THE LAND OF THE RISING SUN

Fate/Legends: Japan

By Valeria

1.5

Introduction

Far to the east, there lies a land of demons and steel. An archipelago, a seemingly small set of islands compared to it's neighbors, yet the focus of so much of this world's destiny can be found here. The history to be discovered ranges from the earliest moments of the Common Era to a mere few years before our modern day. This is Japan, the Land of the Rising Sun, as it appears in the Nasuverse.

Notable for the stronger than usual presence of monsters and magecraft even long after the Age of Gods ended, Japan has remained a place of mystery for centuries after the rest of the world largely faded from this stage. While not quite on the scale of Britain, there are still terrible demons called Oni or Youkai that roam the country, along with great heroes that hunt those beasts or fight among themselves in the many, many wars in this nation.

More likely than not, you'll find yourself caught up in at least one of the many conflicts to be found here. Wars of expansion, of faith, of survival against monsters or humans, repelling foreign invasions or attacking them yourselves. The legends of this land are legends of war and those are what you'll be spending the next ten years dealing with.

You have 1000 Choice Points (CP) to spend in the following document.

Time and Location

Given the sheer range of events and heroes present in these lands, a range of time is instead presented. You may choose any starting point between 190CE and 2004CE to begin your time here. Below are detailed a range of the most notable periods of time to visit for inspiration.

Optionally, you can choose to stay for longer than ten years in this jump. You can stay until 2015 CE at the latest. You'll have to make sure you can survive that long, so be careful if you're just a human with no existing ability to last.

You may being in any physical location in Japan that is a public place. A major city is a good choice for any humans, while more isolated wilderness is safer for nonhuman origins.

Kingdom of Yamatai- 190CE

A most ancient legend, when Queen Himiko ruled the island of Wa with her famed wisdom and…brawling strength? Elected after many years of battle between warlords, she took hold of her nation and used her powers of divination to lead it to prosperity. Himiko herself is reclusive, rarely exiting from her chambers and communicating through messengers. Ancient Japan is very different compared to later years, particularly in their relationship with their mainland neighbors, and the presence of magic remains strong across Asia for now.

Youkai Times-921CE to 1005CE

While the Youkai would take centuries more to fade away, this period marks one of the greatest bursts of activity. Here is the peak of when the Onmyouji fought against Youkai of great power like Tamamo-no-Mae, when demon hunters battled against Shuten-Douji and the Oni mountain and even lesser known legends like that of Tawara Touda took place at this time. War is less common than the demon hunts and expeditions used for folk tales here.

Genpei War- 1180CE

One of the earlier and more violent civil wars to rock the foundations of Japan. After a sneaky coup by the Taira clan, the Minamoto clan declared a war of revenge and so Japan is dragged into a five year long battle of two sides. As can be expected, there are many exceptional individuals to be found on each side, including the demon archer Tomoe Gozen.

Mongol Invasions- 1274CE

The famous attempts by the Mongol hordes to conquer Japan, both times thwarted by the divine winds that surround the nation. From Korea to Tsushima, each horde made land on Japan but would be repelled after great effort and with the aid of Japan's natural wonders. Not a period of great focus in the tale of this world but maybe you can find a few ghosts of your own while here.

Warring States- 1482CE to 1615CE

Perhaps the most famous period of Japan's history was the era of conflict that would end in the unification of Japan. This more than a century long stretch of time would feature many early wars, the rise of Japan from China's shadow and Oda Nobunaga's ambition for an empire almost realised after a bloody campaign. Just about anything desired from this nation's history can be found here. Warring lords, terrible monsters, sneaking ninja clans and of course, endless armies of samurai to battle. Will you make a name for yourself as a new lord vying for supremacy here?

Shimabara Rebellion- 1634CE
Japan for many centuries did not look kindly on Christianity. It was stamped out with great force, suppressed with more and more violent means as time went on by the Tokugawa regime. Sometimes, it came to a head, like with the famous rebellion in Shimabara. Led by a young man called Amakusa Shiro, tens of thousands of Christians sought to rise up and take their freedom for themselves. They all died, crushed under the Tokugawa's armies. But maybe some strange wanderer could change their tragic fates?

Waxing Moon- 1651CE
A time and place that would not have existed normally. A new form of Heroic Spirit summoning, the Waxing Moon ritual, has been created. Servants, both those intended by the ritual and many 'stray' servants have been brought about, linked to spiritual fonts across the land of Edo.

Shinsengumi- 1863CE
A police force created to protect the ruling powers in the 19th century, as Japan struggled over the problem of increasing foreign influence. The Shinsengumi intended to protect the emperor that banished foreign trade from Japan, eventually growing to become a fighting force in the Boshin civil war. They could not change the Fate of the nation, left defeated as the borders were once more opened. Do the heroes who gave up their lives deserve such cruel ends or could a more peaceful solution be found?

Mostly Modern Age- 1810CE to 2004CE
The peak and latter years of the Demon Hunter Organisation, as well as the most recent time period on offer for your time here. Japan has become quite modern, though their presence on the world stage has remained minor. Aside from a bit of a dust up with the Russian Navy a decade or two in. Japan's supernatural side is well and truly on the hidden side of the world now, the demon hunters making their work in the shadows. If you had an interest in the mundane world, there's ample time to avert Japan's course from some terrible mistakes.

Additionally, these are the years that the Fuyuki Grail War system would be brought into existence, with five Holy Grail Wars occuring between 1810 and 2004. Just appearing in these times might not guarantee a place in these rituals but not being invited hardly stopped others from taking a shot at the Grail's Wish.

Timelines

Timelines are alterations to the overall setting that you can choose. You can choose as many as you like, provided they are able to work together compatibly.

Grand Designs

Throughout the Fate series, there's been quite a number of alternate versions of characters that have appeared. A female Musashi Miyamoto from another world, Miyamoto no Raikou appearing as a motherly woman, even characters that are considered fictional blends of multiple historical figures like Sasaki Kojiro. This timeline option allows for you to pick and choose which of these 'fictional' characters or versions of characters are real. If you desire, the Musashi seen in Fate Grand Order can be the original Musashi in your timeline here.

Zipangu (Incompatible with Oniland challenge)

Japan never lost it's mystery. Even more so than old England, this land has only grow more abundant with the supernatural. Japan's isolation has resulted in a timeline where the supernatural has become as commonplace as the natural. Youkai are almost as common as humans in cities, as intelligent residents and mundane creatures living in nature. Cities become strange mixes of human architecture and magical forests. Onymouji act as mediators between species, rather than as sealers of evil, while famous monsters like Ibaraki-Douji or Tamamo-no-Mae have become lords and ladies in their own right. Oda Nobunaga might be born one day as a half-oni berserker, making for an even more terrible demon king. Japan is no more peaceful than before and many of it's wars will still occur in time, only now man and magic are considered to be one and the same.

Land of the Rising Ogres

Musashi, you look much less cute than normal. What's with those bushy eyebrows and that frog-like face? There's an awful lot of sumo wrestlers around now, since when was it such a popular martial art? And what on earth is going on with that man's back muscles? Everything is just a little uglier now, yet also so much more brutal. Did someone up the rating on this timeline or what? There's a lot more strange martial arts going around that don't even need magecraft and who knows what's happened to the already inhuman creatures here. Someone calling themselves an ogre has been running around challenging everyone to fights for a while now, wouldn't want to get in that ugly guys way.

Backgrounds

In this jump, the below backgrounds serve as ideas for what sort of starting position you might have as well as to collect options into related categories. Your actual discounts can be chosen from any origin, as many characters found in Japan will share traits between skillsets. You can choose up to 3 perk discounts per price tier and gain 3 100CP or 50CP perks for free. 300CP perks count as 400CP discounts. The same applies for items, though you will only get 2 freebies and 2 discounts per tier.

Man of Spirit

More than ever before, Japan needs the guidance of a spiritual hand. With war becoming ever more violent and frequent, it is those who hear the voice of the heavens and spirits that know the path to peace. From the priests of organised religions to occult practitioners and even people who simply have a close connection with the supernatural, they appear as wildcards that can alter the normal landscape of Japan's military affairs. If they ever come out of their isolated temples, that is.

Craftsman

An artisan continuing one of the many traditions of old Japan. Perhaps an artist that expresses themselves through painting or writing. A smith forging arms and armor for the endless wars of this nation. Your name and craft isn't known yet but with the right skills, you could match the fame of great warriors and leaders alike.

Noble

The leaders of the land, those of noble birth and those of noble ambitions. Your intent may be to conquer, to rule or merely to administrate but few things can be accomplished without proving your worth. Leading might even be your birthright, if you happened to be born as a minor noble already, or it may be something you need to claim with violence. It wouldn't be the first time that Japan has been ruled by a man that started as a peasant.

Swordsman

In many ways, it is the traditional path for a Japanese warrior to take up the sword. But there are so many different ways to wield that sword. At the core of things, you have become someone who uses a Japanese blade in combat but you could be anything from a bandit living in the wild and training through battle, a noble heir taught by the greatest masters money can buy, a young samurai of few battles or even an already experienced warrior with a place in the world. There are as many possibilities as there are ways to use the sword, something that many take beyond what is considered possible.

Ninja

Agents of the nobility, of whoever has the money, even of themselves; a ninja is a shadow-clad rogue who seeks to alter the course of this country from the darkness. Raised in secret villages and brought up in a life of blood, every ninja is a lethal warrior even at a young age. When they aren't aiding in the wars of the warrior caste, they often fight hidden battles between ninja clans. You may be a low level member of one ninja family, even a legendary one like the Fuuma or Iga clans, but the potential to rise remains. Perhaps pursuing technological advancement like some of your fellows?

Oni Blood

Violent, drunk and destructive. Oni are fearsome beasts, supernatural beings that cause mayhem and chaos with their natural as breathing approach to violence. As a full Oni or merely a human

descended from one, you doubtlessly have already become familiar with a brutal way of life. Hunters of demons are often found in this way, the Oni blood giving the power and motivation to slay those that prey on humanity. True Oni often seem to gather together into tribes and bands, even small armies under the mightiest of the Oni. Whatever path you choose, it'll probably be a messy one.

Yokai
A member of the broader supernatural community. Yokai in the sense of this origin is an umbrella term that contains all supernatural creatures found in Japan that are not Oni-blooded. From the smallest spirits to the Three Great Beasts themselves. Your situation and your relationship with humans will vary heavily depending on what kind of creature you choose to be. Some can be appreciated and respected spirits of the household or farming, while others are feared or even actively hunted as dangers to mankind. The supernatural creatures of Japan keep in contact with each other, giving a level of inter-connected activity often not seen in other lands. If you can't find a place among the humans, perhaps searching for a capable Youkai friend or mentor might help give direction in life.

Your sex can be whatever you wish it to be. Your age is that of an adult of your species, between eighteen and forty for a ordinary human.

Perks

You gain 3 discounts for each tier of price that you can use on any option following. Additionally, you gain 3 free 100CP or 50CP perks. 300CP perks count as 400CP discounts.

Blossoming Sun- Free

You had a fortunate birth, whatever you end up being, and find yourself above average for these lands. Japan is not particularly a bastion of mystical heroes in the way of Greece or Britain. Indeed, many of the legends to be found following are made from incredible skill or the command of many soldiers instead of personal feats of might and magic. But even these skillful heroes do tend to stand above the other poppies.

Your body is naturally on the higher end for human fitness, ably competing in modern athletics without any training required. Magically, you possess a number of high quality circuits, equal to the much later coming Tohsaka heir. A prodigy in those times but still notable even a thousand years prior. You lack training for now but magic is not so hidden as it becomes in the modern day, with the presence of spiritual temples and Onmyouji practitioners.

As a quirk of this land, you also have the ability to summon a wide range of aesthetic effects, even when they make no sense. A flurry of cherry blossoms on the wind as you make an entrance, the sun shining down the red rays of a sunset even mid-morning to dramatise your battles. One might claim you're in some sort of samurai movie, with how many dramatic effects tend to occur around you. As part of this national style, you also have the unique trait of never struggling to draw or sheathe your weapons, no matter how impractically sized they are. The katana and sheath longer than your entire body won't take anymore time to draw than a reasonably sized weapon. Not that you're any better at using the weapons, you just won't look like a tool taking them out.

Mamamoto- 50

Fighting with those swinging around, it doesn't seem all that practical. Yet despite the cloth-straining sizes apparent to all, your gifted body never gets in the way of your actions in life. A chesty woman won't have trouble finding fitting armor nor on wielding a spinning polearm at close range. Opponents never seem to think to take advantage of the aesthetic parts of your body, even something as basic as luscious, flowing locks of hair that seem very obvious as a grappling point. You're an exceptionally attractive human and in a very visible way, whether that appears as a mind blowingly curvy body or muscles that bulge enough to turn normal shirts into skintight layers without tensing at all.

Speaking of clothing, it'll naturally change to enhance your alluring attributes when you wear it, without becoming uncomfortable. Pants wrap around your long legs tightly without being stiff, armor remains protective while still revealing the beauty you wish others to see, even a full body suit can become a, physically so, impossibly skintight second skin that only barely retains your modesty. People don't seem to punish you for it but they'll definitely take notice when you start walking around in such lewd wear.

Nobu Style- 50

This land is as much a part of you as you are a part of it. All the unique stylings of the lands and time periods of Japan are available for you to use for your own belongings. While only cosmetic, you can 'reskin' your possessions, properties and even abilities to take on an Aesthetic fitting for this place or

even the artwork popular here. Turn your castles into Japanese-style fortresses, your automatic weapons into stylised muskets, have your magic take on stylised ink drawing qualities or even incorporate elements of more modern Japanese art into your character.

Beniemiya- 50
It might just be something in the water, both what you're drinking and what you serve to the guests that adore ever meal you make. You're a savant when it comes to making meals, not just limited to Eastern dishes either. With a little experimentation, you can make almost anything into a mouth watering feast for both the tastebuds and the eyes. The real problem isn't making a good meal but keeping all these greedy pigs from eating you out of house and home. Don't even try making hamburgers around any blonde ladies, it never ends well.

Now, while cooking good food is a prize well worth it, you do also have a more useful aspect here. By channeling magical energy into your tools and ingredients as you work, you're able to 'enchant' the meal with a variety of useful effects. A hearty beef stew that lets a warrior heal their wounds much faster than normal, sugary sweets that give people the speed of the wind, a mighty hamburger that temporarily bulges the muscles to greater heights. Even negative effects are possible, if you want to taint your food that way. They only last for a temporary period and the effects tend to be fairly weak without a lot of mana put in but it makes your food all the more popular.

Housefox- 50
When you've secured that dreamy four and a half tatami mat life with your darling, what even comes next? So often it seems like the chase is where all the spice of romance lies. But not with this foxy lady! You can keep the fire of romance alive even after you become a loving housewife, managing to find ways to keep the relationship exciting and interesting. Finding hidden depths to your partner or encouraging them to seek your own, as well as easily handling the boring tasks of household management while saving plenty of time to play around. They won't be disappointed once you move to the love nest either and it might be you that has to put a stop to things eventually, else you end up with a few dozen cute little ones running around under your feet.

Polygamist Castration Fist- 100
Cheating men must die! You're not one of those weak willed goddesses that accepts an open situation, it's a one on one lifetime deal or they'll get what's coming to them. This ancient martial style, predicated on horrifically punishing blows to the most precious parts of a traitorous lovers body, is more notable for the aura it gives. Those in relationships with you feel intense fear when they consider the idea of betraying your love and potentially even leaving you at all if your desires run that way. They'll feel your eyes on them whenever their thoughts stray, as if you were gazing from around the corner. Which may very well be the case.

Now, while most darling wives would obviously use this simply to prevent their darlings from going astray as horrible snakes try to steal them, there is a rather unfortunate secondary use. That same fear that prevents them from thinking any cheating thoughts also seems to make them overlook any such actions done by their beloved. They simply turn into morons who miss even the most obvious hints, insults and outright glimpses of what's going on. Short of explicitly telling them of unfaithfulness, they'll be unable to comprehend it happens. But it'd take a pretty shitty fox to do something like that, hardly wife material at all.

Drums of War- 100
In this nation's history, war is terribly common an event. Battles up and down the country, raging on for years. It's hard to find a heroic figure that hasn't taken part in some minor conflict or another and almost as difficult to find one such hero that wasn't in charge at the time. Military experience, particularly for the more noble castes, is common enough to be cheap. Purchase of this endows you with a capable level of talent for war at large and small scales. While you are no better a fighter personally, you have enough knowledge and training to satisfactorily command anywhere from a dozen to a few thousand men in battle, often to victory if your foes don't outmatch you. You're no legend, just competent. But Japan's been changed more than once with a few competent men at the wheel.

Homunculus- 100/300
A heritage of western origin, you're no true human. An artificial creation by European magi, a homunculus is a vat-grown creation made with much higher specs than the average human. You'll be much more capable physically and magically than most humans, including magi, by relying on these natural talents. Even as a thin waif, you'd have the strength and speed of a brawny samurai and the magical power to match an elite magus from a storied lineage. Any injuries will also heal quickly, serious cuts and broken bones disappearing in the course of just hours. You'll almost certainly share the pale complexion and white hair most Homunculi from your origin have but oddly, your lifespan appears unaltered from a human level.

For an additional 200, you'll acquire a unique ability to replicate yourself. By expending magical energy, you can overtime form a perfect replica of yourself. A separate but otherwise identical being in body and soul. A homunculi would still require access to a leyline and about a year to create a copy of themselves, with more magically powerful beings requiring greater amounts of energy to replicate themselves.

Magus- 200
A practitioner of the arcane arts, able to convert magical energy into thaumaturgy via magic circuits and the use of a foundation. A sterling example of what the modern magus could hope to be, if typical. You have a quantity and quality of circuits considered elite or exceptional for the modern age, though not of world class, and a well-established lineage as a Magi. Family may or may not be included, given how cut-throat magical politics can get. Of course, this lineage comes with a legacy in the form of a repository of magical knowledge that you have picked up until now. You can choose to be broadly studied, with notable skill in a wide number of magecraft fields that, while useful, are not considered rare or unique. Or you could focus your studies into a single field, being good enough to earn considerable fame for your skills. This might hone your talents at a well known field or make you a master at something more out of the way, like the Japanese style of utilising Divine Bodies.

