulate to an extent. By focusing and charging your ki before a strike, you may give that single strike a "shockwave" effect that travels in the same general direction and shape as that strike. At first, you'll only be able to extend the strike forward by a foot after a second of charging, though with time and practice you'll be able to charge more ki to extend the shockwave further away.

Redirection (400)



When the Okami invaded the lands of Ashina, they did so wielding the lightning of the heavens itself. To defeat these inhuman foes, the Ashina developed a technique to counter it, leaping to the sky to redirect the lightning back at the Okami. You yourself have now been trained in this unique art, and can now redirect lighting with your blade. With some training and exposure, however, you may expand this technique to other forms of energy and esoteric elements, such as how Isshin in his age was able to redirect fire using the Flames of Hatred produced by a Shura.

Sword Saint (600)

The final art developed by Isshin in his old age, the culmination of his skill with the blade, the One Mind Technique. This technique revolves around the multiplication of force by using pressure to duplicate an attack multiple times. With focus and skill one strike of a sword becomes a cloud of slashes and a shot from a musket becomes a hail of bullets. You have started your first steps in developing this art, and are able to perform the most basic version of the One Mind technique, though with time and training you may learn to use this technique with the same strength and power as Isshin himself, or even develop your own unique combat arts in the future.

Divine Heir (600)

The Dragon's Heritage, the great blessing and great curse of the Ashina Clan, which you now bear. Those blessed by the Dragon's heritage are able to revive themselves and regenerate from mortal wounds, ensuring that each "death" will only be temporary. Further, you may share this blessing with a single other person who will likewise share in the same immortality as you.

This perk is an Immortality option, and as such you must take the Dragonrot drawback. Every time you (or whoever you grant this blessing to) die and are revived, the life force of those around you is drained and tainted, spreading Dragonrot to those around you with each revival. Eventually, if there is no one left to suffer, you yourself will be soon afflicted with Dragonrot and perish yourself. To save yourself and those around you, you must find a way to either sever this immortal curse, or return it back to its homeland and purify your heritage.



Shinobi

Like Shadows (100)

A shinobi who is incapable of stealth is either not a shinobi, or is a soon to be dead shinobi. You are skilled and trained in the basics of stealth, such as the way to walk without a sound, how to hide in tall grass, where to best eavesdrop on people, and even how to best shank someone who is unaware of you.

Craftsman (100)

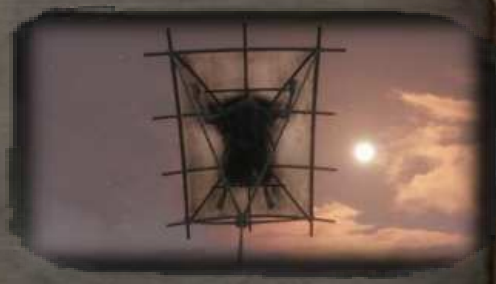
Being a shinobi is more than just about stabbing people in the back. It's about espionage, infiltration, and looking innocuous, and the best way to do that is to appear as a normal civilian with skills to match. You are trained in some simple and mundane craft, whether it be woodcarving, smithing, scrimshaw, or masonry. You're not a genius at this art, but you are skilled enough to make a comfortably modest living.

Shinobi Arts (200)

Sometimes there comes times when a shinobi cannot so easily sneak back into the shadows and must instead be able to fight for their lives. As a shinobi, you have been trained in martial arts as befitting. Your fighting style is one focused on the use of mobility and momentum, form the nimble Nightjar Slash and Vault Over to the quick and strong Shadowrush. This training will also help you stay agile and mobile in combat, making it easier to break free and escape from combat if needed.

Death from Above (200)

For most shinobi, the best place for espionage and assassination is high up on rafters and rooves. You have been trained in acrobatics and parkour, allowing you to run and jump across rooves and climb along cliffs with expertise, and to be able to use a grappling hook with great proficiency. Further, you find that having the advantage in elevation helps you greatly against opponents, and allows you to execute powerful attacks on those that you rapidly descend down upon.



Mystical Ninja (400)

Sneaking and stabbing is all well and good, but what separates a true master shinobi from your average shadow? With this perk you have mastered some form of ninjutsu, a special kind of mystical art developed and used by master shinobi. This can range from the creation of tactile illusions like Madame Butterfly, summoning spectral flames like Owl, or something simpler such as the puppetry or blood-smoke arts. You also gain an aptitude for Ninjitsu, allowing you to learn and develop more mystical arts over time.

Tool Expert (400)

Like any profession, a shinobi needs good tools to do his job effectively. You are trained in the usage of shinobi weapons and tools, from the simple shuriken or grappling hook to complex devices like folding shields and the shinobi prosthetic. Further, you have a knack for innovation. As you collect and encounter new tools and materials, you will find yourself gifted with a sense of insight into how to use them to create new tools or improve your current tools in different creative ways.

Animal Aesthetic (600)

Owls and Butterflies and Wolves, oh my! Most of the major shinobi here seem to have some sort of animal motif going on for them, one that seems to bleed into their other abilities and skills. Pick a single mundane animal as your motif, you will now find yourself having an affinity for different abilities and skills regarding this animal. This can manifest in many different ways, from being able to tame and domesticate them, being able to move and jump around like them, etc. Further, this will also affect your other skills and abilities, from your ninjutsu powers to your preferred types of tools and trick to use. In addition, you can eventually learn how to emulate additional types of animals with this perk, though such a task would require you to spend a few years' worth of time observing, learning from, and living alongside those animals in the wild. (If confused, see notes)

Shura (600)



When hatred, carnage, and bloodshed accumulate, the collected karmic weight of all those grudges seeks a vessel for their malice, inhabiting one who's bloodlust can properly feed off this darkness. You are such a being, Shura, a living demon of hatred and carnage capable of creating a swathe of devastation in its wake. As a shura you are empowered by hatred and conflict, able to feed off of these ambient negative emotions to make yourself stronger, faster, deadlier, able to shrug off and heal from mortal wounds so long as you have enough hatred to feed off of. You are also able to call forth the Flames of Hatred to scour your enemies.

This perk is an Immortality option, and as such you must take the Dragonrot drawback. While hatred and bloodshed may vitalize you, they can also consume you. The more you kill, the more you will lose yourself until the flames of hatred consume you, turning you into a mindless demon. This can be further exacerbated by proximity to the bloodshed and hatred of others, tainting you as you walk battlefields and killing grounds. You must find a way to purify yourself of this great and unholy hatred and become at peace with yourself, or risk becoming a demon of hatred and spawning more beings of bloodshed in your wake.

Senpou

Apprentice Monk (100)

As corrupt as they have become, the monks of Senpou temple are still monks regardless, and have been trained as such. As a temple member you know the proper sutras and prayers to perform for different occasions, the precepts of the different sects of Buddhism, and the how to perform basic religious rites. Further, you find reciting sutras has a calming effect on yourself, helping you calm down and center yourself in troubled times.

Medicine Maker (100)

Senpou is home to a surprisingly large number of chemists and pharmacists. You've been trained as one of their number, able to make traditional eastern medicine and poisons, properly mix and prepare black powder, and engage in basic medical work. You are also privy to the coveted knowledge of how to make Temple Sugar, small candies capable of fortifying and energizing a warrior for a short period of time.

Senpou Style (200)

Do not be deceived by the genial appearance, the monks of Senpou are dangerous warriors to agitate. You have been trained in the Senpou style of martial arts, able to deliver devastating blows with just your hands and feet and capable of superhuman feats of acrobatics and athleticism, jumping around and harrying foes as though you were in a wuxia film. You are also proficient in the various weapons used by the temple acolytes, such as spades and their peculiar thrown explosives.



Divine Blessing (200)

Blood is life, it flows from one form to another. Just like the divine child, you are able to transmute you own blood into other forms, mostly that of fine quality rice. Making rice in this way requires sacrificing an equal volume of your own blood, and the quality of the rice depends on the quality and healthiness of your own blood. Should your body or blood gain supernatural qualities, these qualities will also be reflected in the quality and nature of your rice.

Hall of Illusion (400)

To hide away their precious Divine Child, as well as the many children slain in their experiments, the monks of Senpou Temple created a hall of illusions, guarded by spiritual monkeys, to obfuscate the entrance to their inner sanctum. With this perk, you may designate a single item as a "key" which can be used to access your own Hall of Illusion, a misty pocket realm disconnected from reality. This realm will be guarded by illusory animals of your own design, and will loyally protect it from invaders. Further, you may spirit people away to this realm, either trapping them or giving them a safe place to stay. By default, this realm will resemble a Buddhist monastery, but with meditation and focus you can alter its appearance and cosmetics. Regardless of how it looks, by default it will remain the size of a large monastery.

Spiritfall (400)

The lands of Ashina have been the home to many skilled warriors and heroes who have fallen in defense of their homeland; Ako, Gokan, Ungo, Gachiin, and Yashariku are but a handful of notable examples. In death, many of these warriors have been corrupted and turned into undead monsters, but those few brave souls who seek to put them to rest may gain strength from these beings. When you slay an unliving foe, you may absorb a small portion of their strength, granting you a Spiritfall ability associated with the being slain. The effects of each spiritfall are based on the nature of the undead being's former life. A great warrior may grant you improved strength, an assassin could shroud you in shadow, a berserker could allow you to gain strength from damage, etc.