Mana Burst- 200
A particular way of using mana found even amongst non-magic users at times. You've discovered the method to reinforce your body and weapons with your magical energy, significantly improving the performance of both. There's a limit to how much you can benefit from this, as your body can only take so much reinforcement and you only have so much energy, but both can improve with work. Beyond mere reinforcement, you also have associated an element of choice with your technique, letting you directly convert your energy into said element and then control it. Flame, water, lightning and things of similar type/scale are all valid purchases.

Mystic Eye- 200/600
Eyes which contain a bound spell, able to be activated through some sort of sight-based condition. Through creating, transferring or outright theft, you've put a pair into your sockets. Yours are of notable power, holding a useful magical ability. Eyes of Enchantment, enabling powerful hypnosis and control over memories. Eyes of Precognition, granting visions of future events. Even Eyes of Distortion, creating vortexes in space to rotate and twist almost any physical object. Your eyes will require magical energy to use and can be resisted with Magic Resistance.

For 600CP instead, you can acquire a set of peerless Mystic Eyes, imbued with magic of the highest level. Precognition that can force a single desired future to become true or the legendary eyes of Death Perception, letting you see lines that cut anything when traced. While one can pick these or the Heavenly Eyes of Musashi, you'll not gain any particular special connection with the root and receive only the eyes themselves from this option.

Dayu- 200
Geisha are much more than mere prostitutes, often not even that. Skilled in conversation, music, dancing and more. All manners of entertainment must be provided to soothe the hearts, and indeed sometimes bodies, of the customer. Few can claim to have reached your level however. The title of Dayu is given only to the highest ranked courtesans, those who have mastered the various skills involved in the work and possess a matchless beauty. It's certainly common for most to stop and gasp on first sight of you. The skills that earned you the title, whether or not you practice the role, also help you in calming, soothing and even taming the hearts of men. Even the wildest berserking man can be brought to some level of reason by you, provided they bear no specific grudge against your person. With time and attention, it's not all that hard to wrap them around your fingers too.

Reality Marble- 300
Instead of a trained physical ability or the practiced arts of magecraft, you have something more unique. The materialisation of your inner world in the form of a Reality Marble, projecting your soul temporarily onto the outside world. When fully manifested, it drags you and those within a short distance of you into this projection of your inner world, cut off from the original space you all resided in. The influence of reality erodes this Reality Marble over time, making it difficult for most to maintain for more than a few minutes at a time before tiring.

The effect of your Reality Marble is up to you, as they can vary enormously. Some are simply filled with incredible heat, burning away the bodies and even spirits of those trapped inside with you over time. Others are the representation of specific powers, such as a zone that greatly hinders any magecraft or a place where a legion of your allies waits to help you. Reality Marbles can partially manifest, an easier to use function that takes far longer to be erased, and usually appears as a smaller or more limited version of the power available inside the Reality Marble.

The one you obtain here is a moderately powerful one, akin to Sei Shonagon's or Amakusa Shiro's Reality Marbles. These are worlds that trap the targets inside, subjecting them to constant poison or spirit eroding conditions. Significantly weaker, more limited versions of famous Reality Marbles like Unlimited Blade Works or Ioinoi Hetairoi are also possible. It is possible to improve the strength and ability of the Reality Marble over time, primarily through magical experimentation instead of just repetitive training.

Foreign Ancestry- 400
Now this isn't even close to human. Created with a mix of magecraft and technology from different eras, including that of Ancient Greece, you are a machine lifeform. A robot of iron and who knows what other materials. This body grants you a peerless physique, one easily a match for most heroes of Japan, even before accounting for your lacking of most human biological needs or weaknesses. Whatever powers you seems unlikely to run dry for a great many years. While your creators barely understood most of the technology used to create you, you retain some technological advantages. You can fly with the use of powerful jet thrusters and possess superhuman wits and perception. Any sort of projectile weapon in your hands would only miss if magic intervened, as your senses and precise control of your body make you an impossibly good shot. Biological traits you may already possess may optionally be converted into mechanical form. Given what your 'ancestors' were made from, there's little this technology couldn't excuse. It's possible that further secrets lie hidden in your frame but it'd take serious study to even begin understanding the principles you were built from.

Dragonkind- 400
A kind of dragon, just not a full one. As a lesser species related to dragons or as someone descended from a true dragon, you share many powerful traits with the great beasts. Your physical and magical abilities are greatly bolstered, making you more than capable of contending with a heroic spirit or Oni. You are strongly resistant to magic and rapidly replenish any magical energy of your own, though not to the speed a true dragon would. You can also transform into a lesser draconic entity from your humanoid state, similar to Oryo. You'll find your draconic powers boosted further like this and become able to release a destructive blast of dragon flame, though the increased size and draconic appearance may make ordinary life somewhat more difficult.

With the right ritual, materials or even just time and growth, you might manage to unlock a state beyond your existing draconic heritage. Instead of becoming a true dragon, you have the potential to gain a 'Super Dragon' state endowing you with a shining white form and skyrocketing draconic powers.

Divine Blood- 300/600
The blood of the divine is found in Japan as well. Perhaps not to the extent that the Greeks may claim their heroes possess but it is not unknown. This perk allows for two tiers of purchase, to reflect different degrees of divinity.

The first measures those with a demigod's heritage, whose blood gifts them with significant advantages. While your exact parentage may range from a Shinto spirit to a deity from foreign lands, the benefits it gives are similar to what Minamoto no Raikou receives. Greatly increased physical abilities, natural skill with battle and the ability to make use of powerful divine lightning, naturally and to better use tools that channel such things. Potent benefits that turned an already powerful demon hunter into a legendary slayer of monsters. Your abilities through this would depend on your divine parent and can manifest in one or two powerful effects like the above physical abilities and lightning as well as several minor ones, such as the enhanced combat talents.

The second tier moves towards the level of actual Divine Spirits, albeit ones of moderate power. Your divine form's appearance can be freely decided and you'll not be influenced by mortal belief unless you choose to take that protection away. In terms of raw power, you are equivalent to Shuten Douji or Tamamo no Mae, able to destroy castles and entire towns with both physical and magical

power. Your three Authorities, the divine rights of Gods to make changes to the world, are your primary power through this option. An Authority allows you to expend magical energy to enact almost any effect, with it being far more efficient to create magical effects related to your Authority. A Fire God will find their Authority far more potent with fire than with healing. It is also possible to do other things with an Authority, such as gifting its' use to others, using it as a source of power or even developing it into a magecraft system. Each Authority is effectively a domain over which you have godly influence, though as with many things, the more narrowly you define this domain, the more benefit you'll gain from working within your Authority.

Man of Spirit

Bowed but Unbroken- 100
Forming the very bones of the nation are the peasants who farm and build and fight the wars of these nobles. To some they may appear as just numbers, resources to be spent like logs or sheep, but these simple men can come to possess surprising wills. You have fearless resolve in your heart, unflinching even when gazing on sights from hell. While enough pain and torment can break your spirit, you find your heart only grows more fierce when someone oppresses you from above. You can easily spread this rebellious fury to others suffering under the yoke of a cruel ruler too, laying the seeds for a proper peasant revolt. It won't have much chance now but you do find it surprisingly easy to turn farming tools and other common objects into rather decent weapons, for you and others. Maybe that can go somewhere.

Healing Words- 100
Spirituality is a part of your character, from childhood or something you discovered more recently. Immersing yourself in religion gave purpose to a chaotic world, the learning of holy words proving easy to you, and you discovered that it was quite simple to bring others into the fold as well. Whether it is the religion you choose to be part of now or another you join later, you are talented at lighting faith in the hearts of others and converting them to your beliefs. When their faith grows strong enough, as yours is, it can even protect against lesser magical spells and supernatural curses. When you unite hands with another faithful, you can even share your own energy to heal their wounds, slowly but surely restoring their body.

Divine Spells- 200
They call it a blessing from God, a sign that this persecuted religion is meant for something more. The miracles you can perform are wonders to these ordinary people, healing them with a touch or bringing life to rotting crops. But in truth, you are using magecraft without realisation or training. Activating magical circuits and channeling the energy into spells comes naturally, like breathing or walking to newborn calves. Self study and making progress without teachers is easy, especially when you use this magical ability to perform things seen as Abrahamic miracles. While your power is limited, this too can grow in times when your flock has need or you fight an opponent of your faith, to potentially many times your normal level if the need is truly dire and the situation recalls one from your holy stories.

My Anchin- 200
For the monsters and magical beings that race across the skies and rule kingdoms of demons, a simple purity can be surprisingly attractive. The seemingly ordinary soul of a common farmer or holy brother like yours is like a diamond to their eyes, making the hearts of supernatural beings beat faster on sight. Supernatural beings that call Japan their home, or whose heritage can be found there like the many species of youkai, have a fairly strong attraction towards you merely on sight. Those already disposed towards intense love or lust might even fall for you soon after your first meeting. Just be careful that the spirits that love you don't end up hurting you. Some might be accidental but when it comes to youkai, you can never be sure.

Kidou- 200/400
A primitive system of magecraft from ancient Yamatai-Koku. You have the knowledge of several kinds of divination, aiding in scrying, foresight and clairvoyance. The methods for these spells involve manipulating light and mirrors, both of which you can control to the level of creating scorching laser

beams or defensive walls of mirrors swiftly. You have some fair amount of magic on your own but these spells are excellent at drawing from ambient energy, making them exceedingly efficient.

For an additional 200, you can become an Oracle through this system. Through your mirrors, you can connect to an unknown higher domain. This allows you to directly watch future events through your mirrors, as well as witness far away locations or even alternate worlds through them. While connected so, even futures that are set in stone become possible to change, albeit with great difficulty. This same state also causes your light to awaken a primitive power in human allies, granting them exceptional superhuman powers while affected.

Onmyouji- 400/600
Among the most structured and ancient styles of magic in Japan is the Onmoyuji's work. This Japanese magecraft is a mix of science and occultism, containing both many ordinary spellworkings but focusing primarily on working with tools and charms. Most famous are the paper charms and familiars that a Onymouji can easily create, imbuing them with magic long term to achieve a wide variety of goals. Wards, enchantment or cursing of others, creating powerful Shikigami warriors and more. You are a master of these arts, with a above average amount of magical energy to channel into them. However, an Onmyouji finds that raw power is worth less than skill and materials, as you can potentially do battle and seal even a great youkai like Tamamo no Mae despite lacking in power with the right set up. Onmyoudo performs superbly well with preparation, seeing rituals of incredible power becoming much easier than many other magecraft forms.

In particular, you are familiar with the secret technique of Life Continuation. With this, you are able to engrave your very being onto your Shikigami, making them as much a part of you as your original body. Your human form being destroyed hardly matters when a thousand paper familiars hold your essence still, allowing you to control them all at once.

For an additional 200, you can learn the vast repertoire of curses, hexes and foreign magics that would let the dreadful Ashiya Douman compete with Abe no Seimei. With enough power gathered, you should be able to replicate the feats of summoning and creation that Douman achieved in the Heian-Kyo Singularity.

Primitive Body- 400
A body overflowing with life, from an age in which humanity was endowed with savage power beyond any animal. The strength on par with a dragonkind like Oryou, more than a match for most Oni and far beyond what the modern Japanese could bring to bear. Your body thrums with perfect health and superhuman vigor, enduring for days what might tire men in an hour. It's not impossible to be unfit, although that extra fat has a tendency to only round you in the most pleasing ways, but even unfit you'll be free of disease and health conditions.

Divine Guidance- 400
Sainthood might not be all that great a claim to make, with the visions you often receive. Divine guidance comes to you often, in the form of signs and messages and visions from God that guide you along the path to your current objective. The safest and quickest path to a destination, an image of the man who hides a treasure you seek, even the secret weakness of your greatest foe. Provided you are patient and keep watch for them, these signs will provide you with steady aid at every step.

Rarely, divine providence will even appear in conflict, enabling you to accomplish normally impossible feats when fighting for something you have true faith in. A sword suddenly sharpening to supernatural levels for no explainable reason or a mighty bolt of lightning striking your foe just as they are about to cut you down. In moments of need, these rare occurrences will give you an extra chance. The signs and favour that God shows you is obvious to those around you, who are likely to come and see you as some sort of blessed figure, though they cannot understand the information within the signs you receive.

Hate- 600
A miserable hole in the world, a gathering point for misgivings and enmities and every sort of grudge humanity can hold. This pit of darkness rests inside of you, a place that can take in the negative emotions of those around you and turn it to dark power.

You must first focus it towards a target of hatred. It might be a person, an organisation, a race, even an idea or part of the human condition. Remember that although perhaps hated less than broader concepts, people can engender much more personal hatred towards each other. Once attuned in this way, you'll start to draw in the negative feelings that those around you have towards this target, these grudges seeping into you from across an entire province. This can be used to reinforce your body similar to magical energy, to rapidly heal yourself from horrific wounds or released in the form of destructive energy and flames. The more grudges you gather within, the more potent these abilities will become and perhaps new methods to utilise the energy will reveal themselves. But this energy is consumed when used, requiring more to be gathered and switching focuses will cause what you gathered prior to swiftly drain away.

Sturdy Spear- 600
A humble weapon, with none of the status of the sword, is the spear. But to those that devote themselves to this versatile tool, they discover a depth few weapons possess. You've gone quite a few steps further. The spear became the target of a religious obsession, a fanatical drive to master it to the utmost. It paid off with a mastery that verges on the realm of godliness, such pure skill with the spear that it has changed your very being. If it weren't for their lesser reputation, you'd be remembered alongside the likes of Musashi and Munetori for your military talents. The divine nature of your skill greatly increases your physical power, smashing down whole dojo buildings in a single swing of your staff is a great way to teach these sword using brats a thing or two. The focus you've achieved when wielding a spear allows you to ignore most attempts at interfering with your mind, the bloodthirst of your foes being so evident to your purified mind that it allows you to move before most of them can finish the thought of attacking you.

Nothing else demonstrates your mastery more than your ability to respond to any enemy or technique however. Even on your first encounter, you can adapt your style to whatever you encounter with a few moments consideration, letting you counter even truly bizarre things that should not be matched with a simple spear. Cutting apart magical spells, piercing a spirit's core, turning aside the three thousand bullets of your foe. While your ability to create martial arts to respond to any challenge is impressive, and possible to expand beyond the realm of a spear with some work, it can require enough power to keep up with your foe to some degree. Too far beyond you and even all your skill will falter. Additionally, these techniques are often partially effective at first, requiring time to hone to full mastery before you can fully negate or counter their intended target.

You may optionally exchange the parts of this perk that focus on spears with another fairly specific weapon type. You can't have it for all swords or anything you do while unarmed but longswords, halberds, nunchuks or a specific martial art style can all work.

Arms of Heaven- 600
Within your arms lie miracles, the holy power of the lord. In the left is the foundation of holy power, in the right the destroyer of wickedness. These arms are weapons that turn you into a holy warrior against your enemies, allowing you to make use of their magecraft and empowering your body and mind against them. The left arm reinforces your physical body, granting both eternal youth and enough capability to fight powerful demons and heroes, albeit well short of the Three Great Youkai. The right allows you to heal yourself and to see a short distance into the future, predicting what moves your opponents will make in battle. Each arm implants a wealth of experience in combat into your mind, granting you powerful instincts to see through trickery in war. They also significantly empower any holy abilities or arts you may already be familiar with, particularly the magecraft of the church.

But the core power of these two arms is to turn the tools of the magus against them. Linking to the foundational theory of all magecraft, they allow for you to make use of any magecraft that exists even without knowing anything on how to use them. Esoteric and complicated spells can be cast so long as you provide the needed materials, even the most complex magical tools can be commanded at your touch, bypassing restrictions on the user. The level of use allowed by this almighty key to magecraft is basic, outmatched by true masters of these fields, but your capabilities are comprehensive. If you can provide the power, almost any task can be accomplished, and you can easily turn the magic and tools of enemies against themselves with a touch.

In future worlds, you will be able to connect to similar foundations of magic but the arms will not be able to go beyond what is possible through magecraft here. The strain is simply too great as they are now.

Craftsman

Spider in the Corner- 100
It's a different world entirely inside those stone walls, where the nobles and courtesans ply their trade among each other. From the ruler's consort to the lowliest handmaiden, all are bound into the gossiping games of influence. But some are able to move a little beyond it, from time to time. Courtly politics are clearer to your mind's eye, making it significantly easier to move and act without drawing attention or causing disruption. If you want to play the games yourself, you'll see that the nobility and their servants are much more receptive to your charms and falsehoods than normal. But really, when you just want to write stories in comfort without being bothered by incessant jockeying for power, this makes it possible to extricate yourself from the influence contests without even needing to leave the court. People just ignore you or treat you as a harmless observer.

Traditional Japanese Art- 100/200
You may never make your name on the battlefield but those fools running around with metal sticks waving fail to understand the influence more delicate approaches can have. You have the talent and the training to become a nationally famous artist in a style found here in Japan. Writing and poetry, weaving, calligraphy, some of the varieties of traditional painting or even more modern arts not yet created in older Japan.

While you have the ordinary skill to create emotionally moving and lasting pieces of art, you also possess a magical side to your style. You can naturally enchant your works with magic, enabling it to have a more direct influence on the minds and hearts of those who experience it. Simplest to just direct the emotions of readers but with time, you can plant ideas and even commands to be later activated in the minds of others. Art that is similar to your chosen style is easy for you to expand your skill into, a painter will quickly master other styles of painting, and your art is never boring or bothersome for you to focus on. More, it is calming and enables you to re-centre yourself no matter the situation.

For 200 points instead, you can attain a connection to an eldritch being through the medium of your art. This effectively turns your artform into a form of magecraft, casting spells by creating your artworks. This magic will be broadly related to whatever unnatural source you call your patron, a dweller in the depths letting paintings of the ocean summon actual torrents of the sea. Your power in these acts is that of an experienced magus, despite not expending magical energy yourself but adding your own power to your art or delving deeper into eldritch secrets could see your potency grow. As could seeking the attention and favour of your dark benefactor, whatever their desires could be.