Divine Cradle (600)

The ultimate goal of the Head Priest of Senpou, was the returning of the Dragon's Heritage to its homeland in the west. To accomplish this, he made plans to turn the Divine Child of Rejuvenation into a cradle to carry it away. You have turned yourself into that very cradle and now your body can now act as a vessel for spiritual energies or entities. You can now transfer blessings, curses, energies, or spirits from a willing target into yourself, and safely hold them without repercussion. You may even take into yourself the soul of someone who recently departed. At first, you can only hold one such subject within yourself, but with training and extensive meditation you can gradually increase this amount.



Infested (600)

The waters that fall from the falls of the Fountainhead are not quite as pure as one would think. Infesting the waters are myriad parasitic centipedes and the like, having gained supernatural longevity and vigor from the rotting flesh of the Great Carp. Just like the monks of Senpou temple, you have become Infested, your body now a host to a centipede which grants you immortality. This centipede keeps your body in an "undying" state: wounds will not put you down, aging will not lay you low, and even severing your limbs and head will not stop you for long (though your limbs won't reattach themselves). With practice and experience, you may even learn to control the worms within your body, learning how to direct your parasite to fight and attack for you.

This perk is an Immortality option, and as such you must take the Dragonrot drawback. With each death and grave wound, more and more worms will spill from your body, corrupting, sickening, and consuming the life of others around you like a parasitic plague. Very rarely these parasites may even turn the people you kill into more Infested, which may be quite dangerous should your now undying enemies still hold a grudge. You must find a way to either fully subsume or purify yourself of these parasites without dying, or be consumed like the other monks of Senpou.



Fountainhead

Snake Eyes (100)

After the conflict with Ashina, the path to the Fountainhead was closed, and many of the Okami were abandoned in the lands of Ashina. These warrior women eventually settled into the Sunken Valley, where they established the Gun Fort, training themselves to use firearms and resist poison. Just like the Snake Eyes who lead them, you have become a crack shot, able to fire a gun or arrow with near-inhuman accuracy and speed. You are also able to use such weapons quite efficiently in close quarters combat as well, just in case your enemy manages to close the gap between you two.

Noble Mein (100)

The nobles of the palace are inhuman creatures bearing unnatural appearances owing to their consumption of the Fountainhead waters and a shelter stone, turning them into imperfect dragons. You yourself now have a similar unnatural appearance, whether it's the fish-like appearance of the nobles, the giant form of the the Carp Attendant, or the refine draconic look of the Okami warrior. After this jump, this appearance may become an alt-form.

Mibu Breathing Technique (200)

You have mastered the esoteric Mibu Breathing Technique. Originally designed to aid in meditation to reach the Divine Realm, this technique allows the user to breathe water as easily as one breathes air. Keep in mind that this won't save you from suffocation or drowning by other means, instead it merely allows you to breathe water.

Blasphemous Rituals (200)

Just like the Fountainhead nobles, you have gained an aptitude for performing certain mysterious rituals. You can conjure mist and create basic illusions and apparitions using music, just like the Mist Noble, with the strength of these conjurings being based on how skilled your playing is and how long you play your music. Further, you know the rituals needed to create unliving guardians like the Sakura Bull, and to project your own spirit like the Corrupted Monk.

Way of Tomoe (400)

The great technique of the Okami, which would later by passed down from Lady Tomoe to Genichiro. With the Way of Tomoe, you are able to summon lightning, channeling it through your weapon and striking with great power. While you are able to conjure a good amount of lightning on your own, you can also call on lightning and electricity around you (such as from the weather) to enhance your power, increasing how devastating your attack it based on how much lightning you call upon.



White Gecko (400)

In the Fountainhead lands there is a species of gecko, snow white in color, who possess a peculiar quality gained from proximity to the Divine Dragon that betrays the god's parasitic nature. Like the geckos you possess the power of lifesteal: as you injure another being your body absorbs their life energy, using it to heal and restore your own body. Please note that this lifesteal only brings you up to your full natural health, any life energy gained in excess of healing your body to perfect health will not affect you in any way. You are not a True Noble of the Palace quite yet…

Apparition (600)

When the Okami invaded the lands of Ashina, they appeared as ghosts, floating in on clouds and wreathed in lightning. Even now, a few of the Okami are still able to use these spectral powers in combat, such as O'Rin and Priestess Yao, and now you. You may now, for but a brief second, turn yourself intangible and spectral, able to avoid attacks and weave through objects as if you aren't there. This ability likewise has a cooldown of a second and requires focus and concentration to be able to activate, meaning you'll need a good sense of rhythm and timing to make the most of this power in combat, though with training and meditation you may increase its duration.

Stolen Might (600)



The nobles of the Fountainhead are immortal beings, but their immortality comes at a wicked price. To maintain their longevity, they must feed off of the life of others, maintaining a steady stream of human cattle through the "marriage procession" of the subservient Mibu village. As a noble yourself, you too are able to drain the youth from other beings, rejuvenating yourself with the years of life stolen from your victims. In addition to youth, you are also able to physically consume other beings to usurp their power, such as consuming carp scales to turn yourself into a giant carp, or devouring the Okami to gain their divine youth.

This perk is an Immortality option, and as such you must take the Dragonrot drawback. Your body has become wizened, and you have been afflicted with a strong compulsion to consume the life of those around you like an unquenchable thirst. The more you try to ignore this hunger, the stronger it will become and the more decrepit and weaker you will feel. As such you must find a way to purify yourself if this gnawing thirst for life, or become as mad and twisted as the other nobles of the fountainhead.

Items

Items associated with an allegiance are discounted for 50% off for that allegiance, with 100cp perks being free for their associated allegiance.

Undiscounted

Coin purse (50)

This here is a coin purse, containing just enough to buy room and board at an inn in Edo period Japan and necessities for around a month. Don't go spending it all at once.

Essentials (Free, 100 each)

If you're entering this world, you need at least the bare essentials for someone of your particular allegiance. Those with an Ashina allegiance start with period appropriate clothing, some basic ashigaru armor, either a tanegashima rifle or bow with 20 pieces of ammunition, and a simple melee weapon of your choice. Shinobi instead start with a set of padded clothing, a medicine box with a 3 weeks' worth of shinobi rations, a basic melee weapon of choice, and a bag of 20 thrown shinobi weapons, such as shuriken or kunai. The Senpou allegiance grants a set of monk's vestments and prayer beads, a begging bowl, and a sack. And finally, people with the Fountainhead allegiance start with a set of Heian period noble clothing, some o-yoroi armor, either a bow or a Heian-appropriate melee weapon of your choice, and an appropriate musical instrument such as a shakuhachi or shamisen.
You get the set appropriate for your allegiance for free. You may buy one of the other sets as well, though each additional set costs 100cp.

Dilapidated Shrine (300)

You own and know the location of your own small hut, nestle away in a quiet corner of the land and surrounded by an acre of dense bamboo thicket. Not too far from your starting location. It's a small, dilapidated place, containing a small shrine to either the Buddha or a local kami, but its sturdy enough to keep the elements out and provide shelter, and hidden well enough to help you hide out for at least a couple of months of need be. At the end of this jump you get to keep this property, either attaching it to any of your other owned properties, or importing it into an appropriate place in the next jump.



Ashina

Sake Jug (100)

A simple earthen jug of Ashina sake, this jug holds enough for four glasses and refills itself once every day. Though its default is quality Ashina sake, if alcohol of a different type is poured into it, such as Fountainhead Sake or even “monkey booze”, the jug can be used to change its contents to match that of any such alcohol that has been added to it.

Divine Confetti (200)

A box of ceremonial confetti, made with the holy waters of the Fountainhead. By spreading a handful of confetti in the air, you may bless yourself whatever you have on hand with the ability to harm apparitions and other otherworldly creatures, such as ghosts, demons, and other such entities, for around five minutes. There is enough confetti in this box for a total of 1 hours’ worth of blessings, and it refills itself every midnight.

Iron Shell (400)



A suit of heavy armor, a fusion of the full plate of the far west and the styles of the land of Japan, like the kind worn by the foreign warrior guarding the bridge to Senpou temple. This armor is both incredibly durable and flexible as well, fitted well enough to allow its wearer to reave through a battlefield like a berserk beast. It almost fully encases its wearer too in incredibly strong metal, making it almost completely impervious to contemporary melee weapons and firearms alike. Keep in mind though that it’s really heavy, and its durability will not save you from the cruelties of gravity.

Mortal Blade (600)

The Mortal Blade is a weapon that can sever the immortality of the undying. There are two mortal blades that exist: the red blade “Gracious Gift of Tears” and the black blade “Gate to the Underworld.” This weapon is neither of them, it is a brand-new mortal blade. While this weapon shares in its ability to slay the immortal, it does not possess any of the unique powers of either the red or black blades. Rather, it is a blank slate, a young and immature blade that has yet to gain its own unique nature. Over time however, with usage and exposure to you and your myriad adventures, it may one day gain a unique power, one of a comparable (though not greater) splendor as its black and red siblings.

Ashina Estate (800)



Whether through relationship to the family, or as a reward for great deeds, you have been given ownership of your own estate in the Ashina lands. This estate is comparable in size and construction to the Hirata estate, possessing a main fortified mansion, surrounding buildings and residence for your various servants and retainers, and a suitably large lake on the property. It also comes with a small village worth of vassals loyal to the owner to help you maintain it. At the end of this jump you get to keep this property, either attaching it to any of your other owned properties, or importing it into an appropriate place in the next jump.