Connoisseur of Blades- 200
So many swords have passed through your hands by now. Every single one, even the cheapest, was unique to your eyes. Like remembering the faces of dear friends, you've come to know swords on sight alone. Their design and makeup, the process used to craft them, the history of their use and a gallery of their owners, even the proper methods to wield the blade and defend against the blade. Everything becomes clear to you when you observe a sword. Even as an unskilled swordsmith, this knowledge makes you a deadly fighter with a sword, letting the weapon guide your body into a deadly dance. Even other blades than swords can be witnessed, if they have enough power or presence.

Sword Calling- 200
Within every weapon lies a spirit, one that can be called out with the right method. Though initially developed to test the sharpness and sturdiness of swords, you've uncovered a method to unleash the true potential of any blade you hold. The sharpness, power and ability of any blade can be magnified in this way. The process of calling out the blade's potential is straining, on both you and the weapon, so too much in a short time can lead to damaging yourself or even breaking the weapon. Taking this to its' full conclusion, you can forcefully attempt to break a bladed weapon to let it achieve power far beyond even its' true potential, at the cost of it shattering from the effort. But when even a mundane sword can split a house in one cut, it can be worth the sacrifice.

Heian Era Refurbishment- 400
The sheer amount of strange things that wash up on these shores, you'd think something was calling it all here. Yet somehow, local artisans found a way to turn the corpse parts of an alien god into something useful, despite being limited to Heian era technology. You've shared in that gift of being able to reverse engineer technology far in advance of your own, despite lacking much of the knowledge and tools to even understand it. Oh, you'll not be nearly as capable as if you were actually trained but you can take broken alien technology and turn it into something useful, even if far below the original scale. It helps that you can cover the gaps much more easily with what tech and materials you do have available. You may not make your own machine gods but the Settsu Armor Kumano, a giant mecha warrior, or the machine body of Tametomo are perfect examples.

Grudge Forged- 400
Ibaraki-douji created her favoured bone sword by tearing out the bones of many Oni and setting them into a forge of her own terrible flames for hundreds of days. A way of sword smithing only a demon could manage, a brutal and unrefined method that results in a brutal and unrefined sword. But that sword is powerful, near unbreakable and holds the furious grudges of the Oni sacrificed to make it, giving the weapon a deadly cursed aura. This sort of feat is much more applicable to your skills now, as you find it far easier to turn your own innate abilities to the work of crafting things. A dragon's fire improves the quality of things forged in it, rather than just destroying the entire workshop. Cooling a forged sword in your own Youkai poison will still cool it as if with water but also imbue powerful toxins into the metal itself. You are able to add your abilities in creative ways to your creations without compromising them. Better still, you're very good at focusing what you create to not harm yourself. Using the bones of hundreds of hate-filled demons to create a cursed sword would direct those curses at your enemies, not at the original wielder of the sword. No need to worry about life draining demon blades if you're at the source of them all.

Playing with Dolls- 600
Ever have the ninja pushed for more tricks and tools to keep them ahead of their foes. It's only logical that their desires for a greater advantage over the raw power of the samurai would lead to such advancements in technology. The Danzou puppet is the culmination of incredible science and magic coming together as one, creating an artificial lifeform filled with the experiences and skills of many great ninja, equipped with advanced technology and powerful magic. It's also something you have the knowledge to make and more besides.

You have the training in various disciplines to create advanced puppet bodies like this, as well as the weaponry and technology that Danzou makes use of in that body, even things like missiles. This covers both ordinary scientific knowledge and occult magecraft focused towards artificial bodies like this. It's quite possible to turn an existing person into one of these puppets, albeit more difficult than

making it from scratch. One of the more impressive parts of this field is the techniques that allow for the recording and uploading of knowledge or skills that people possess. With a willing or incapacitated subject, you know how to examine what they know and copy it over to another person.

Your studies in this field have also helped you realise how to capably combine magic with technology, creating things where the two work together to support and enhance both sides' effects instead of interfering. While you can't alter the basic metaphysics behind things such as mystery, you do know how to work it to your advantage.

Swordsmith- 600
What else shows the spirit of the Japanese but the famed katana blade? Such a central part of their mythos as to have the most famous craftsmen become like heroes themselves. No matter how great, they do not remember the makers of armor or shields like they do artisans of the blade. On the level of legends like Masamune and Muramasa, you are one of these legendary swordsmiths. Even in an ordinary forge with ordinary metals, you can smith katana of a supernatural quality. Edges that split magical steel and blades that don't shatter after a thousand strikes on rock. Often, these even have magical effects if you intend them, such as sharpening as they drink more blood or cutting at a much greater distance than just the physical blade.

Should you have access to tools, materials and even magic of a greater level, you will be able to create far greater weapons. Weapons that bring ruin to armies, that cut castles in two with a single slash, fiery tools that send billowing tides of flame to swallow whole forests. When truly inspired, you can even create things on a divine level, the stuff of legends that only a divinity could normally craft. A sword that splits the fabric of reality itself in two, perhaps.

Your talents also extend to the various accessories attached to the blade itself. The guard, the hilt, the sheath and more. These can not only be made with similar superb qualities but even imbued with magical powers in the process. From simply striking with greater force or enhancing the wielder, to healing the owner with every kill or empowering a specific sword style.

With time, your talents may be able to be applied to any form of blade, not just Japanese swords. Should you gain magic of your own, you will see that imbuing those effects into your weapons is effortless, even magnifying the potency of your spells greatly beyond what you would normally be able to cast if you place them into the form of a sword.

Noble

Little Noble- 100
Born with a silver spoon, your life was set out for you before you took your first step in the outside world. A noble upbringing has many benefits to go along with the restrictions of status. Extensive training in making your way through courtly life, handling etiquette and your future vassals. Some experience watching and learning from the great masters of war and combat, leaving you a capable but unremarkable leader in battle and user of the sword. But while your abilities may seem unremarkable, you have the uncanny ability to notice when a chance arises to make a lucky break. Seeing the gaps in enemy lines through the smoke, noticing a particular courtier feeling down or unwell beneath the subterfuge, even realising when someone might be lying to you. It's not often but you'll know when you see it, giving you a chance to rise above slightly humble beginnings to take real power.

Fool of Owari- 100
A benefit of your status, and particularly permissive parents. Years spent being a rowdy nuisance in your home province haven't done much to your otherwise sterling reputation. All that sort of drunken, violent silliness and minor criminal acts just get swept under the rug. Neither the law nor common folk nor other nobles really minding all that much, unless personally affected. Your good fortune extends beyond protecting your name from silly actions, also helping guide others to only finding out about you information that helps you, unless they dig deeply. A rival is much more unlikely to discover your hidden talents, whereas a prospective mentor might realise your potential the first time you meet. The end result, aside from people usually not finding out embarrassing things about you, is that your age and gender also matter very little when it comes to determining your worth. A young woman would be as valuable an heir as a male, even here in ancient Japan.

Demon's Youth- 100
That noble spirit suffuses your body, imbuing you with the energy of a wild dragon even in your old age. The strength of your prime remains with you even as your body ages, bones and muscles never coming to creak or wither despite your maturing looks. Even abilities or talents that would normally leave you as you stop being a child remain with you or reappear in time and with some concentration, you can revert your appearance between different periods in your life, looking young once again or taking a more adult look. This won't change your actual age or prevent you from dying in time but it is useful for disguises and for enjoying the mindset of someone younger than you, still filled with wonder and innocence that you might have lost in the years since.

Bad Fortune- 200
The misfortune of others is just another opportunity for you to become even more favoured in life. Good luck naturally gathers around you, protecting you from minor mishaps in life, but is especially potent when it comes to the collection of wealth. Rarely would you be considered less than wealthy for more than a brief period of time before good fortune sees you restored to riches and fame. Some of this luck is your own but much of it comes from other people, drawing fortune into yourself and leaving those around you cursed with bad luck. The longer they're near you, and the closer their blood relations are to you, the worse this will get for them and the better for you. A large family, close knit in relations, is like a guarantee that you'll be made a fabulously wealthy princess if you just let them fall around you. You can halt the effect on command, if you're willing to stop receiving the majority of fortune through this ability.

Japanese Efficiency- 200
Not all heroes are wild warriors or bombastic generals. Much of the important work to saving a country comes from the 'boring' men who make sure the trains all run on time. It's a quiet sort of heroism but not one unacknowledged by history. In the future, you might be known as a hero of the reformation of Japan with the sort of talent this gives you. An incredible capability when it comes to the administration of government and all the many sectors, departments and laws within it. Not only could you run any such office, you could do so superbly and almost on your own except where physically impossible. Designing or updating entire such systems, and somehow managing to effectively implement them, are quite possible for you.

Bringing a set of warring feudal states into the modern era isn't something one man can do, no matter how good, but the other side to your skills makes even this a smaller speed bump. Diplomacy becomes king in a world that starts to move beyond the sword and few are more adept. Negotiating between rival groups and not just convincing them to allay hostilities but to even join together as a single new faction is very much possible, even between generations old enemies. Recruiting new allies and former enemies is a simple task, as the desires and thoughts of men become clear to your eyes. The old world had it's legendary generals aplenty but you are such a thing for the wars of the modern world, that thing called politics.

Forty Seven Heroes- 200
One man can't change a country but you don't always need an army to leave your mark. A band of skilled men can make all the difference when led by the right person. When you have a cause or goal that you dedicate yourself to, you find that you gather notable figures, heroes and warriors to your side. The more famous you and your mission become, the greater the note of those that join you. They may have many different reasons for why they give you their blades but over time, they'll find that it becomes more about personal loyalty than money or justice or power. That loyalty, once strong and set, will also make it much easier for any that follow you to keep up with you in battle, improving in power and skill far easier to remain relatively helpful to your cause.

Blood Starved- 400
Nobles aren't always born with a lean to being prim and proper. Some are as much a beast as the lowest common warrior, if not far worse. Your body is that of a wild barbarian, filled with enough feral strength to let you smash down castle walls and split a dozen men in two with one slice. That strength is enhanced further by a high degree of skill in the use of spears, swords and other close combat weapons. This violent body easily falls into terrible rages when soaked in blood, letting you steadily and quickly increase your physical strength, speed and attack power, but at the cost of your reason and a slow degradation of your defence while it lasts. On the battlefield, in the crush of bodies, you become a whirlwhind of blood and gore, spinning faster with every fallen foe. Fortunately, since you are still a noble, people do not think less of you for these rages and dishonorable forms of battle. Particularly with leaders and lords you follow, you will not be punished or considered too dangerous. At worst, you might be moved to a less risky position where social grace is not required or placed at the frontlines of battle.

Revolutionary Genius- 400
In the years to come, there'll be little room for the duels of individual heroes on the fields. War is changing and you are a pioneer who has seen the path to greatness in it. It will be the regimented and united armies of men that conquer Japan, not singular power or honour. Such men already look up to one like you, a person with the charisma to ably lead a nation and to greatly inspire any army

that follows them. The morale of those fighting under your command, even on a grand scale, is such that their performance is improved twice or thrice over their normal ability. The strategic skill to order such armies is to be expected, as much as to let you rival greats like Oda Nobunaga if all else in your forces were equal. Like Nobunaga, you possess a particular talent for innovation in all things military. Whether on or off the battlefield, you can adapt quickly to new information and new developments in technology. Ideas that are likely to develop into potent new weapons or tactics become clear as day to you, making many of your countrymen believe you are a demon who can see the future. How else would you always keep years ahead of any other lord or general in equipping and training your armies?

Heroic Power- 400
While some endowed with great strength give off a brutal atmosphere, others are more in line with great protectors of the people. Your noble heart shines through your body, with bulging muscles and power to match any berserking beast. Your natural strength could smash great boats in two and is exceptionally useful for your new style of fighting, the use of the noble bow. Even with a crudely made bow, your strength greatly magnifies the power of your shots without damaging the flimsy tool in your hands. You've got enough skill to make distant shots on stormy seas in the midst of naval battles as well and your arrows have a peculiar ability to pin down enemies, piercing bone and rock beneath it while remaining far more difficult to remove than should be possible.

Your physical strength has also drawn a bright and vital aura around your being, making others feel warm and healthy when in your presence. It's easy to make friends with this and that aura will grow as your physical strength does, potentially even letting you show terrible monsters the path to friendship and heroism.

Demon King- 600
Japan is more than just some island filled with ghosts and spirits of old. These witches and youkai and outdated swordsman just don't comprehend what the rising sun means for this country but it won't be forever. More and more will appear those that cut down the mystery that holds the nation back from it's destiny. You're one of these chosen ones, given the power to fight back against the gods in ways they cannot understand. You are naturally much more capable at starting and supporting revolutions against established powers or governments, seeing yourself and your fellow rebels much more fortunate when fighting together against such order.

Your entire being is infused with the power to harm mystery and the beings filled with it. The greater the mystery of your opponent, the more fantastical or magical or legendary they are meant to be, the more powerful you become when challenging them. This also applies twice over to those who have a divine nature, boosting you a second time. Your body, your weapons and even spells or other abilities become more powerful from this, albeit only against the right targets. With an exertion of energy, you are even able to drag all those around you into a Reality Marble created from this anti-mystery power. Manifesting as a blazing battlefield hell, it subjects those other than you within it to heat and fire. The greater their mystery and divinity, the hotter and wilder these flames become. Those without such things feel only a bit of heat but great gods and mythical heroes can find all their power scorched away in these hell fires. Should it not be enough, you can also summon large and powerful skeletons with burnt-black bones to attack those trapped in this dimension or partially summon the same entities outside of it for aid in combat.

Child of the Sun- 600
Even a peasant might one day become emperor of all Japan. When the rising sun has lit a golden path to you, you simply need to start taking the steps. A destiny for greatness has been given to you and will continue to be given in future worlds, fate taking great pains to guide you to power, fame and importance. At the beginning of your story in each world, you'll be able to choose to walk the golden path. Doing so will see rapid and consistent growth towards positions of status and importance in the world. Here, you may find that the story guides you towards becoming one of the men who will rule Japan. Obstacles will often be taken care of entirely or reduced greatly in danger by others before you even see them, whereas treasures and benefits rain down on you throughout your journey. Pitfalls can still be found, particularly if you try to aim for exceptionally great goals and prizes, requiring cunning solutions and quick thinking from your part.

However, once you reach the summit of this sun-lit path and achieve the prize, your benefits will largely disappear. Blessings will remain and obstacles will not return but your future there, until the next story begins in another world, will be entirely up to you without the benefits above. One trait will remain though, the ability to disengage and flee from nearly any confrontation without issue or more than minor harm. Cowardly for one supposedly so great but certainly life saving, unless you continually use it against the same opponents in succession.

Goddess of War- 600
Divine is your presence when you ride out onto the battlefield, in how your soldiers see your shining aura and how your foes crumble before your wrath. With sword and spear few but the gods themselves can match your skill, even wielding eight of your favoured weapons at once becomes somehow a deadly style. Even more such when you split your being into eight clones, each as capable as the original and sharing your mind and presence between them. Fight and command in eight places at once or force your hated enemies to duel one on eight.

Your skill and numerous bodies are backed by enough raw power to contend with most of the heroes and monsters that walk these lands. Most men believe that your powers are granted by the gods of war, some that you are yourself such a being, and they're not far from the truth. You have a measure of divinity already, which grows as your feats in battle and war do. Winning impossible sieges, conquering great empires and slaying famous swordsmen in duels will all improve your divine power. Your physical strength mainly at first but should it grow great enough, you may find yourself turning into a true divine spirit of war as a result, with all the abilities natural to such things.

The advancement of the modern age won't prove a threat either, as firearms find reality itself warping their arcs away from you. Even a bullet guided by magic would curve it's trajectory away from your body, so long as you can keep clear in your mind the idea that mere bullets could never hit or stop you. Slipping in this surety can reduce the protection, making it possible for enough massed fire to still hit you.

Finally, that divine nature has a intense effect on those that fight with you. When you personally fight alongside allies or loyal servants, you'll inspire an intense, eventually fanatical, devotion to your ideals. A few battles side by side and most men would die to protect your honour. Something of the opposite applies to your enemies, awakening intense terror in those that defy you, growing the longer they directly challenge you while in your presence. It would be difficult to not end a campaign with an army of men who truly believe that you are their Goddess of War.

Swordsman

Live by the Sword- 100
The foundation of every swordsman is their style, even more than the sword they hold in their hands. Many schools dot the land, each teaching their own formal style claimed to be the greatest, and quite a few legends have created their own forms of swordsmanship too. You've got the years of training to be a more than adequate user of the sword, with the physical fitness that comes from long hours of physical conditioning and extensive training in a style of your choice. It might be one of the formal dojos or the lessons from a noble houses' sponsored swordmaster. You could also have a wilder style, made from imitating animals or from personal study out on the battlefields instead of anything structured. It makes you into a deadly warrior, whatever you choose, and that is enhanced by your natural instinct for danger. Warning you of approaching foes, as well as particularly threatening moves, your instincts only grow sharper as your skill with combat does. The intuition of a master might one day be in reach.

Man Slayer- 100
So many young men break when they're first exposed to what war really is like, behind the tales of heroism and honour. The sight of all that carnage didn't even make you flinch. Conflict brings forth a cold hearted mentality in you, if you allow it to overcome you. Brutal injuries to yourself and others cause no hesitation or remorse, allowing you to push past your own limits by ignoring your pain. Your expressionless features in this state of mind are unnerving to any foe that sees the killing machine you instantly become, while hindering attempts to guess your next move. Without the hindrance of emotions and fear, your movements become more finely controlled and your presence diminishes to allow for easier feints. Even out of battle, this state can be helpful, though bonding with a man slayer can be more than a little difficult for normal people that still know fear.

Hitokiri- 100
Can it really be called swordsmanship when you cut so brutally? You're more of a butcher of men than a disciple of the sword, an already dreaded bandit whose formidable killing intent wreathes you like a cloud. You know how to kill men in a fight, not just use a sword in a fight. All kinds of dirty moves, tricks and nasty attacks are mixed with knowledge of the most painful and debilitating injuries to cause to others. It's quite easy to take advantage of those who fight honorably as well, letting you play on their expectations of what they expect others to do, even what they expect a sneak like you to do.