Shinobi

Pocket Ash (100)

For a shinobi, discretion is often the better part of valor, and sometimes you need to make an opening to exercise that virtue. You have a small pouch that easily rests on your belt, insite is a bunch of ash. Throwing a fistful of ash into an opponant's face is an excellent way to distract them, as it will act as a minor irritant, and will almost always be enough of a distraction to create an opening for you to either disengage or press the attack. The pouch contains enough ash for around 8 fistfuls, and refills itself every day.

Shinobi Prosthetic (200)

The ingenious device developed by the scholar Dogen; the shinobi prosthetic is an artificial arm with a built-in grappling hook. Its level of articulation allows it to function as effectively as a normal arm, and its modular design allows for the development and installation of up to three additional different tools at a time onto the arm. By default, this item takes the form of a prosthetic arm that replaces one of your own. However, upon purchase you may instead choose to buy it either uninstalled, or as an advanced gauntlet instead of a prosthetic.

Snap Bush (400)



You have in your ownership, either planted on one of your properties, or kept in a pot, a special bush of fumewort beans. The bean-pods of this bush, commonly referred to as “snap seeds” have a unique quality to them, for as their name suggests they produce a loud noise when snapped open. This “snap” is able to dispel illusions around the user, and even awaken people from trances and enchantments.

Gentle Buddha (600)

A small brass statue, featuring the buddha and a flat mirror-like surface. By using this statue, you may travel into the world of your dreams and memories, allowing you to relive and recall your past, even if it should be forgotten by you. Using this cannot change the past, for it has already happened, but it can be used to gain a more complete understanding of what may have transpired, or to challenge and fight the memories of foes once past. Curiously, though this world is one of memory, it is real to an extent, and items found and acquired here in the dream world can be kept and taken back with you to the present.

Misty Valley (800)

A secluded valley, one not too far from the Boddhisatva Valley, walled by sweeping cliffs and filled roaring waterfalls, giant crumbling statues, serene ponds, and the occasional toxic pool. This valley has a small cave wherein lies an abandoned temple that you may claim as your residence. The valley is populated by semi-intelligent monkeys who, while not initially friendly, could eventually be impressed and tamed to be subservient to you. Should you possess either Animal Aesthetic or specific Pet, you may instead have the valley be populated by slightly intelligent (but still mundane) versions of that animal instead. At the end of this jump you get to keep this property, either attaching it to any of your other owned properties, or importing it into an appropriate place in the next jump.

Senpou

Healing Gourd (100 each)



This drinking gourd has been treated with all manner of medicines and given healing properties. Upon purchasing this option, you are given a choice of one of four gourds: A gourd which heals wounds, a gourd which cures poison, a gourd which cools the body and balms burns, and a gourd which calms the psyche and abates madness and terror. Each gourd by default, has can hold enough liquid in it for ten large gulps, and refills with water every day. While it normally only refills with medicinal water, it can be refilled with other liquids, which after an hour of steeping gain the medicinal benefits of the gourd. You may purchase this option multiple times, each time selecting a different gourd, though any gourd gained after the first is not discounted, meaning those with a Senpou alliance will have to pay the full price for them.

Explosive Satchel (200)

For a bunch of monks, many of them have a strange proclivity towards explosive ordinance. This satchel contains close to 20 small explosives shaped like badminton shuttlecocks. When lit and thrown, these explosives will slowly float towards their target, homing in on them until they make contact with a physical object. This satchel refills itself at the beginning of each day.

Taro Tree (400)

You have in your ownership a persimmon tree, either potted or planted on a property you own, of the same kind found in the lands of Ashina. The persimmons produced by this tree are highly nutritious and very sweet, giving you a quick boost of energy when eaten. Further, they help in the production of healthy blood, allowing the consumer to recover from blood loss in a matter of minutes. Further, eating a regular diet of these suckers encourages growth and size increase, allowing a normally short Japanese person raised on these fruits to grow to over 7ft in height by the time they reach early adulthood.

Demon Bell (600)



You now know the location of, either in the world or on one of your properties, a large ceremonial temple bell. This bell is inhabited by a spirit of fortune and misfortune, which will possess and curse anyone who rings the bell granting them greater financial and material wealth and luck, but at the cost of their physical health and luck. For example, you may find a $100 bill on the ground, only to blindsided by some kid on a bicycle. Or while mining you may find a vein of rare ore, only for a rock to fall on your face and break your nose and some teeth. The demon, though not truly intelligent, is somewhat fickle, and may be banished at any time by asking it to leave. Afterwards he will automatically return to inhabiting the bell, though ringing the bell will not summon him again until 24 hours have passed after banishing him.

Mountain Temple (800)

A beautiful Buddhist temple complex, situated high up in the mountains, with an ornate chapel at the top of the mountain and an extensive tunnel complex underneath it. This temple is the same size as Senpou temple, and you have come into ownership of both it and the mountain it rests on. Though it is currently empty, if you allow news to spread of it you may find a small but steady stream of pilgrims, supplicants, and initiates coming to it over time. At the end of this jump you get to keep this property, either attaching it to any of your other owned properties, or importing it into an appropriate place in the next jump.

Fountainhead

Noble's Pot (100)



This large pot, more of an urn really, is filled with fresh water and is self-cleaning and self-refilling, though water that's poured out quickly dissipates away to nothingness. This pot doesn't really have much else in the way of use outside of being a good home for pet fish or other water dependent organisms.

Ceremonial Tanto (200)

A bone-white ceremonial tanto, while not that effective as a weapon, its real use is in sacrifice and offerings. By shedding your own blood with this dagger, you may sacrifice the blood shed to fuel magical rituals and spells, as though you had used a magic emblem or reagents of a strength equal to the amount of blood sacrificed.

Masterwork Mari (400)



This old mari, the type of ball used in the popular Heian game of Kemari, is well made and very sturdy despite its age. While it can be used to play a nice game in your spare time, its time spend in the fountainhead has actually made it a surprisingly effective weapon. When kicked forward with the intent to harm, it will home in on its target to the best of its ability to strike them, hitting them with enough force to stun and knock the wind out of them, before ricocheting and returning back to the user with supernatural ease. Further, when used alongside the Lightning of Tomoe, it will gradually increase in speed as it closes in on its target.

Dancing Dragon Mask (600)

A sacred mask used by the Okami for their various rites and rituals to the divine dragon. While wearing this mask while you dance, you will not tire from dancing. Indeed, you will instead notice that the more you dance the more vigor and energy you will feel in your body, and the healthier and stronger you become. The longer and more proficiently you dance, the stronger you will become. While this is most useful for gaining a temporary boost of energy, its real benefit is in the rituals and rites you can perform with it. By engaging in an uninterrupted ritual dance for several hours, you can permantly increase your physical strength and health by a small amount. Each time you use use this ritual, the time needed to dance for the next ritual is increased exponentially, eventually requiring you to dance for month, or maybe even years, to continue to see gains.

Fountainhead Spring (800)

A beautiful old Heian-style palace, situated high atop a mountain peak above the clouds, complete with a large lake fed by a freshwater spring and beautiful cherry blossoms. Though it's close to the same size as the design of the Fountainhead, it is uninhabited (save for some human-sized koi in the lake) and its waters lack the properties of the Fountainhead waters. At the top of the mountain lies a shrine, blessed by the kami of the mountain. Should you keep the place maintained and provide regular offerings, you will occasionally find resting on the altar a large chunk of Fountainhead Lazulite, a mystical blue stone which can be used to make great tools and weapons, as thanks from the kami. Tools made from the Lazulite are usually extra effective against apparitions and spiritual beings much in the same way as divine confetti.

Companions

The journey ahead is treacherous. Listed below are some options to make it less lonely

Canon Companion (50 each)

Is there an individual from this world that you would like to take with you on your journey? With each purchase you can choose one individual still alive at the end of this jump with you on your chain as a companion, that is if you can convince them to join you. Please keep in mind however that you cannot use this option to companion either the Divine Dragon or the Valley Serpents.

Import/Create (50 each-200)

Already have a companion in mind? Or perhaps you want to make an OC of yours real. For 50cp each purchase, you may either import or create a companion, giving them an alligience of your choice, the appropriate free perks and items, and 800cp to spend on further perks, items, and pets (see below), but may not select any drawbacks except for the 100-200cp drawbacks and the Dragonrot drawback (but only if they took an immortality perk). You may choose to instead spend 200cp instead of the normal 50cp to import or create up to 8 companions instead.

Pet (100-200 each)



In the lands of Ashina, there are a surprising number of animals that are adept enough at combat or are used by people to their advantage. With each purchase of this option, you may select a pet from the ones described here. Normally pets cost 200cp each, however some pets are associated with an allegiance, and those who share that associated allegiance may take said pet at a discount. Pets are slightly smarter than normal animals of their kind, but are still of mostly animal intelligence, and are all combat trained.

Pets of the Ashina allegiance are horses, giant roosters/chickens, and cattle. Shinobi have wolves, raptor birds, and cats. Senpou pets are monkeys, giant crickets, and giant centipedes. And finally, the Fountainhead allegiance is associated with snakes, carps, and large geckos.

Memorial Mob (200)

Where you find the departed, you'll find the memorial mob. By taking this option, you will be able to encounter memorial mob merchants beyond the lands of ashine, even in future jumps. These pious peddlers will set up shot in places steeped with death, such as abandoned battlefield, outside dungeons, in poisonous swamps, etc. in exchange for some of the local currency, these merchants will sell wares associated with those who have died in the area. While most of their goods will be refurbished tools and secondhand supplies, occasionally they'll offer rare and unique items and artifacts associated with those who died in the vicinity.