That bloodlust of yours is a weapon in it's own right as well, an already strong feeling that can leave experienced warriors shivering, even causing your eyes to glow when the bloodlust begins to rise up. As you kill more men, your reputation and the power of your killing intent will raise along with you. Maybe one day the mere sight of you might bring death to your enemies from the terror.

The Heart of Battle- 200
When among those truly dedicated to battle and the art of war, the charisma that leads nations can fail to make a mark. These are men and women whose wills are strong enough to face down entire armies, why would they pay attention to the honeyed words of yet another noble wanting the nation's throne?

But the charisma of a warrior exists, an unintentional aura around those whose skill other fighters can't help but admire and want to approach. You have the same air about you, a battle-born

presence that gathers and charms others with a similar inclination towards battle towards you. Even if you cannot understand each other personally and normally would be quite opposed, this feeling of kinship can turn other fighters into friends and even comrades. It grows as your personal skill in battle does, perhaps one day enough to bring a powerful band of heroes together on it's own. While you may never understand your new allies' hearts, this does make teamwork and tactics within small groups of allies like this much easier. Even with little training, you and a small band of fellow warriors can immediately perform as a well oiled machine.

Shinsengumi Way- 200
The samurai code is in reality, a thing mostly of fiction. The many restrictions and honourable rules that the noble warriors supposedly lived under were fabrications of a later age. Mostly. There were indeed good men who bound themselves in vows and promises to show their morality, as well as those who did so to restrain their own dark sides. But the sacrifices made through a warrior's vow can have it's own benefits, the loss becoming new power for battle.

You are able to take vows that restrict your own life, receiving increases to your overall combat ability in exchange. The more restrictive the vow is to you personally, the more significant the increase. Sacrificing a few hours of your time in prayer each week would be a minor boost in power at best, whereas constant limitations such as never breaking your word or always fighting in an honorable manner could improve your power by half or even double the normal level. Breaking a restriction removes the benefit and applies a proportionate penalty to your power on top, as well as a damaged mental state. These penalties will disappear in time and slowly removing a vow over a few days will allow you to drop the restrictions without cost. A vow's power is based on how it affects you personally at the current moment, something strong for others but weak for you will give weak benefits.

Bladeless- 200
Learning to use a blade is hardly just the start of swordsmanship. There is no end to how far one can take the arts. But what many swordsmen fail to consider is how their skills can be applied outside of wielding a sword. The martial arts that accompany kenjutsu have become like bread and butter to you, turning sword techniques into similarly potent unarmed martial arts. These converted skills are especially effective against armed opponents, allowing one to disarm with ease or strike past heavy armor, as if your hands were finely aimed blades piercing through the chinks in their armor. And this knowledge of turning your body into a blade has only made it easier to fight those who use similar moves, allowing you to counter techniques meant to combat your swordsmanship or disarm you. Even if you're a specialist, you're more than capable without a sword in hand.

Knowledge of the Sowa- 400
The layman is as far from comprehending your movements as our world is from the sun. Achieving harmony with your blade has pushed it beyond the boundaries of what the human mind can easily understand, leaving opponents unable to read your attacks or intent when fighting with a sword. Every attack is unforeseen, a surprise manoeuvre not encountered by you before no matter the experience they have with you. Enemies must rely on raw reactions, skill and instinct to fight you as understanding the combat techniques you use remains impossible. With normal attacks, it is possible for someone to actively keep in their mind what your style is and consciously counter it but this prevents them relying on instinct. To any special techniques you possess, they cannot even do this and each one will be completely unexpected. These effects can be used even with weapons other than the sword.

This harmony you have reached has also given you a heart that could be described as a perfectly still pool of clear water. Your focus in battle is legendary, unwavering in the face of fear and able to patiently wait in a ready stance for days on end. Even magical interference on your mind slides off, unable to taint the clear water.

Anti-Demon Swordsmanship- 400
You've carved a legacy of fear into the likes of Onikind. Again and again, your blade cleaved through their numbers. So much so that your very being began to become anethema to their kind and to magic in general. You're highly resistant to magic, so much so that it'd take a powerful magus to affect you at all. Even monsters feared across Japan have their magic greatly reduced in power against you. You can turn this into an offensive ability as well, cutting through magic and spells with ease. Against demonic beings, your attacks become exceptionally deadly, and this is ever more potent against Oni specifically. Finally, you have knowledge of several spiritual incantations that will greatly boost this anti-demon attribute for a few moments, albeit such acts are tiring.

Shukuchi- 400
Walking and breathing is something that all humans can do but few ever master. Uniting your movement with each breath you take is an agonising training process but one with incredible results for the physical form. Your movement capabilities are incredible, bursts of speed that let you instantly move across small clearings or rooms through your breath-based hyper acceleration. This can be focused into partial movements, such as sword swings to accelerate them far beyond any speed a bullet could reach, or to make improbable movements from any situation, such as high jumps by the instantaneous movements of just your toes. The logical side effect is that your strikes hit with far greater power, allowing your speed-adjusted body to strike with incredible force even if you happened to be some small waif of a girl. Easily weaving this into your combat style, you are able to propel yourself at far greater speed than normal in movement and attack, unleashing violent flurries or dozens of precise strikes in a moment.

Mastery is far from the end however, as with training you may even bring this simple practice of breathing and walking to the point of leaping across space, turning instant movement into teleportation and crossing dimensional boundaries. A simple martial technique.

Affinity Technique- 400
The world is a constant source of inspiration for your swordsmanship. As if you saw all of life from the point of view of a sword. Not just the fighting techniques of other swordsmen but anything you witness. Unarmed fighting techniques, Animals in nature, the spells of a magus or even the Noble Phantasm of a Heroic Spirit. It'll be much easier for you to understand how to use your sword techniques to counter the world around you, finding weak spots and comprehending how to turn your abilities to their best use.

But familiarity with what you witness can breed something greater, letting you develop sword techniques that take on elements of what you witness. Fighting alongside a mighty berserker with earth shaking strength might lead you to create a singular sword strike that can crater the earth as if you fought with that berserker's strength. A spearman with unnatural speed might help you develop a thrusting technique with far greater speed than you could normally produce. With enough time and effort, you could even partially replicate the effects of a Noble Phantasm or magical spell with your bladework, ignoring what should be possible with just a sword in hand.

Sword Saint- 400
Born into this life for one purpose, the fact that you fight with a sword is no surprise to any that see you. It's as natural as seeing a tall, broad man and assuming he was strong. Of course you wield a sword and of course, you wield with talent unlike anything they've ever seen before. A saint in the making, you are a prodigy with regards to anything related to swordsmanship. Without any skill, you could reach the level of a life-long legend in just months. Be it a Japanese katana or a European longsword, the metal sings out to your heart how to best make use of it. Even tangentially related disciplines, such as the martial arts to support kenjutsu or gathering combat instincts, comes so naturally. Perhaps with many years of hard work, you could start to breach the realm of the supernatural with a sword technique.

What sets you apart from all the other claimed prodigies, is that you are as talented at passing down your knowledge as you are at accumulating it. While personal tutelage will let you teach even an untalented and lazy noble son almost as quickly as you learned yourself, even writing a book on your own techniques will become a valuable and much sought after manual on the arts of war.
A final strange property in regards to the use of a sword, you find that swords you wield are never without worth. A rusty old blade that was once made en-masse will still sing in your hands, cutting into your enemies with an edge worthy of your current power. It'll never be as good as a properly fitting weapon but it'll be usable. As long as you could use it with your sword arts, you'll find the power within increasing to be useful to you. Even say, a pair of carved oars.

Root of all Swords- 600
For years, you swung your blade in pursuit of a greater truth. While others sought power or wealth or glory in battle, your blade pulled you onwards past where they all faltered. As you learned, others fell in droves to your skill. Maybe before you even looked back and realised just how far beyond other swordsmen you have already come.
You have reached a level of swordsmanship that cannot be described as just supernatural or divine. To the eyes of the few others on your level, they describe it as having reached the Truth of the World with a single cut. The result is the ability to accomplish many impossible feats through your sword style. Cutting any physical material, repelling vastly superior opponents from a location your guard without injury to yourself, cutting through armies of threatening foes with grace and fluidity. Even with the body of an ordinary man, rather than some powerful heroic form, you remain one of the most lethal combatants in Japan. Your style currently culminates in a single perfect expression of your talent, which has been taken so far as to warp reality itself. A technique that incorporates the Second Magic to cut three times with one slash, creating an inescapable prison of steel, is the best known example.

But this peak you have reached is just the base of another mountain, as you have the ability to rapidly bring new techniques to such a supreme level. Your repertoire, provided you continue your harsh practice, will likely see new abilities like this every few months. Additionally, bringing other sword-based fighting styles to the level you have reached with this one is a speedy process of around a year's practice, your existing skills easily bridging the gap.

Settlement Blade- 600
It takes a real loser to put all their chips in on a sword style of all things, don't it? All these swordsmen are so devoted to their disciplines, they completely lose sight of what a real fight should be. If you want to win, you cheat and steal and trick till your blade is through their heart. You're

damn good at the cheating and tricking part to start, maybe even building on what you already got here earlier. It's to the point that concealing your own presence from others becomes easy, letting you fade away from sight when in shadows as well as completely mask any sort of bloodlust or killing intent until you wish to unleash it.

But that's really all just small stuff. What happens when it turns out that those styles are actually pretty useful? Then you just steal it for yourself. Mimicking other sword techniques and styles is as easy as seeing them once, letting you use them as superbly as the original wielder. Even if it took that foe decades to master the technique, you've reached their level in an instant. Provided the technique or sword style does not rely on the weapon itself being special and is only a function of skill instead of a separate magical ability, all it takes is a single observation. Unlike many other abilities here, you may also apply this to any martial style or category that you have reached an expert or extremely competent level in, expanding your mimicry to other kinds of weapons or martial arts. Albeit still bound to the restrictions above.

Heavenly Eyes- 600
There are those who have a natural connection to the void of nothingness, particularly those known for travelling between Worlds. For some, this connection can take on it's own life and persona. But those like you find it focused into your body, revealing the path to a desired future.

The concept of the Void has awakened powerful Mystic Eyes in you, known as Heavenly Eyes. Functioning as a form of inevitable precognition, it allows you to see the possibilities that you may reach and then dedicate your entire being to the resolution of that goal. By deciding that your blade will cut the opponents' neck, the future will narrow until only that possibility remains, provided it was a possibility for you in the first place. Your sword will cut their neck, regardless of what else happens on that path. As they are now, the Heavenly Eyes are limited to short term actions such as a single fight, but with use their span will grow.

Outside of their ability to force a desired future, the eyes are particularly suited to growth from battle, rapidly growing from every battle. Experience is quickly gained and internalised, allowing you to quickly adapt new tactics and improve your skills, making even a superior opponent much less threatening after surviving several bouts with them. An aspect of the connection to the void, or simply exceptionally good genes, has resulted in a significantly more powerful physical body as well. This heroic form is enough to contend with many strong youkai in Japan, making great skill with a sword all the more deadly.

It is also important for the final aspect of the Void connection, helping you better survive a normally suicidal technique. By focusing on what lays beyond the Void, you can very briefly achieve 'True Emptiness' that allows for your blade to cut anything. Any substance, any material, any concept. Even the empty space through which an old god from another universe channels it's power can be annihilated. Normally even the brief connection to this concept would result in dissolution of your physical form but, provided your target is not as powerful as that old god Chaos, you are able to survive with merely great fatigue and bodily damage. If your form is more durable, you may be able to survive greater uses of the Empty Cut.

Ninja

Shinobi Training- 100
Raised in the shadows your clan made their homes in, you've learned the arts of the shinobi. Concealing your presence is the primary skill, letting you hide from the detection of searching guards and other assassins as well as stealthily get in and out of secure locations. Various arts used in assassination such as rope work, blades, poison and a variety of ninja tools also make up much of your education. You've been given fairly focused training in distracting people, disguise and combat as well. Not enough to make any of them your main forte but still well beyond a normal person, letting you buy enough time to fade back into the shadows. It's easier to get along with the things that live in that darkness too, such as evil spirits or vampires, with that same affinity for darkness manifesting as an intimidating aura for people that live in the daylight world.

Guarded Shadows- 100
Ninja don't only work as a sword to wield against one's enemies, they also act as a shield from their own kind. You are able to easily turn the shinobi arts towards protecting others and defending locations. Your skill in concealing your own presence becomes skill at detecting others who have concealed themselves, assassination talent lets you figure out how to defend from assassins, knowledge of poisoning teaches you how to check for and counteract it. Your dark and taboo skills of all different kinds quickly result in you learning the opposing defence to them. While only those skills related to being a ninja are this easy, this perk does also make it much easier for you to come up with counters to specific techniques that you have learned, such as how to defend against your own favourite combat jutsu.

Shinano Priestess- 200
For the less wholesome gods and monsters that make their sacred homes in Japan, a ninja clan can often act as the perfect subjects. Some clans find themselves bound to ancient spirits, responsible for providing many of their special abilities, in exchange for their own devotion. As part of the clan, you were taught as a priest or priestess to handle these spirits through holy witchcraft. While you are far from a powerful witch like Tamamo no Mae and of little use in combat, your training has given you a wealth of experience in handling spirits. You know many spells and rituals to calm and appease even powerful divine spirits, as well as allowing the summoning and control of lesser creatures. Spirits of all kinds often feel favourable to you, especially strong with those associated with darkness or other unwholesome concepts related to the ninja's way of life. A fortunate priestess may even gain blessings from these gods, if they prove their devotion.

Ninjutsu- 200
The magical techniques of the ninja. A form of Japanese magic largely reliant on handseals and code phrases, you've been initiated into the secrets of a shinobi clan. Transforming your pysical body into other people or animals or even objects. Creating temporary physical clones of yourself. High speed movement and substitution techniques. All the classic elements of ninja folklore are present in some fashion, with you possessing moderate skill in each and a particular talent for taking these arts further. Utility, stealth, evasion and underhanded means are largely the focus of Ninjutsu techniques, you'll find little to explore the mysteries of magecraft or annihilate your foes with here.

Fire in the Night- 200
In war, ninja are often used not to kill but to hinder and harry the enemy forces. Sabotage becomes much more valuable than picking off individual troops, resulting in the special training you and other

ninja receive. You're a master at the art of sabotaging and disabling living beings, even on the scale of an army. Through a variety of means ranging from poison to explosives to limited magecraft knowledge, you are often able to limit an enemy army by a full third of it's normal manpower. Hundreds, even thousands if you are lucky, of troops can be put out of commission long enough to turn the tides of war, if not for good. Additional help trained in the same ways, training that you can provide, can enhance this number further. Your talents in sabotage also apply on an individual basis, making you much more skilled at crippling foes that you fight to reduce their power or leave them weak for months after losing to you.

Snake Jutsu- 400/600
A blessing from a great god, though it may seem a curse to some, has bound your being to a specific kind of animal. Snakes, spiders, canines, some great spirit that lives within that breed is partially connected to you now. What others see normally is just a few traits of that creature, such as a smattering of snake scales or the ears of a dog. But the benefits are many. Your physical abilities have significantly increased, overall enough to endanger a notable hero or powerful oni if you aren't fighting head on, but is specialised further to some attribute related to your animal. A snake could give you truly unnatural agility and flexibility, while a spider may increase your reflexes and twitch movements to far higher degrees. Your affinity for your chosen animal allows for them to be easily tamed and trained to act as capable ninja companions or allies in battle, as well as greatly improving the strength of magical spells or abilities that are related to the animal.

That same affinity also translates into great favour from any greater being that is connected to this animal, such as gods of the same breed. Your final and most potent gift as part of this is the ability to manifest aspects of the great god that gave you this power by expending magical energy. A snake lady who was empowered by the Yamata no Orochi could summon the beasts' heads to attack foes by expending great energy or manifest drops of it's deadly poison with a lesser expenditure. It is even possible to summon your god at levels' beyond it's original power if enough strength is spent this way.

For an additional 200, you'll gain a much closer connection to the divine being that cursed you. Manifesting the animals, even magical and much more deadly versions of them, becomes far easier. Enough that you could summon swarms to attack your foes with in moments. Calling on your god, in part or a full avatar of such, will be significantly less costly. Lastly, you'll be able to take on a Deiform aspect, a combined form with your Gods' avatar. The exact abilities will vary depending on your deity but the end result is a town wrecking abomination that can go toe to toe with the strongest heroic spirits.

Ogre Transformation- 400
An inhuman bloodline rumbles softly in your body, sleeping until use of the red rage it provides is needed. An ancestor of yours was a mighty ogre, not that any would guess it until they saw you in combat. Your physical abilities are outrageous for a normally stealthy ninja, with physical strength more than enough to seriously harm great armoured heroes and tear giant rends through the eart, potentially even smashing down whole fortresses. That physical strength accelerates your movement speed to even greater heights, making the combination of assassination arts and violent speed even more lethal than ever before. But even with this power, you might look like an unassuming young man. When you call on your true potential, your body beginning to strain and bulge with power, your body and even brain will be pushed to the very limits. A massive

amplification of your natural abilities result, enough to make you a danger to even weaker divine beings, and your body continually restores it's energy as you fight.

The unfortunate side of this is that it is done through eating away at your internal material, causing steady and serious damage to your body to supply this massive boost in power, speed, reactions and stamina. How this state takes form can vary from person to person, sometimes being obvious strain markings across the skin but also at times appearing as your entire body turning crimson red like the ogres you came from.