Drawbacks

Need more point? Or perhaps you want a challenge? The following drawback options will provide extra CP in exchange for increased difficulty or changes.

Warring States (±0)

Twenty years ago during the Sengoku period, Isshin Ashina seized this land in a vicious and bloody rebellion, carving out his stake on the lands of Ashina in a brutal campaign that would earn him the title of "Sword Saint". You may choose to start your jump during this time period, when Isshin first began his coup, and see this campaign for himself. When taking this option, you may choose to have your 10-year jump duration end either 10 years after this new start point, or 10 years after when you would normally start this jump/

Deformed (100)

Perhaps you're mishappen and covered in warts, lesions, and boils. Or maybe you're a stumpy midget with a down's syndrome face? Either way, you are now incredibly deformed and ugly, whether it be in the same way as the Senpou rats, the Taro troopers, or the Mibu villagers, or in some other equally horrific way. No amount of beauty perks or cosmetic manipulation can change how absolutely hideous you are, and this ugliness persists across alt-forms.

Return to Monke (100)

The monkeys of the sunken valley are surprisingly clever, able to learn how to use swords and even firearms, and now you too are a monkey. At first this may not seem like a drawback, except as a monkey you are unable to verbally communicate, and chances are most humans you meet will either try to chase you off, hunt you, or capture you as an exotic pet. Further, the lack of a sophisticated shoulder joint will make throwing things a lot harder, and you will find yourself more easily startled by fireworks and other explosives. Don't think using an alt-form will help either, until the end of the jump you're stuck as a monkey.



Disarmed (200)

Either through an accident or a birth defect, you appear to be missing one of your arms. You cannot regrow or regenerate your arm in any way, and the missing limb persists across alt-forms. You may take this drawback a second time in order to lose the other arm, though I don't recommend it.

Young Master (200)

Incompatible with Aged Sake Drawback. Ignore your age roll. Instead, you are now a small child of the same approximate age as Kuro at the start of the game. You cannot permanently change your age in any way even with perks, magic, or technology, and your young age will persist into your various alt-forms. As a child, you will be appropriately weaker than you would be as an adult, and chances are many people may not take you as seriously as they would otherwise.

Aged Sake (200)



Incompatible with Young Master Drawback. Ignore your age roll. Instead, you are now very elderly and wizened, like Isshin or Owl. You cannot permanently change your age in any way even with perks, magic, or technology, and your young age will persist into your various alt-forms. Because of your advanced age, you'll find that your health is failing, and though you retain your strength and skill, your stamina and speed are well below what they would've been in their prime. If you end up pushing yourself too hard, you may end up killing yourself out of exhaustion.

No Wolf (400)

That night, when the Hirata estate was assaulted and the Ashina were betrayed by Owl, Kuro was unable to save Wolf and give him the dragon's blessing. Now the shinobi is dead, and there are few left who will be able to save the young heir. If this drawback is taken with the Warring States option, then instead the young cub who would grow up to become wolf dies and is never adopted by Owl.

No Cub (400)

Whether he succumbed to Dragonrot, or just never properly inherited the Dragon's Heritage, Kuro is now dead. Without a currently living Divine Heir, expect things to take a turn for the worse, as people like Genichiro or Wolf resort to more drastic measures to alter the fate of Ashina. If this drawback is taken with the Warring States option, instead Lord Takeru passes away shortly after you arrive, preventing him from writing down the logs and journals that would've aided Sekiro and Kuro in their quest to sever immortality (that is assuming Kuro still exists in the future).

Dragonrot (400)







Required for Immortality Option. You appear to have been inflicted with dragonrot, a supernatural disease that drains the life and vitality of the afflicted, eventually killing them. You are no exception to this; you must find a way to rid yourself of this disease before the jump ends or else you will die and fail your chain as a result. Just curing it with a Dragon's Blood Droplet however isn't going to cut it, as so long as there is something actively causing the disease to spread (such as a certain shinobi getting himself constantly killed), then you will almost always be the first to be reinfected. Instead, you must find some way to either completely end the disease itself, or at the very least permanently immunize yourself to it.

Under normal circumstances, you do not have a way to spread dragonrot yourself. However, should you take this drawback as part of an Immortality Perk, you instead become a carrier of dragonrot (or whichever affliction you instead have as described in the perk). Keep in mind however, regardless how your particular perk-induced affliction works and operates, it too must also be cured by the end of your jump to avoid failing your chain. Further, the affliction you gain from this drawback completely bypasses any form of disease or curse immunity you would otherwise already possess from outside of this jump.

Lost Remnants (600)

It appears you have lost something, jumper. By taking this drawback you lose access to all your out-of-jump perks, powers, and properties (including your warehouse, should you have one), and are reduced to just your bodymod (if you have such a thing). This same restriction applies to your companions as well, and you cannot make use of any companion you have not imported.