Legendary Shinobi- 600
Already a legend of the shadows, you are a master ninja that will be looked up to for generations to come, a legend carved out that even modern times will know the stories of. Your mastery of the ninja arts is complete, resulting in superhuman skill in intelligence gathering, torture, larceny, infiltration, assassination, ninja jutsu, ninja tools, combat and more. Despite relatively little physical power, you pose a deadly threat even to great youkai or heroic warriors, as long as you catch them off guard. Magic spells are as ineffective as mundane guards in detecting your presence when you wish to conceal it and you possess many mystical techniques, similar to magecraft but specialised for the shinobi arts. Shadows, blood, poison and more can be made and manipulated into varied but useful forms for your work. If you possess the Ninjutsu perk, you've mastered the various jutsu included, if not having crafted your own techniques. Your mere presence, even when concealed, can exude a potent aura of death when desired. It creates a paranoia based sickness in your enemies, steadily applying worsening physical effects as you face them. A matter of minutes in combat but days of stalking out of it, this can begin as a sick feeling but progress to a variety of illnesses from the stress of your waiting blades.

Suitably given your legendary nature, you are more than capable of founding your own ninja clan. Passing down any ninja art or related skill becomes simple, your students learning swiftly with only basic instructions and capable of progressing to similar superhuman levels as you over time, with the right experiences to help them grow.

Murder Doll- 600
The unification of black magic and advanced technology makes it possible to create homunculi of truly superb quality. You are the result of the same process that created the Katou Danzou puppet, fully freed of any creator and able to enjoy this immortal frame. Your body becomes that of a techno-magical puppet, allowing you to translate any powers you have into a technological form within your body now and in the future if desired. It only fits, as your body is already equipped with a variety of impressive devices. Hidden blades of varying kinds, magically imbued wooden missile launchers, ranged attacks from kunai to crossbows, even technology and mystic codes that can create powerful vacuums or deliver dangerous curses. At the core, your physical body is also greatly enhanced in parameters. While your senses and mind remain the same, you are strong enough to contend with relatively powerful Oni and fast enough that even legendary swordsmen like Musashi Miyamoto can struggle to keep pace with you.

This is all supported by great skill with Genjutsu, the arts of illusion. Rather than actual magecraft, these are varieties of mundane techniques and skill at misdirection that let you disguise things as not what they really are. The primary use of this is hiding the magi-tech devices and abilities you have as mundane effects or concealing their presence at all. A magus will struggle to recognise the true source of your vacuum attack that allows for ranged annihilation of foes, seeing it as just 'erasing the

enemy form’ and becoming confused as to the true mechanism. Hiding the exact nature, functions and mechanisms of your abilities becomes simple with these skills.

While you do not know how to create more of your kind, you are able to relatively easily repair your body should it become damaged, even with fairly common materials. It appears your form has several functions that aid this, instead of requiring your creators be present.

Oni Blood

Mixed Blood- 100
The blood of beasts lies thickly in your veins, the sign of Oni-born ancestry in your family line. You might be the direct child of an Oni coupling with a human or a distant descendant, part of a family of Mixed Bloods who has awakened more of their heritage than normal. It's gifted you with enhanced physical abilities, enough to punch through brick walls or outrun light cavalry with ease. Your constitution makes most poison of little danger, particularly so when it comes to alcohol, taking vast amounts of the stuff to get tipsy. Apparently, this heritage also makes drink taste even more wonderful than normal. Your blood makes it easier to understand and get along with even full Oni, as well as other mixed bloods, though this can be turned towards the more malicious purpose of making it easier to track and find them for a hunt. You're one of the lucky ones who does not suffer overtly from any inversion impulses, your oni blood remaining quiet even in battle and not causing violent rages.

While it has not developed yet, the final gift of your heritage is that you have the potential to develop a unique power from your ancestor. Further increases physical abilities, a death resistant body, stealing heat or energy with a glance, telekinesis and many more abilities are all possible due to the variety of Oni that call Japan their home. In time, you'll gain access and continually strengthen one such ability, growing alongside you as your magical power and mystery increases.

Optionally, you may treat this as an option to be a full Oni but a very weak one, the main differences merely being that you have the horns and inhuman appearance of an actual Oni.

Goooooolden- 100
A golden life can only be grasped by those born to be golden in the first place. You have a naturally born body of beauty, a graceful and handsome form that even a demon would stop to admire for a few moments. Naturally fit, and able to maintain greater levels of fitness without effort once you reach them, your shining form makes life a lot easier for you. Indeed, the golden shine you have seems to attract rare valuables towards yourself, showering you in quite the amount of wealth. Those who find you quite attractive will often take on a familial feeling as well, if you allow it, causing them to act motherly or sisterly as they feel stronger affection to you. Even a rival might teasingly flirt with you this way, if you were just their type. Lastly, provided you do not disturb nature in cruel ways, your circumstances of birth make it easy for you to get along with animals and able to communicate with them as if they were fully intelligent and capable of speech. Not that many of them have much to say.

Red Rage- 200
The classic expression of what an Oni is, power and rage and stature to crush any mortal man. Only the great heroes could stand to these towers beasts, such as what you've become. Your body can transform to an extent now, able to change into an innocent, child-like form without losing your normal power or increasing your size and musculature to grotesque extents to gain more power, turning into a monster that grows as your magical power does. Beyond this outward expression of power, you can tap into the same demonic fury that gives Oni like Ibaraki their names, a raging state that greatly increases your physical power. While initially you retain control, the more you loosen your hold, the greater the benefit you'll gain and the more horrendous your appearance becomes.

Sweet Kiss of Death- 200
The raging Oni are deadly for more than their physical power. Some of them can lure men to their doom with little more than a glance or a heated breath, their very beings infused with temptation. Luring humans to indulge in all kinds of ill-advised passions is a talent of yours, charming and seducing easily without even relying on your new abilities. The drink that Oni love so much becomes part of you, allowing you to drug and intoxicate others with just your presence. Just being in your sight can cause thoughts to become heady, gazes lidded and passions awoken. The closer they come to you and the more intimate they get, the more intense this drug becomes. Even those of divine heritage might never escape your clutches if they accept a kiss from you. You gain a willing immunity to it all, both alcohol and charming effects, so long as you want to hold yourself above it all. And should you find things going wrong, you are able to turn any alcohol you touch into a terrible poison, ranging from those that deliver a variety of nasty status effects to such potency that only bones are left behind.

Fifth Heavenly Hunter- 400
The greatest of all demon hunters are the ones with demon blood in their own veins. Even the famous Minamoto no Yorimitsu and her four heavenly kings bear that taint. Through a personal journey or being part of such a legendary group, you've become worthy of standing at the peak of all hunters in this land. Your physical abilities may not match the most terrible of demons outright, though splitting a castle with an axe is well within your reach, but your combat abilities extend much further. You are broadly skilled with many weapons and martial arts, enough to reach an expert level in most, and are particularly talented at fighting those more powerful than yourself. Whereas a master swordsman may outmatch you with their wits, you are able to fight in a way to negate the advantages of demons tens of times your strength or speed. Knowledge of holy rituals and a lifetime of slaughtering mysterious beasts has made you highly resistant to magic and able to deal much more damage to beings of great mystery than normal.

Your demon blood heritage is fully turned to your benefit, making it much easier for you to deceive and trick demons and Oni. Fooling them into treating you as an honoured guest, even when you are a famous hunter of their kind, isn't an impossible task. Lastly, as with the many demon hunter clans to arise in later times, you are able to pass down your techniques and unique abilities to the rest of your family. Your descendants are able to much more easily learn what you have learned, as well as being able to unlock special powers that would normally have a very low rate of inheritance. Unlike some clans, they also share any self control you have over your Oni nature, preventing them from falling to madness.

Human Meal Preparation- 400
A cruel power, capable of instant death with the right aim, inherited from one of the greatest of all Japanese monsters. The deboning art lets the user remove bones from within the body of another creature, without spilling any blood. Your hands pass through their skin, meat and organs as if they did not exist, tearing out bones like removing the pieces of a puzzle. The smallest piece removed can cause the whole body to collapse in agony or death. While bones are the most elegant choice in the mind of the original creator of this technique, it can be used to remove the internals of any living thing with enough focus on the desired kind of target, perhaps even remade to work on non-living objects as well. It is a special ability, rather than pure magic, and thus lets your grasping hands bypass magical resistances and armor that might normally block it, though wards to stop contact might help your poor targets.

Reins of Divinity- 600
All beasts of burden and war come to heel at your call. Riding is in your blood, taming beasts to your will an even deeper part of your being. Already you are a superb cavalryman, not only capable of inhuman feats of agility with your mount but also displaying significantly greater speed and combat ability when riding, moreso than you could on your own two feet. It's even possible that lesser mounts might hurt themselves as their bodies are forced to keep up with your abilities, if you push them to that extent.

But why bother with a lesser beast when the simple act of mounting any kind of animal or monster can slave them to your will. Even an incarnation of Yamata no Orochi can be chained to you, bound to follow even the most recklessly dangerous orders you might give and do so capably. Long term riding of a target could embed this submission in even without saddling them yourself. While saddled, you can also connect to and utilise the abilities of your beast. If you ride a monster capable of linking to or controlling leylines, you could act as if you also wielded that power. The return proves true as well, letting you channel your own abilities through the power of your steed for potentially greater results.

Vermillion Oni- 600
Your Oni blood is awakened to the very limit of it's potential, making you into a terrible creature the equal of the rulers of the Oni Mountain. Rather than just making you a powerful Oni, this is in actuality a trait that can apply to any species who you are part of, even in just sharing some of their blood. You gain the potential to quickly awaken the legacy in your blood, gaining the powers of the full race your line comes from and over time coming to represent the most powerful members of that species. Additionally, your awakened blood grants you a significant advantage when you fight against a member of your own species, drawing out a noticeable amount of extra strength from within.

As an Oni, your powers are quite significant. Enough brute strength to crack open a mountain, cause tremors across an island or turn a town into a series of craters. Incredible toughness, not just in reducing the damage you take but surviving grisly wounds, able to live with a decapitated head or crush chest without issue. Indeed, just cutting off your body parts won't remove them from your control, able to animate severed hands and legs as if you were still attached. Your magical power has increased to match your strength in output and you are able to channel it into heat or fire, creating and manipulating these elements at lethal levels of intensity. Despite the monstrous nature you have, you'll possess a charismatic presence that can even make those setting out to hunt you down falter, in fear or wonder or even desire. Perhaps that presence also translates into a beautiful countenance, if you haven't decided to appear as a monstrous version of the Oni-kind?

Youkai

Inhumanity- 100
More than many countries, Japan was filled with mystery. Spirits, demons and monsters populated these lands, feasting on the superstitions of it's people. You're just another of these hungry beings, a youkai who calls Japan it's home. Through this option, you are able to choose a inhuman creature from Japanese folklore and make that your new kind. You'll likely gain an inhuman form because of it but will retain the ability to transform into a seemingly normal human at any time, allowing you to disguise your nature at least cosmetically. The powers you gain from whatever race you choose are not especially potent. It's likely you'll have superhuman physical abilities, enough that an ordinary person has no real chance of fighting you, and several minor magical powers as well. A kitsune who can naturally craft illusions and create fox-fire to burn hunters is a fine example. Whatever choice you make, you will grow stronger and gain more varied abilities over time. While this has a limit far below that of the Three Great Monsters, such as Tamamo no Mae or Shuten Douji, a few centuries would make you a threat to a human army, a terror with potential magical powers.

Oddly enough, it appears that dinosaurs are also able to be chosen through this option, even though they're not anything like a traditional youkai. The average Japanese villager probably won't care much for the difference between an Oni and a Tyrannosaurus Rex though.

Family Guardian- 100
Unlike the much nastier Oni, a Youkai's disposition towards humanity is much more variable. While there are many deadly dangers, plenty of spirits are helpful or neutral to their neighbours instead. Should you wish it, people will easily understand your intentions and general alignment, such as monster hunters realising that you pose no threat and might even help them on their quest. That feeling can become quite powerful if you actually want to help others, to the point that those in need of help you can provide will find themselves drawn towards you. A swordsman in need of a life lesson in respecting the supernatural may find themselves at the entrance to your castle, while a lord in danger of invasion could happen on you on an evening stroll through his garden, ready to ask for aid from the supernatural being to appear in his time of need.

Shape-Changing Spirit- 200
The form of a youkai is not a singularly defined thing, not limited to just one manifestation. Many of these beings have the ability to adjust their form, though few can do it to the level you begin to unlock. Innately, you are now able to morph and warp your physical form. At first, this is between humanly possible forms and sizes, allowing you to take one on if you currently lack one. With time and practice, you'll be able to extend this shapeshifting to more extreme sizes, as well as to various animal forms and even monstrous shapes. It's easiest to grow this towards things you have an affinity for, such as fox forms for any kitsune. Additionally, you'll find that you have a great talent for any kind of magic that manipulates the forms of living beings. With a small amount of work, you can even learn to combine your new natural shapeshifting ability with magic you are able to cast, letting you change the shape of your spells or even make the magic you cast appear as yourself, creating easy decoys or turning touch activated spells into illusory images of yourself.

Origami Witch- 200
A simple art turned deadly in your hands. Years of experience in folding paper has certainly made you a master at creating even the most complex origami shapes, your skill growing to the point that it began to mix with your magical energy, turning into something much more dangerous. You can

easily use magic to shape paper into a wide variety of forms, imbued with varying effects. Creating origami familiars from paper, dangerous enough to scythe through human soldiers, is a ground-level effect. Creating powerful shields from overlapping paper flowers, flight through origami wings, patterns that strengthen existing spells or apply curse-like debuffs to those pierced by the paper cranes are all possible. While your main skill lies with direct paper spells, you will also find it much more possible to place magical effects onto paper for use with your magic. Researching some form of Onmyoudo or runic spells could prove especially potent.

Popularity Redesign- 400
Changing shape is one thing but sometimes you need to get a lot deeper, like when a crazed vulpine maniac is making death threats against you in private messaging, saying that only one fox can live. When situations like those occur, a Youkai can make a change to their being on a much deeper level. A re-do of their theme, a fixer upper on their selling points. While it's tiring to do and can't be done more than around once a year, enough time for a new event to come around, you are able to change 'themes' about yourself around. A fox theme, like what one would have as a kitsune, might be changed to being a bat theme. This has a variety of effects, such as altering your species into that of a bat-related youkai and changing the fox powers and fox-related magic you have into bat equivalents. While cosmetic changes are most obvious, it can certainly result in many functional changes as well, though the overall level of power and ability balances out. A versatile earth mage could switch up their style to ride the lightning, taking on a lot more offensive power but losing much of their breadth of ability. A bat youkai won't have the illusions and fox fire of a kitsune but may find magical powers relating to sound and darkness appearing in their mind's eye. Perhaps even a goddess could change what they rule over this way.

Witch- 400
Distrusted and feared, a witch is a dangerous sort of spell caster. Relying on a system separate from the ordinary models used by most magi, witchcraft holds many strange spells and abilities, giving it a unwholesome reputation through much of Japan. Though no grand witch are you, you've been changed into quite a powerful spellcaster with this option. You have access and a great deal of training in the system of Witchcraft, a magic casting system that functions without counting as magic when it comes to things like Magic Resistance or anti-magical fields. Witchcraft is performed using physical motions with one's body and the energy within you and around you, best suited towards indirect means of interacting with the world. Curses, seals, increasing the power of allies and applying disadvantages to the enemy, manipulating the spirits of nature and even imbuing power into your physical movements for powerful blows. Even with the ill-suited nature of witchcraft towards combat, you can cast spells that can bring down a fortress. It just might often be a confluence of misfortune, evil spirits summoned, raging weather and weakened foundations that you do it with, instead of a single massive attack spell. Witchcraft allows for very subtle workings, often able to bypass most forms of magic detection, and will prove exceptionally useful for influencing the minds and hearts of living beings. Obtaining influence, status and power over others is what witches have been accused of using magic for for good reason.

Nine Tails to Be- 600
Great power is like a wall, bringing both safety and separation from those without it. It's not surprise that many of the most powerful creatures here have reduced their might in order to experience life again, living among humans as equals or near-such rather than standing above them as a goddess. In the past, you used to be a being of importance beyond the scale of this world, but your past self

made the choice to reduce to a fraction of their power. For whatever reason, your current state is the result.

Originally, you were a divinity related to a stellar object, capable of manipulating a star or some other equivalent astrological object. Now you are 'merely' a mighty Youkai, equal to the Three Greats of Japan. A demonic fox that can reap armies with fire and claw, a gargantuan skeleton with the strength to cleave castles with a twitch. Your physical prowess is immense, the sort that would require teams of heroes to challenge, and you have a varied set of magical abilities of similar potence to match legends like Tamamo no Mae, Yamata no Orochi and similar beasts. All is powered by vast well of magical energy and mystery within your body, more than almost any non-divine being in Japan. But your original power is not locked off from you forever.

With time and intent, as well as experiencing many struggles in life, you can slowly regain your loss glory. This occurs in nine stages, like a kitsune slowly regrowing their lost tails until they have all nine once again. Each stage greatly increases the power this option provides but takes progressively longer to unlock. The ninth stage is unlikely to happen before a thousand years have passed but would make you an equal to Amaterasu herself, the original form of Tamamo.

By only paying 400CP instead of 600CP, discounted to Youkai as normal, you can obtain the first half of this perk without the latter half. You will be a powerful Youkai as described above but will lack the divine origin the perk normally ascribes to you, instead being exactly what you appear to be. You will not grow in power as the second half of the perk describes with this choice.

Blood Drenched Consort- 600

When people think of evil spirits, they think of beings that spread bad luck, simply misfortune or who bear grudges against the living. Rarely do they encounter, even dare to think of, a creature as vile as the one you claim heritage from. A parent, spiritual ancestor, teacher or even just who you were a few years ago; you learned from the cursed fox witch Da Ji in China the ways to toy with the hearts of men. Sneaking into the homes of kings and queens, having them fall for your schemes and wiles, binding men with mad lust and leading whole kingdoms in your wake. Infiltration, political manipulation, deceit and the seduction of rulers are all your bread and butter. Even a great hero is far more vulnerable to your words than to any rampaging beast and those who discover your cruel nature beyond the lies can often be twisted away to a new target, it proving easy to pretend to be innocent and little threat.

The many ways to cause agony to the body, mind and soul and great experience in their use has also given you potential for something much more important to the world. Your extensive torture experience, including with a variety of magecraft spells suited to such, has given you the first hints of evolving into a Evil of Humanity. Da Ji's evil is something you can claim to match and this potential could develop should you continue to perform worse and worse crimes against mankind. The more evil you commit, the more your power will grow and the closer you get to becoming a Beast. Already, you possess a natural understanding of the nature of mankind, part of what makes your ability to manipulate them above come so close to magical effectiveness.

Items

You gain 2 100CP items as freebies and may choose 2 other items on each proceeding price tier to have discounted.

Garb and Blade- Free

Ordinary clothes and tools for the origin and time period you find yourself in. For most, these will be simple but sturdy worker's clothes or a more valuable garb of a courtesan. Your tools would include only the basics, such as a sturdy metal weapon of choice and a decent amount of currency for the time, along with whatever identification documents would be needed to fit in where you are.

An extra 50CP spent will give you an outfit and weapon of choice. While both must be mundane, they are of very high quality. A well forged katana or spear or even something as strong as a hammer or axe the size of a man. For clothing, it could range from a full set of samurai armor to the skin-tight bodysuits worn by shinobi, warriors from the future and various odd people. They both provide decent tools and seem much more receptive than normal to additional enchantments.

Yokaichan- 50/100

Arguing over East or West Youkai being superior, bitching about which mortal ruler is going to win the next civil war, screaming obscenities at other species, it's all just another day on the Yokaichan imageboards. The ones that all the supernatural beings in Japan can apparently access through their minds. Put as much thought into it as they do into what they 'post'. Which is to say none.

Purchasing this gives you access to this forum, and makes it actually exist, from your mind. It's an online board where supernatural beings argue and chat about stupid things, create doujin circles, shitpost, organise meet ups and otherwise act like can only be expected on this sort of website. No one seems to find it strange that this exists or really use it for much more than entertainment. If you buy this, you can also have it present in future worlds, allowing the supernatural beings there to make use of it. Again, think less evil schemes and battle communication and more mexican basket weaving shitposting. What you're used to by now.

By paying an extra 50CP, you can expand this from an imageboard into an entire online community. Video sites, art platforums, multiple forums for anonymous or public communication. Like an entire internet just for the supernatural side of the world, which everyone accepts as both fact and almost entirely a source of fun. Except for the ones that send threats, like foxy women who hate others muscling in on their territory.

Wooden Oar Swords- 50

A pair of crude wooden blades, larger towards the end, almost like an oar of some kind. Which makes sense, given it's what they're carved from. Sturdy enough to not break from your swings, these half-assed swords somehow function just as well as a regular metal sword without the risk of death to the enemy. Unless you specifically aim for it, you'll leave them with broken bones and battered pride but no lethal wounds.

Sheath- 50

Physical vessels like these are most commonly created for the use of Divine Spirits, allowing them to more easily travel through the human realm. But this particular body appears usable by just about anyone, spirit or no. It's quite difficult to detect the true nature of the one hiding within it, in case

you want to pretend to be just a normal human. By default, the body here is that of a young red haired man with golden eyes. While inside the vessel, you find a minor but notable improvement to any magic relating to 'swords' that you make use of. You can change the appearance of the vessel if desired, though not the magic involved.

Brutal Steed- 100
A horse fit for any Oni Slayer. Akin to Kyogoku once ridden by Minamoto no Raikou, this sturdy horse expresses extreme loyalty to you. Even as an inexperienced rider, it would work with you to keep you safe and steady in the saddle. The horse has supernatural strength and stamina, taking little effort to barge straight through a house wall or kick through metal armor, and it can even take to the skies if you supply it with magical energy.

Workshop- 100
The heart of any Magus' craft. Your workshop is where the tools, materials and other implements of your magic are stored. It's where most experiments in search of further knowledge are carried out, be that cultivating strange plants, practicing spell work or human experimentation. Your workshop is currently a small shack with basic magical wards and a few standard magecraft measurement tools. However, the greater your magical power and knowledge from other purchases in this document, the larger and more well equipped this Workshop will become. A practicing Magus might have a well-appointed house with an array of tools and materials already collected. A Witch, Onmyoudo or elite magus could possess a mansion filled with state of the art equipment and all the accoutrements that a lifetime of magical study would gather. The greatest workshops can become entire complexes, appearing as more a walled village or tiny town than peronal home. Needless to say, the defences of your workshop will grow as well. Bounded Field defences, traps, familiar guards, servants and more can be expected in greater numbers and quality.

Mountain Heaven- 100/200
Who would ever have expected a hot springs resort to appear so deep in the misty forests? It hardly seems like a profitable location but any traveler would be glad to happen upon this secluded respite. Moreso once they meet you, the lovely innkeeper and landlord of this small compound. This is a traditional resort that is summoned at your whim, large and very comfortable. Despite the earlier age, it remains stocked with high quality supplies and many conveniences of the modern era, not that anyone notices the anachronisms. There's enough rooms to host a few dozen guests at a time. The luxurious hot springs are the star attraction, many large natural baths that no one appears to mind are all mixed bathing.

Despite the size and possibility of keeping upwards of fifty people happy at once in their stay, you find it takes no time or effort at all. While here, you can act as a superb innkeeper, of almost supernatural skill when it comes to satisfying all customers and their desires. People do tend to follow your rules here as well, provided they're mostly reasonable and not too out there for an inn. You might get away with a few bizarre rules passed off as customs that no guest will think twice about following but don't try anything harmful.

For an additional 100CP, a mysterious tower can be added behind the Inn. This is a battle arena, one of seemingly endless floors. The higher one goes, the more dangerous the enemies are. Defeat in this tower does not result in death, the defeated appearing in one of the hot spring baths to heal. Every entrant to the tower must start from the bottom, though clearing ten floors of enemies will let that entrant start ten floors higher if desired.

Hunter House- 200
While they would not gain prominence until the later eras, and rather quickly fade away after that too, the Demon Hunting Organisation provided an important service to Japan once heroes began to be less and less common sights. Made of at least four primary families, they fought against the Mixed Bloods, descendants of the Oni that they believed were an evil blight on Japan. Time would see this feud become irrelevant, both sides to the conflict assimilating peacefully into society. But for now, the battles rage on with you as new member to an existing family or part of an entirely new clan.

You are the head or heir, depending on age, to a Demon Hunting Family of some size and renown. They are considered equal to the other four families in the organisation- Nanaya, Ryougi, Asakami and Fujo. It is relatively close to the peak of their strength, meaning that the family has several hundred members, among which are dozens of trained combatants able to contend with demonic foes and Mixed Bloods alike. Your family possesses a Psychic Power of moderate benefit, such as the Pure Eyes of the Nanaya family or the personality alteration arts of the Ryougi. If you are making a new family, you may freely define the makeup of that family as well as their relations and feelings towards you. Whatever your choice, the family is decently wealthy and more likely minor nobles than not, owning private plots of land to train for demon hunting missions on. The family will come with you, as followers or companions as you decide, and retain their status in future worlds.

Swordsmith's Hut- 200
A bounded field manifested by only the greatest smiths in the land. To make a blade, you no longer need some massive static forge or a complement of sturdy tools. Your workshop remains with you at all times, as much a part of your being as the hands with which you make your art. This magical field you possess allows you to integrate crafting tools and structures that you possess into a bounded field, letting you manifest them at will.

This may appear as the structures appearing from nowhere or as overlaying the effects on the existing environment, turning a natural rock bench into a sturdy anvil or a running stream into a fully capable quenching bath for hot steel. Your field is already equipped with all the tools expected of a master swordsmith in this land, as well as potent magical enhancements that improve any crafting efforts made within the field. Creations will be sturdier, sharper, lighter and more adaptable to their wielders even without any skill on your part. You may freely combine new structures and tools into this field, likely mixing them with the existing additions, to continually build on your new ever-present workshop.

Divine Body- 400
A relic of the past or a theft of the present. You possess a fully formed organ taken from a Divine Spirit, currently kept locked in a specially prepared container of some kind, ranging from a literal chest to a living human being. This Divine Body is at once both a powerful remnant of a god and the source of an entire magecraft system. By expending magical energy, those who have connected with the Divine Body can call upon its' authority to accomplish magical spells, both in general and those connected with the specific divinity the organ is sourced from. The Organ is far from fully subservient, capable of withholding power or even lashing out in rage, requiring suitable rituals and ceremonies based on its' particular legend and culture. But if kept happy, it can be a source of immense power, particularly in earlier eras not so crippled by a lessening of magic and mystery.

While this purchase will grant an organ from a Japanese god in this world, you may also receive a similarly prepared Divine Body from a divinity in future worlds. This will act as a source of power, both from the god itself and for a magecraft foundation derived from it. But remember that the organ has a will of its' own and that, should you choose a still active God, they will retain a connection to the body. This might make it even more potent, if kept pleased, or quickly bring divine wrath down on your head.

Boss' Store- 400
It sprung out of nowhere, one day. From an empty plot to a dazzlingly golden storefront. All sorts of bizarre and shocking wonders can be found within, including a great many things that no ordinary store could hope to or be willing to sell. The owner, an arrogant blond man who answers only to Boss, passes it all off as a mere hobby. He offers the merchandise in his store, initially mostly secret or rare materials in whatever world you find him in. But do a few favours for him, little tasks that mostly serve to stroke his ego or gather more local treasures for him, and he'll reveal better goods. Eventually, even extremely rare, powerful or secret items from the world might be on sale. Boss himself seems to have an aura of exceptional majesty and power but largely refuses to interfere in whatever is currently going on in the world. It might be possible to motivate his interest, though who can say whether that'd lead to a better ending or not. Whatever happens to Boss and his store, he'll show up sometime in each future worlds, offering a selection of local treasures once again.

Bat Castle- 400
A vast palace that lies abandoned and empty. Who would leave such a fabulous fortification, so thoroughly decked in luxury and wealth? The reality is that it is far from abandoned and the locals are well aware, for it has a supernatural resident. That being yourself. This large Japanese castle is a place of power for you, enormously raising your statistics while present inside. Youkai of middling power become powerful enough to contend with Tamamo the Fox. Not that such power is obvious, as your presence is easily concealed while within the castle grounds. Only the sharpest of magical senses can find your presence while within, even if you stood right in front of an otherwise eagle eyed hunter.

The castle can be summoned to your location, in full or miniature form, and so quickly that it can even defend from attacks. Magical spells find themselves sputtering out harmlessly against the instantly manifested walls of your castle. With some confidence in you, the castle can also attack on it's own, physically animating to crush your enemies. Who knows what form this might take, anything from levitating parts of it's materials to transforming into some sort of mechanised humanoid being. For a more reasonable use of the castle while outside of it's grounds, you can also temporarily summon the boosting and presence concealing effects to aid you and small groups of allies near you. By declaring where you are standing as your territory, you can benefit for a few minutes from those powers and even focus them towards Endurance, Strength, Agility or Mana specifically to greatly enhance the boost at the cost of the other benefits.

In future worlds, the castle may remain as such or take on a fitting form, such as a known to be haunted mansion or skyscraper. For the payment of 50CP undiscounted extra, you can also create a secret room hidden deep within the castle that can only be described as a NEET's paradise, a luxurious bedroom/living room that contains every delight a modern day Japanese nerd might want, even including limitless electricity and junk food. Somehow, if you have the money, you can also place orders for more media or collectors items to be delivered.

The Diary of Lady Jumper- 400
If you never practice your writing, how will you ever get better? This leather-bound diary is a special book, provided you give it what it needs. By dutifully writing the events of your life in the diary each day, you empower it over time. If you happen to reach a point where you wish that something occurred differently, where you wanted to rewrite the past, maybe now you can make that a bit more literal.

It's true that writing an event that has happened in this diary and then rewriting it can change the past, provided you can give the diary the energy it greedily consumes to make these changes. Small alterations are relatively simple, such as healing your recent wounds by rewriting the past so that you were not hurt in the first place. Large changes that affect others are likely to consume considerable amounts of energy. Harming others, altering relationships or changing the entire outcome of a battle could potentially leave even a great Youkai exhausted. Messing with the past too harshly may also attract unwanted attention. But if you write in your diary each day, you can at least ease your own path in life, getting rid of the little mistakes you wish you didn't make the day before.

Manifested Armor- 400
A daunting visage surrounding your form. This armor of Japanese style has become connected to your power, formed from both your essence and divine energy. Whether it be a full set of samurai armor or something slimmer, it is durable enough to withstand punishing assaults from heroic spirits without damage and only a powerful Noble Phantasm or attack of godly strength could damage it seriously. The armor responds to your will, letting it reshape to astonishing extents. It can float around you, transform into different armors, fire pieces of itself at high speed or even become spider-like limbs attached to you. The armor will act as a channel for your own energy, improving in protection if you allow it to draw on your reserves and letting you emit your own powers from the armor. If damaged or destroyed, it'll also be able to restore itself over time provided it remains connected to you.

Kaleidostick- 600
A shining wand of crystal, promising untold power to any whom form a contract with it. That they failed to mention such power came from transforming you into a Magical Girl? It's par for the course with a Kaleidostick. You've contracted with one of these creations of Zelretch, a sentient Mystic Code made with the Second Magic. The least of their abilities is to access versions of yourself from other worlds, temporarily downloading them into yourself to access skills and traits you lack. Their primary function is to achieve this with magical energy itself, granting access to an unlimited supply of energy, only limited by the wands' own output amount. Said output is still capable of contending with Servant-level foes.

When holding the Kaleidostick and in your Magical Girl (Or boy!) state, you're able to cast magical spells with few limits save your imagination. Your new partner will take care of the complexities, letting you turn that unlimited energy into powerful self-reinforcement, energy blasts, flight and more. You have to be able to imagine it properly though. Of course, if you have spellcasting abilities of your own, the wand will be an exceptionally powerful assistant there too.

Settsu Armor Kumano- 600
What adventure to this land would be complete without a giant robot? The Golden Huge Bear is a titantic suit of armor, crafted from strange technology found drifting in the seas of Japan. Akin to

some kind of Machine God, those who enter the metal giant will be able to pilot the machine as if it were their own body. Guided by what is apparently the rowdy spirit of one Sakata Kintoki, demon hunter turned spiritual assistant, the Golden Bear has the raw power to tangle with even the strongest monsters of Japan. Currently, it largely relies on sheer size and strength, although with the unknown technology powering it, it is also capable of releasing powerful blasts of energy. The right skillset could help understand, upgrade and even add to this mechanical marvel. The mecha can be summoned with a short ritual circle from almost any location as well.

Ame no Sakahoko- 600
The Heavenly Retracing Spear used in the creation of Japan by Izanagi and Izanami in ages past. While it is unclear as to the authenticity of the spear, it's power is undeniable. A divine weapon of enormous power, a strike from the spear can badly wound even the greatest demon found in these lands and most Divine Spirits will find it just as grievous an injury. But such brutish destruction is only a side effect of the incredible power contained in the spear.

As it was used to raise the archipelago, so too can it be used on reality now. The spear can churn reality itself, taking space and time with all it's matter, meaning and fates to their original form. All creation is reduced to primordial chaos, a shining black fluid from which existence came about. Even something such as a heroic spirit would find their Spirit Origin negated and cut from space-time. The churning requires the steady swirling of the spear in contact with the target, though powerful beings can expand this into a growing area around the spears' point. Once this chaos has been generated, raising the spear will allow the wielder to create anew from the fluid, making land and life from the most basic building material of existence. This requires power and intense mental calculation, as opposed to the simple reduction of turning already existing things to their original state.

A normal human would be unlikely to affect more than what they could physically churn with the spear nor make anything beyond mundane dirt and vegetation. A powerful youkai, onymouji or hero of some sort could like churn dozens of meters of reality around themselves at a time and bring about most mundane existences through the primordial runoff. It would take a powerful deity to churn and create on the scale of Japan itself however, even Izanagi taking time and care to raise the archipelago from the chaotic sea. Intelligent beings must generally be directly struck with the spear to begin reduction, unless they are greatly inferior to the wielder.

Amenomurakumo no Tsurugi- 600
The Sword of Heaven. The Divine Construct of Susanoo, taken from the tail of the Yamata-no-Orochi. It contains the divine powers of the deadly beast, those of the Heavens and the Earth, and a rightful wielder of Amenomurakumo no Tsurugi can access these to become as a god, albeit for a few moments. Aside from the weapon being of divine quality, a peerless sword that can harm the greatest of gods, its' true power is released at the call of its' name. The bearer can take hold of the vast godly power in the weapon and direct it as pleased for a few moments. A blast of pure destruction from this sword might erase a town or mighty demon from existence. It could be used to take hold over nature, using wind to put out a city wide fire in moments. Essentially, it is like wielding the divine Authority of a high level Divine Spirit for a few moments. A being of divine blood is likely to have a much easier time using the weapon, especially one with a connection to Orochi itself. The divine power would be easier and less draining to call on, potentially always available to the right wielder, and the sword could display its' true might as a weapon. It was said that this was the sword whose true swing could blow away eight valleys and eight peaks, while giving birth to eight rivers.

Man of Spirit

Holy Book- 100
The book of scriptures for your religion of choice, lovingly bound and scribed for you. It's presence increases the strength of your faith and bolsters your spirit but when actively reciting from the lessons within, it can increase magic resistance. With enough passion and volume, it can outright shut down lesser spells and magi that can hear you, compelled to stop their foul arts by the purity of your belief.

Onmyo Supplies- 200
A woven pack containing a large number of normally expensive supplies needed for proper Onmyouji craft. A seemingly unlimited amount of high quality paper, ink and scribing tools are within as a start, the basics needed for most spells in this field. Beyond these, are a large number of pre-made charms and shikigami that can be released from the pack on command. These can serve as emergency wards, alarms and shields when in a bind. Moderately powerful on their own, they can hold off a demon or band of men for a few minutes while you escape. The shikigami, numbering a few dozen in small paper forms, are able to act as capable spies and messengers over long ranges. When combined into one, they turn into a large animal such as a tiger or wyvern, a powerful combatant that can defend you against even a decently powerful hero for a few minutes before crumbling. The charms and shikigami replenish a week after being used.