Flames of War (600)

The Interior Ministry has always been keen of regaining the lost lands of Ashina and finalizing their claims on all of Japan. In the original game, their wariness of Isshin and the potential risk of immortal warriors and dragon rot kept them at bay until the former finally passed away of age. With this drawback, however, that all changes. The day this jump takes place Isshin will pass away from illness and age, and the Interior Ministry will commit a full-scale invasion of Ashina the likes of which will set the land ablaze. Shura will soon start appearing to cause chaos, thousands on both sides will die, loyalties and plans will be overturned, and the Ministry will soon unearth and come into contact with the supernatural forces sleeping beneath Ashina.

If taken with the Warring States option, this will instead make Isshin's war even more perilous and dangerous, as the warring clans will field even more soldiers and more skilled commanders, with the Date Clan and even the great Masamune leading the war just as they did in our timeline. Eventually, should the fighting continue to escalate, this may even draw the attention of the great warlords to the south, such as Toyotomi and Tokugawa. And all of that is on top of the constant threats of new Shura arising, Senpou becoming increasingly territorial, and the Okami deciding to mix it up as well. I hope you are prepared to live in interesting time, Jumper.



Finale

Congrats on surviving 10 years and finishing your Jump. Your drawbacks have now been rescinded and, as per the usual, you have three options left.

Chain Severance

Perhaps you have grown tired of all your years jumping, of all the adventure. Or maybe you have grown fond of this dark world. With this choice you end your chain and stay here in the world of Sekiro.

Jumper's Homecoming

You were not meant for this world, or any of the other worlds that lie before you. There is only land that you belong to: home. With this choice you end your chain and return back to your homeworld.

Follow The Iron Code

You cannot let things end now. You have so many things to do, so many worlds to see, and a pact you must fulfill. With this choice you leave this world behind and continue on your chain to the next Jump.



Notes

Below are some general notes, questions, and clarifications.

What is the Time Period?

And interesting question, and to answer it properly we need to look at three points. First, the opening cinematic claims that Isshin's coup took place "at the end of the sengoku period." Second, in the Japanese version of the game the "Interior Ministry" is better translated to "Interior Minister" which was the title associated with Tokugawa Ieyasu. And finally, in our real world's history the Ashina clan did have a major conflict at the end of the Sengoku period, where they were crushed and completely destroyed by Date Masamune at the Battle of Suriagehara in the year 1589. The Edo period begins in 1603, meaning 20 years after Suriagehara would be the beginning of this period of time when the Tokugawa shogunate is finishing consolidating its power over Japan. Granted, most of this is speculation based on comparative history, but for the purposes of this jump, the jumpmaker is assuming its events take place roughly around the early Edo period in an alternate history where the Ashina were not destroyed in 1589.

Where can I learn the lore/mythology?

There are many places on youtube that discuss the lore of Sekiro. Personally, I recommend watching the videos by GRIMM: Digital Folklore to better understand the basics, and then shop around different channels from there.

I can has real mortal blade?

Steal them yourself.

Does immortality get better?

The downsides of your immortality perk are removed at the end of the jump, as they are connected to your Dragonrot drawback. Even if you decided to sever and end your immortality in-jump, because you have the perk you get the drawback-free version of it after the Jump. Granted, this will be hard, but in general the expectation is that to cure yourself of your immortality's flaws you'll probably need to leave Ashina and travel far to the west, either to return/purify the dragon's heritage (Divine Heir and Stolen Might), or find a way to purify yourself or reach some kind of enlightenment (Infested and Shura).

What does Animal Motif do?

Animal Motif does 3 things. First, it gives you some level of extra physical skill and ability based on your chosen animal, suich as Butterfly making you better at acrobatics, Nighjar allowing you to jump high and glide, etc. Secondly, it gives you an affinity for understanding and training animals of the same type, such as with that one Lone Shadow who has an army of trained and coordinated dogs. And thirdly, it acts as a booster that improves all your other abilities and skills, allowing you to modify and strengthen your skills, powers, perks, and abilities in a way related to your animal, such as Owl having ninjutsu that allows him to summon flaming owls and use them to teleport, or Butterfly's constantly spawning butterfly projectiles. This improvement can also be applied to all your other perks and abilities from outside of this jump as well. So while this perk does not do much on its own immediately (especially if you took it on its own for some reason), its real strength comes in from how many other perks you have and in growing and improving alongside your other skills and powers.

Does Prosthetic need Emblems?

Emblems are mostly a gameplay mechanic meant to provide difficulty. As such Shinobi tools that would logically not need magic to work, such as the Axe or Sabimaru, can be used as much as you want, whereas tools that do logically need ammunition, such as the Shuriken Launcher or Flame Vent, will need to be loaded as appropriate (taking the base Emblem capacity as its base "magazine" size, ex the shuriken launcher can hold 10 shuriken). Just try to be reasonable and use common sense.

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