Usen- 400
One of the mysterious Tengu fans, a superb example of such. A magical tool through which the Tengu gains their powers, it grants varied powers as one learns to use it. Flying at high speeds or manipulating the winds are basic uses but control over fire, illusions and even banishing evil are all higher end uses. A powerful user with mastery of the Usen could summon storms with winds that'd tear humans to shreds and shake the very earth.

Beatification- 400
The many faithful gather in your wake, all eager to catch a glimpse of the one that lit the fires of belief in their weary hearts. Your reputation precedes you in Japan, and in the right times across the rest of the world too, as you are an acknowledged and famed Saint of your religion. Your past actions and beliefs have seemingly earned the adoration and heartfelt wishes of countless thousands of people in these lands. Enough that they have gathered into quite the force to support your holy work. A series of churches, towns, smaller communities and travelling bands have become a religious fiefdom of your own. While still supposedly under the rule of the actual governor, the many thousands in this large area of land look to you first as their liege. In times of need, they won't hesitate to pick up arms in righteous fury to aid you, every soldier and farmer alike.

For now, the nobility of these lands believes interfering would be more trouble than worth, but starting a fuss could draw their attention. Be sure your flock has the power to force their freedom if you intend to force the issue. In future worlds, you'll find your reputation as a saint of your chosen religion and a similar religious following appear as well.

Shrine of Love- 600
Among the largest and most impressive holy sites across Japan is this temple, located some distance away from where you begin. Concealed by nature and difficult paths for those who don't know where to tread, this large temple is a site of great devotion to your chosen religion or gods. Holy

rites would doubtlessly be far more powerful here and the imbued faith has erected many powerful wards across the complex, enough that even Shuten Douji or another great Youkai would take many days to breach with force. The abundant nature surrounding the shrine provides more than enough food and water to make long term accommodation comfortable.

The temple has the curious property of allowing certain friendly supernatural beings through these protections now and then. Now and then, you may wake up one day to find visitors, strange creatures from across Japan that have great power and a very favourable disposition to you. Often seeking a quiet home to stay in, they make for easy allies. First for protecting the new home should you allow them to stay and quickly in aiding you personally, as they appear quite eager to bond and make friends. These magical beings have a strange tendency to be attractive members of a sex that you prefer as well, which is probably just a coincidence. Those longing looks, deep blushes and constant remarks on how they will protect you from anyone no matter what they have to do are all the signs of a good friend.

Noble

EX Ranked Rice- 100
A gift of endless food to supply your kingdom. You possess several enchanted barrels of rice, fresh and healthy for eating. Thrice a day, you can summon a great wave of rice from these barrels, enough to easily feed thousands of hungry mouths for the day. The rice is filling and nutritious, enough that even hearty warriors would have the energy for a lengthy battle on a diet of the rice.

Boneless Man- 200
A double-edged spear with a long blade, this appears to be quite a sturdy weapon. A button found on the haft will open the head, splitting it into a cross guard and revealing a smaller blade at the end of the spear, which can be a brutal finisher if the spear head happens to be impaled in someone when you split it. But the Boneless Man earns it's name not for being a trick weapon but for how it cuts through men. Before the edge of this weapon, it's targets are cut through as if they had no bones. Swinging the spear head through a man would be like cutting through a bag of meat and blood, treating the bones as if they were air to cut through. The defence nullification of the spear extends to any similar skeletal form, removing the defensive properties of internal structure that could be compared to bones.

Regional Lord- 400
The symbols and surroundings of a much more important noble are offered up to you. Instead of a minor courtesan or functionary or heir to a lesser lord, you're quite a big deal in your own right. YOu possess a large and well fortified castle as well as the title to rule it and a large stretch of land around. Numerous towns and smaller villages owe fealty to you, as well as the nobles and warriors that rule these lesser regions in your county. With time to answer the call, you'd have a small army of samurai and militia available to you.

The castle has some additional secrets as well. As your personal power and political power grows, the castle will begin to increase in size, splendour and it's defensive value. New floors and connected buildings appear over night when you win over a rival lord, your growing magical powers see warding spells and animated sentry golems manifest without direct action on your part.

Three Thousand Worlds- 600
The three thousand arquebuses that may one day change Japan. Called to your hand and presence by will, you are able to summon these matchlock rifles and control them with your mind, aiming and firing each one as if personally holding them. They do not run dry on shot, taking only a few seconds to reload, but are no more powerful than ordinary matchlocks right now. Against those riding a creature or otherwise known for cavalry combat, the matchlocks display several times their normal power and easily tear through samurai and horse in a single shot. But even without any boost, three thousand focused shots can destroy many foes, particularly rained down every six seconds. If you have any magical energy of your own, you can charge it into one or more of the guns to directly amplify their power.

Possessing these guns, stored in some form of pocket dimension normally, also teaches you a bizarrely effective 'gun-kata' that allows you to fight effectively with muskets even in close combat, utilising them as swords, for parries and rapidly swapping your guns to fire quickly. If you have other firearms, you can also add them in place of one of your three thousand muskets. Replenishing the ammunition of more powerful weapons will take comparatively longer for the magic here.

Swordsman

First Edge- 100-600
The most important body part of any and every swordsman is his sword. It is no lie to call it an extension of their body, as any swordsman worth the name will come to treat and feel it as one. This sword before you is one of traditional Japanese make, taking a form of your choice between the many made in this nation. It is of high class, sturdy and sharp even when clashing against metal armor directly. Short of magically enhanced targets, the edge will not chip and will cleave thick trees in two with a hearty swing. To say little of what it can wreak on a human body. Along with the sword is an ornate sheath and a replenishing kit to maintain both blade and container.

Optionally, you can also create a custom sword with this item choice, with magical powers of its own. The level of these abilities depends on the price you are willing to pay, with other items in this document giving a judge of values. A 100CP swords should be pretty much mundane, with perhaps very minor magical abilities. At 200 or 400, these can become significant or multiple significant abilities, perhaps a wide range of low level abilities. Effectively, Noble Phantasm level weapons. 600CP swords would be on the level of Divine Constructs, like Amenomurakumo-no-Tsurugi or Muramasa's own version Myoujingiri Muramasa.

Coat of Oaths- 200
The official uniform of the Shinsengumi, a blue and white overcoat that carries the beliefs of the heroes that fought for justice. Wearing it grants enhanced physical abilities, even a sickly young girl can tear through expert samurai in full armor like this, and ranks up any armaments held by the wielder. Swords take on a new name and form, gaining far greater cutting power and durability while held. Other weapons vary, though the results is generally a significant increase in quality from it's current form. Once released, the armament will return to it's original state.

Rengoku- 400
An ultra-cool, ultra-edgy black katana. It looks like someone carved the name 'Rengoku' onto it well after the blade itself was made. Rengoku's an intelligent katana possibly from the far future, a combat operating system that can aid it's user with battle insight and direct combat guidance. The weapons' performance and size scales to match the users' mood, making for an incredibly powerful, over-sized sword when you are confident and sure of your goals. When afraid and unsure? You might be looking at something closer to a knife. Rengoku will take on elements of your spirit once wielded, letting it turn into a child-like humanoid avatar closely resembling you when needed.

Yasutsuna- 400
The Oni-Slaying blade that cut off Ibaraki's arm. A blade that's bathed in the blood of a legion of your kin, to the point that the weapon has become less a sword and more an avatar of the death of Oni-kind. Just unsheathing the sword and letting an Oni see it unleashes a crushing pressure, one that can stop the hearts of lesser Oni. The sword itself carves through their flesh with ease, proving a threat to even the strongest Oni-kind would could find, especially in the hands of a master. Yasutsuna can also summon forth potent fire which shares this Anti-Oni attribute, clinging to and scorching them to ash. These attributes are still effective against other demons, though not quite to such a potent level.

Flag of Sincerity- 400
A flag decorated with a symbol of your organisation, faith or just something that shows the bond between you and your allies. When raised up, it allows you to summon phantasmal copies of those who consider themselves your allies to fight alongside you. Their combat ability is significantly reduced and they will often lack their most potent abilities or items but up to two hundred comrades can appear through the flag at a time, remaining for several hours before vanishing. Only those who would be willing to fight and die alongside you in your current goal will answer. A strange effect of the flag is that those summoned are influenced by your perceptions of them, altering the personalities and appearances of the illusory warriors to fit your perspective. Someone you find intimidating could grow taller and broader than they are in real life, while a warrior you see as brutal might now carry a serrated sword.

True Steel- 600
The pride and joy of one of the greatest swordsmiths in history. While without decoration, the sword in your hands is among the most potent and valuable in all of Japan. A perfect katana, whose quality and specifications appear to have been molded to fit your body and style specifically. Even a novice with this in hand would feel like they could move as a master does. The blade itself cuts without hesitation or restriction when swung with the intent to do so, allowing it to cut through not just any physical matter but even non-physical presences and concepts. Spirits die as easily as mortal men to the sword and the barriers between worlds or dimensions can be sliced open with a flick of the wrist. Combined with the skill to strike at conceptual ideas without this sword, it can even allow for outright destruction of what you attack, instead of merely severing it.

The legendary sword will not break no matter the pressures you put it through, always adapting to your body and fighting style to remain a true partner in battle. In the thick of it, the sheer power that radiates off the sword can even create an aura around you, shining red and gold.

Ninja

Ninja's Toolset- 100
The samurai has their armor and sword, the ninja has their bag of tools. This sturdy black bag is filled with everything you'll need for your dark work. Standard weapons like sets of kunai and shuriken, a kusari-gama and a short blade are expected. A variety of infiltration tools, from rope to water shoes to climbing anchors, are also a necessity. The more valuable aspect of this bag is the extensive disguise kit and set of poisons available, both replenishing quickly after use. The disguise kit can allow for minor magical changes, like slight alterations in body shape and size, while the poisons are of moderate rarity, able to both kill quickly and painfully or non-lethally neutralise targets for a few hours.

Binding Wraps- 200
A pile of black and red ribbons lies before you, soft and comfortable on the skin but rather thin looking. These are powerful sealing wraps, binding artefacts that aid the imprisonment of cursed beings in a human body. Bound around the body, they can suppress the wearer's powers at their will and greatly aid in the aforementioned imprisonment process. Not only do they significantly reinforce existing seals and bodily prisons, they also reduce the strain placed on the body by such a ordeal by a large extent. Someone normally wracked with crippling pains and weakness because of the evil spirit held in their belly could be reduced to merely having a constant light sickness and aching, enough to be a capable fighter still. The ribbons apparently work best when unobstructed, unfortunate given how risque it can make the wearer appear when covered by only thin straps of cloth. But no one seems to mind you being two inches from nudity.

Katou Sensei- 400
An advanced combat doll, of the same make and potentially even same appearance as Katou Danzou. A highly capable warrior and assassin, this doll is a loyal servant to your cause. But in truth, her real value is not in her physical form but the exhaustive database of martial, ninja and even some related magi techniques that have been uploaded to her mind. Centuries of data and teachings on these subjects, enough to bring even a complete amateur to the level of a master with enough time spent. The doll is an exceptional teacher, able to teach in both theoretical and practical terms to any of her students. Oddly enough, the doll prefers to wear glasses while teaching too. In future worlds, similar information can be found in the doll's database on local martial and ninja techniques, excluding unique or particularly hard to find information.

Immortal Chaos Brigade- 600
The ties of blood are ever tighter for those in the darkness than in-fighting noble clans. Without a second thought, your dark family follows your lead into the depths of battle and shadow, a new but potent ninja clan that considers you it's current leader. The two hundred strong membership is made entirely of experienced shinobi, even the weakest possessing inhuman skill and ninjutsu techniques, along with any familial traits they share with you. The appearance and personalities of these ninja is entirely under your control. A clan of youthful prodigies, whose faint oni-blood has given them all red or blue skin and small horns. An established family of legends, older and relying on human ingenuity and technology more than magic. Even, as strange as it seems, two hundred older sisters that can't stop doting on their younger sibling in charge, who can't stop wearing incredibly tight ninja outfits around you.

Loyal to the death, the family has trained extensively to work together and under your lead, resulting in a shadowy force that can wipe out a whole army of samurai in the night without leaving a trace. The more family members that gather together, the greater the special darkness they are able to create becomes. Uniting with these new allies lets you spread shadows around, masking the senses of those outside of your clan, even magical spells start to fail to detect you. The clan has several properties across a region of Japan as homes and hideaways, included in future worlds as well. The clan may be treated as a single group companion or as individuals in future jumps.

Oni Blood

Party Time- 100
The life of an Oni is sad and incomplete without a raging festival in the background, filling them and their fellows with drink and food. With this, you'll never need to go wanting. With a hungry dance, you can fill the space around you with a small mountain of delicious food and strong alcohol. While it only draws from what can be found in Japan or is made in Japan at one point, almost anything that fits can appear. Even the hungriest of Oni is unlikely to go unsatisfied, as you can continually call down more of a feast if it somehow runs low. A 1000 Oni band could party all night on this, particularly with the drink being strong enough to please such demonic livers.

Providential Gourd- 200
From Shuten Douji's own private collection, graciously donated by demon hunters seeking to cut off her head. This small gourd of sake contains an unlimited amount of the drink, normally so potent that even Shuten becomes tipsy and amorous from a few sips. To any humans, it'd be outright poisonous to take a sip. With a surge of magical energy into the gourd, the drink turns into a terrible poison that lays Oni low in moments and can even shape the sake into a sharp sword extending from the mouth of the gourd. Touching the sake sword inflicts a strong poisonous effect as well as instant drunkenness, making short work of most enemies. Alternatively, someone 'slain' by the sake sword can be imprisoned inside the gourd instead of killed, kept in an eternal drunken stupour while present. Apparently, it gives the sake extra flavour too.

Golden Axe- 400
A great golden axe, large and heavy enough that one requires superhuman strength to lift the tool at all. At the top of the axe handle is a reverse pistol grip, a trigger linked to what makes the axe special. A powerful magical weapon already, the axe has fifteen cartridges built into it that store powerful blasts of lightning. Even one cartridge being triggered unleashes a powerful blast of lightning that can leave a small city block in ruins. All fifteen at once might split a small mountain into two with the valley carved by the thunderbolt. These cartridges slowly replenish over time, drawing on the electricity in the air, but can automatically absorb any lightning attack when empty to protect you and charge faster. It'll take some practice to get used to the trigger, though you can optionally change it's place on the axe if desired.

Golden Axe is also able to take on a second form, that of a modern Japanese motorcycle, albeit a massive one done up in the style of a young gangster. According to one golden man, the bike has two million horsepower and can travel at over Mach 2. True or not, the wheels are able to rapidly build up a thunder charge like the cartridges, becoming stronger and more charged with each revolution. Racing towards a foe turns your bike into a mighty spear of lightning that can tear through even powerful youkai, if they fail to dodge the extremely visible attack. At least the thunder from the Axe doesn't harm you.

Three Mystical Blades- 600
Three shining swords now rest in your possession, each granting power of their own and linking for even greater effect. Each weapon is sturdy and has the supernatural sharpness expected of blades wielded by Oni or Heroes.

The golden sword, Daitouren, can transform into powerful blasts of fire, water or wind; before returning to your hand a few seconds later. A short chant can reveal its' true form, splitting into 250 identical golden blades that retain their power.

The silver sword, Shoutouren, grants a blessing of wisdom when held. It gives one the wisdom of a bodhisattva, greatly raising the users intelligence. Understanding complex new subjects becomes effortless and even an untrained wielder can quickly become deadly in combat while holding this sword. Understanding and predicting a foe's moves is simple at this level of intelligence. The limits of the users' mind are expanded, such that someone who could telekinetically wield two swords at once would be able to capably target with two hundred and fifty at once instead.

The final blade, Kenmyouren, is an ordinary blade. Calling out its' true name creates a Trichiliocosm effect, enabling the user to view any event currently occuring on any connected world through the blade, as well as looking into potential future events. When used in concert with the blessing of wisdom above, the users' calculative potential is exponentially increased. Not only could they accurately predict far into the future, their processing speed would outmatch even vast alien supercomputers. Such a feat is extremely straining on the mind and spirit, risking dissolution if maintained for more than a short period at a time. At least without further protections.

Devil Mountain- 600
A fitful home for any barbaric demon lord. This massive mountain is a place of supernatural power, calling Oni and youkai to it in droves. Towering unnaturally higher, it is constantly wreathed in dangerous weather and filled with supernatural, lethal plants and animals to make approach all the more deadly. Home to a loyal but rowdy band of Oni one thousand strong, it is also the site of a personal palace of pleasures for yourself. A huge temple converted into a den of debauchery waits for you near the peak, filled with any lurid desire you could hope to fulfill. Most of your powerful tribe of Oni spend their time here, drunk and feasting and fighting. The mountain's terrors don't bother you or the tribe, making it easy to defend, and the Oni are all too happy to accompany you down the mountain for raids on humans or anyone else that can give a good fight. A intelligent and fiery Oni with blonde hair manages the tribe when you are away, too drunk to care or just not interested, trying to keep them on a track you'd approve of. The mountain will appear in future worlds, becoming ever more dangerous to intruders as it adds more natural hazards to it's terrain.

Divine Monster- 600
A creature gifted to you, or stolen from, the gods themselves. A beast of immense power and destructive potential, even without whatever abilities you'd add as a rider. You've gained the loyal service of a divine beast of Japanese origin, finding it easy to ride and train whatever your own talents for riding might be. It might be a towering Spider-Ox-Oni, able to destroy the land for many kilometers around with raging lightning and tearing winds, while taking command of the lands' leylines for your own use. A vast swarm of snakes shaped into the image of Yamata-no-Orochi, spewing vile poison and constantly spawning new serpent beasts to serve you. Whatever mythical creature you choose as your mount, it'll possess multiple powerful abilities and have the raw power and mystery to contend with almost any foe you'd find in Japan.

Youkai

Kitsune Wear- 100
With all the forms they take, it can be pretty hard to keep looking stylish and fashionable. What kind of clothes look nice on a curvy human and a small fox? Clothes that change shape like you do, seems to be the only answer. These robes have the ability to shapeshift as you please, taking on the form of not just any traditional Japanese clothing but also any of the more modern outfits that Tamamo would eventually wear. A tight fitting police outfit or military dress uniform can be just as appealing as robes that seem to be barely covering all the loveliest parts. The robes are enchanted to provide comfortable protection from the elements and lesser attacks at all times, letting you swan around in a skimpy swimsuit as if you were wearing full samurai armor. Anything better will require further enchantment from you however.

Sessho Seki- 200
A killing stone made from the corpse of a terrible Youkai monster. Seeping from the cracked edges is a poisonous curse that quickly slays most living beings, only those with powerful resistance to poison or intense spiritual fortitude can withstand it. It doesn't seem to bother you though, perhaps whatever youkai created this stone would've been fond of you. It even allows you to break off small fragments from the stone, which turn into spiritual familiars in the form of kitsune. While physically weak, they can spread the Sessho-seki poison with their bite and are able to possess living beings. A strong will can resist one fox but many at once can dive into the minds of a person, forcefully taking over their mind and making them seem insane to onlookers. The stone will replenish lost fragments over time, maybe even learning to communicate with you directly with continual contact.

Youkai Clan- 400
Not all youkai live alone, as much of their kind come to spend their lives. Some still gather in clans like the humans, which results in much the same situation, of youkai nobility. You yourself are a particularly highly regarded member of one such clan of youkai. Much respect and deference is accorded across the supernatural community and especially others of your own race. But more useful is the large retinue of your own kind that you have, personally loyal servants one and all. They number eight hundred and eight in total. Eight hundred and three of these servants are only around as strong as an adult human, albeit with a wide variety of skills and functions. Messengers, household servants such as maids or cooks, more than enough to leave any royal happy. Four of these servants are quite powerful members of your species, enough to pose a problem for powerful demon hunters or Oni. Primarily warriors, like a royal guard of sorts. The last is a mighty youkai and right hand man, someone who could at least stall one of the Three Great Youkai for a few minutes and even leave a few wounds. These family familiars can be summoned at will and will serve loyally if you treat them well, though they are not slaves. You may bring this clan forward as companions, followers or find a new family of similar description in other worlds.

Eightfold Mirror of Amaterasu- 600
A divine treasure among divine treasures, the mirror that would later be known as the Yata no Kagami. An artefact said to be descended from Amaterasu herself, it has come into your ownership. The large mirror levitates around your body at your will, slamming crudely into foes to make use of it's unbreakable nature. It's true power is to create a bounded field of great size and immense potency. Within this bounded field, the user is able to take command of magical energy and direct it as if it were their own, commonly to turn to the use of mighty blasts of raw power.

A simple use, as full activation of the mirror interferes with the property of ‘Eternal’ to the bounded field. While there are several effects possible with this, the primary one the user will note is the generation of infinite amounts of magical energy. The mirror continually draws forth as much energy as is present within the bounded field, including your own body, allowing you to use as much as you can handle without running dry. With practice, it is possible to use this interference in other ways, such as making it possible to revive the dead without the use of a True Magic or Miracle.

However, full activation of the mirror is exhausting for those below the divine power of Amaterasu. A normal youkai might find it too much to hold active for more than a few moments each day and even Tamamo herself would struggle if in her lesser forms to use it for more than five minutes at a time. However, as your power grows and the time limit lessens, the range of the mirror’s bounded field will increase. Amaterasu’s power was enough to enable to extend the Bounded Field across all of Japan, allowing her to reconstruct and alter the entire country at the same time.

Companions

Import- 50CP per

Each time you purchase this option, you can create a new companion or import an existing one into this jump. New companions can be customised as to personality, history, relationship with you, appearance and so on provided it remains cosmetic. Otherwise, both options gain 600CP to spend in the jump, as well as an origin and the same discount/freebie rules that the Jumper gains.

Canon- 50CP per

With one of the widest casts yet, no wonder one might want to take some along. Every purchase of this option gives you a slot for use in this jump, which can be used to bring along any existing character here with you as a companion. As long as you can convince them to come on your chain with you by the end of your time here, they'll join as a companion.

Mini Nobu- Free

A small, cartoon replica of Nobunaga herself! Tiny in stature and with a heroic chant of Nobu Nobu, it wields a cartoonish rifle to not really all that much effect. But it's cheerful spirit and never give up attitude is an inspiration to all! This Nobu will gladly lead you into the darkest battles, assured of it's own strategic genius, and completely unable to realise how it's actually just some dumb cartoon midget. They'll come back a few minutes after being inevitably destroyed however, ensuring you are never without your new life companion. Your first Nobu is free but every additional 50CP spent will give you double the previous number. Two Nobu, four Nobu, eight Nobu. If you really want, you can also swap Nobu out for another Japanese character, if you're some sort of traitor to the Oda clan.

TOHSAKA- Free/100 per extra

Out of place and time, this demonic looking lady can do nothing but squawk in surprise and throw explosive gems everywhere like she doesn't have to pay for them. A particularly unique Counter Guardian from the far future, TOHSAKA has apparently been assigned by the Counter Force to watch over you, instead of her usual Grail hunting mission, and either help you do something or prevent you doing something. Apparently she forgot and, in all honesty, she probably wouldn't have much success with either even if she knew. Despite her penchant for silly faces and careless collateral damage, she's easy to convince to help out if you were trying to do good in the world and can't help herself becoming friends with great guys like that. She also really likes anyone with a lot of money, though you'd be advised to not let her have access to all your funds. TOHSAKA's past that led to her becoming a Guardian is a touchy subject but she would love to have a trusted friend to open up to about it in time. If you happened to stay friends and not kill each other by the end of the jump, she'll be able to leave behind the Counter Guardian role and come with you as a companion. See notes for additional options.

ALTER- 100 per

It's unnaturally common to happen upon a alternate version of someone you know here. More than any other land, Japan is like a beacon for different dimensions, time travelers, spiritually modified clones and homunculi made in image of living people. It's not really a surprise that you ended up encountering one such being yourself, though managing to help them so much that they swear themselves to your service is a little more startling.

This companion is an Alter version of an existing character present in the land and time of Japan. They are an alternate version, a darker look at the character, but this can take many forms. They

might be a jaded Counter Guardian who has done awful things for decades to protect humanity, whom you somehow stole away from the Counter Force and earned their eternal gratitude. It might be an animated doll made by a ninja clan to replace someone, whose programming you accidentally changed to serve you instead. Someone who hopped from timeline to timeline, searching for a man who could defeat them in battle to declare as their husband.

The end result is a companion who is very loyal towards you. They are stronger and more brutal than their original counterpart regardless of the reason for being here, as well as possessing a great deal more experience in battle. They also have a darker appearance, commonly appearing as a choco-coloured skin tan, though it can also be as simple as a preference for dark clothing.

Regal Shadow- 100
A fragmented ghost that caught onto your spirit. The collision between your souls fused them to you, a shadow that lives only because you still do. They've accepted this arrangement, given the alternative is oblivion, and decided to do what they can to help. A former noble who suffered a violent betrayal, they've become a spirit of darkness. They can manipulate this darkness to tear and crush those around you, even to use the magical energy formed in their shadows to attack or empower your own spells. Due to their connection, they'll grow as you do, your saint graphs supporting each other. This will allow their shadows to become more powerful, grant them more magical energy and potentially manifest stranger supernatural abilities based around darkness. Perhaps creating a tea-room bounded field that seals away your opponents in endless, crushing shadow.

Drawbacks

You may take up to 1800CP in drawbacks from the following list.

Continuity +0
If you've been in this world before the time you appear in, this drawback will allow you to carry on from your last time. Despite the different timelines and any other changes, your two or more journeys will combine into one. However, this timeline will ignore any changes you might have made that would affect drawbacks or any challenges, particularly anything that would make it easier to deal with or prepare for them.

NEETSpeak +100
HEY! Urushut up! Chotto a minute while I explain so you wakaraistand what I'm saying. You wanted more points, so you came to someone as subaramazing as desu? Don't itashimention it, I'm suteki that way. For the next Juu years here, you'll have to speak like me all the time or risk shindying. Nothing can tasukesave you from it but you'll auto talk this way the whole toki. Nani? You think this is a kusoty way of talking? That's chigawrong, this is the cutest way of talking in the whole sekai. That should be daijoubou, right? Seeyanara!

Drill Sergeant +100
Most see you as more of a machine than a human being, struggling to empathise with that emotionless face of yours. Your stoic nature is sure to become quite famous, as even the worst shocks and horrors fail to make your face twitch. You'll still feel everything as normal but outsiders continually fail to understand, misreading face and body language completely. Even your tone remains a steady level. Misunderstandings abound, from believing you care little for your friend's losses to others not trusting your devotion to the cause.

Liver Liquor +100
A sweet nectar that makes all the troubles of the world pass away. Why bother with all this murder and war and devil hunting when you can sit down together and party the night away? Even in the middle of battle, you find it difficult to resist the lure of booze, cheap or luxurious. You've got the appetites to match a fiend like Shuten Douji, resulting in days long parties, frenzies, sleeps and more than a few bizarre situations if you can't resist. You'll certainly make a few friends amongst the Oni, if only because you won't actually die from drinking more liquor than your own body weight. A small guarantee, though no protection is given against puking for six hours straight after being treated to Shuten's private stash. And good luck fighting those demon hunters when you're barely managing to stay conscious.

Bloodthirst +100
You're not actually red haired. People just can't tell the difference with all the gore that soaked into your body. Sometimes you even get mistaken for a raging Oni, especially fresh off the battlefield, so deeply are you stained with blood. But at no other time do you feel as alive. Your emotions dull and your spirit is smothered in boredom when out of the crash of battle. A deep urge to break, battle and butcher leaves you happy and energetic only when taking part in those desires. It can be quite hard to resist opportunities to indulge but at least a warring land like this will give you plenty of chances.

Demon King Reborn +200
As if you had already rampaged across all of Japan, the nation's human kingdoms have come to consider you the second coming, or predecessor in some times, of Oda Nobunaga. A warmonger and unstoppable force on the battlefield, you already have the respect and fear of a nation. Unfortunately, you also have the wariness of that nation. Not only are enemies far more willing to team up against you, believing they stand little chance without combining forces, but they are always on the look out for creative solutions or new advancements in technology you may have created. Having everyone from a local lord to the emperor themselves pay such close attention to you may be flattering but it also means that any big moves might call an army down on your head, trying to cut you off before you can take over half of Japan. Maybe that reputation can be turned to your benefit though, if you really are as revolutionary as they believe you to be.

Hunter's Mark +200
Demon hunters don't care much for the squabbles of Japan's nobility. Why would the Nanaya care whether they hunt for the Oda or the Tokugawa? The target is the same either way. Even those part of the system spend so much time with demons that human affairs feel distant. But now you have their attention, believed to be a youkai or demon on the level of the Three Great Evils. Many of the Demon Hunter Clans are now on the active lookout for you, wanted dead and quickly so before you can cause chaos in the human world. Even if you manage to avoid them, eventually Minamoto Raikou or some version of such will appear with their Four Kings to personally hunt you down. Perhaps called by some desperate Onymouji in the belief that you are soon to destroy Japan itself. Minamoto and their heroes were powerful enough to take down a genuine member of the Three Evils along with a mountain of Oni, are you bad enough to deal with them yourself?

Family Fire Curse- +200
Family is nothing but a curse, so think the rest of your family about you. Quite literally, your existence is a curse to anyone you have a familial bond with, which tends to wash back over you in some negative way. Your father, the lord of a castle you take refuge in, will find his normally peaceful serfs rising in rebellion for little apparent reason and forcing you to flee that comfortable but not on fire castle. A lover's life will come to ruin after accidentally committing treason, giving you a price on your head as well and also burning their house down. Your life will be constantly interrupted by the terrible luck you inflict on family and even when lacking any family, your curse will still constantly set any property you own or live in on fire. Eventually, at least.

Born in the Wrong Era- +200
One can only hope you're a writer in your time here because you certainly won't be leading any battles. Born completely incapable at anything relating to war, even plotting out a battle strategy off the field is beyond you. The arts of battle evade your grasp, leaving you incompetent in a fight and humiliated in war. Even if you try to just make art about it, you'll probably make some sort of embarrassing gaffe that offends anyone with actual military experience. Keep your nose out of it and stay in politics with the rest of the 'pacifists'.

Weak Constitution +300
Is it really always just tuberculosis? It seems so awfully common here in Japan for mysteriously sick Samurai to have such a specific disease. If it really is that or not, it is true that you're rather deeply ill. You have a very frail constitution and your body is often wracked with painful illnesses. You have the same strength and speed as ever but even a few minutes of exertion can leave you coughing up blood and barely able to stand. Pushing yourself to the limit might leave your body with serious

damage that it struggles to heal even with the assistance of magic or special powers. You'll have to manage yourself carefully if you want to be physically or magically active, when even a minute sprinting as fast as you can risks a fatal heart attack.

I Wanna Be a Ronin +300
What foul luck, to have sworn yourself to such a boorish lord. A poor judge of character or a regretful mistake, you've sworn your life and service to a truly distasteful family. Cowardly yet ambitious, a slave driver towards his servants yet indolent in his personal life, lecherous and greedy to anything desired. The worst part is that you're apparently so honorable that you take this oath seriously, believing that to falter in your service or allow them to die would be a shame too great for your life to bear. Even if the lord might die, their family still holds your oath and they are all quite unpleasant in their own ways. At the very least, they'll never order you to take any directly or obviously suicidal commands, though they'll have no qualms about putting you into great danger for little real gain.

Youkai Meat +300
Something about your flesh just drives Youkai wild. The supernatural beings of Japan can smell you from miles away and they smell just about the most delicious thing they've ever encountered. Just the thought of how good your fresh meat would feel sliding down their throats…well, it's no wonder you're currently being tracked by whole bands of homicidal monsters. Your scent drives any supernatural monster that catches it wild and drives them to near immediately hunt you down or at least prepare to do so. There's little convincing them otherwise and even those of mixed blood rapidly develop murderous urges around you. At least the fully divine aren't affected by how scrumptious you smell.

Yandere Battle Royale +300
One young man with the affections of a kitsune, a dragon, an oni, a godddess and even a Mixed Blood berserker? It sounds just like some cliche anime. The only problem is that they're all desperate to have you to themselves or not at all. And they're all extremely powerful. You keep attracting more and more deadly lovers who refuse to accept you with anyone but themselves, willing to kill you as well if they think you're too far gone for their love to reach. Most supernatural creatures won't feel much for you, only the rare attractive but monstrously powerful higher up will have you catch their eye. Still, even a solitary life in one location will eventually gather a dozen or more yandere youkai after your life, once a few years pass. It's not completely impossible to get them to accept sharing but…well, even doing it once is probably the stuff of myths, much less a dozen times. Anyone you can get to accept to stay with you and not murder you or others out of love, can come with you as a companion.

Challenges

Challenges are a variety of pre-designed obstacles, tasks and scenarios that offer rewards in exchange for accomplishing missions. Failure of a challenge does not constitute failure of your chain unless specified otherwise. Challenges must be compatible to be taken together. Most scenarios that have set starting times will be incompatible with other scenarios that have set starting times. One's intended to be used with any other challenge will be marked with (General) in the title. It is safe to assume that challenges without (General) are incompatible with each other.

Keep in mind that stacking multiple challenges is likely to make them exponentially harder than originally intended, as they will all be running at the same time.

Sengoku Jidai

It is the year 1560, just over a decade before Oda Nobunaga launches his war of unification across Japan. In an unaltered timeline, the great leaders and provinces of Japan would clash for years as they fought among themselves to decide who would rule the nation. New technologies, old magic and even the use of non-human forces all to decide the fate of the country. But now a new contestant has appeared in the race to rule.

You appear in this timeline with anything you have already as well as the rulership of a small province somewhere in Japan, of no great importance currently. Your challenge is a simple affair. In forty years, you must become the Great Unifier of Japan, conquering the entirety of the country in the name of your new province and yourself. The ranks of your rivals are filled with heroes, users of magecraft, the latest technology and even supernatural creatures for some clans. You have some time to build your forces before the warlords truly begin the battle, around a decade until the Warring States period kicks off in full.

As you and the other lords begin to conflict, other nations will start to interfere and almost always to the benefit of your opponents. Chinese saboteurs eager to push Japan back towards it's tributary state status, Europeans who can't get enough of selling modern technology to your rivals, even small surprise invasions from the Koreans. As the years go by, you'll have to keep an eye in all directions for new foes.

Taking the throne will only become more difficult as you approach your goal. As you begin to rise above your rival lords, you will find that the supernatural side of Japan rebels against your authority. You must pacify the untamed lands as well as those ruled by man, else not truly claim Japan as your own. Whether this means a mission of extermination or bringing these creatures into your lands for peace is up to you.

If you can succeed at all of this, unifying Japan on mortal and immortal sides, repelling all invasions and forcing all rivals to submit, you'll claim your throne. Whatever title you go by, it'll be as the ruler of Japan. Not just in this world, if it is your choice, as you can bring your Japan along with you. In future jumps you can choose to arrive as normal, to begin as the ruler of any Japan present or to bring your own Japan into this new world, potentially mixing with the existing one. While not brought along, your nation will exist in a limbo dimension you can access. Those living here will travel with you between worlds, though existing characters in other jumps must be bought as companions as normal.

Far East Crusade

In 1638, the hope of Japanese Christians was violently beheaded. The would-be saint Amakusa Shiro Tokisada was executed along with tens of thousands of other Christians who rebelled against a tyrannical ruler and the violent suppression of their faith nation-wide. The Tokugawa Shogunate has only cracked down harder on Christianity in Japan, seeking to pull it out by the roots and exterminate the followers. A practice that is more than supported by the Divine Spirits of the land, who possess a much greater presence than they should in these times.

A terrible time to be a man of faith, yet that is your lot. You appear in the Shimabara domain a few months after the executions stop, in a place where the faithful have been thoroughly ground into the dirt. A vision from the heavens reveals to you your task- bring the light of the Christian God to these lands. A crusade must be mustered to take righteous vengeance against the rulers of Japan and in the process, place Christianity at the peak of this nations' faith. The faithful are terrified and strewn across the country, quietly crying out for someone to unite them and lead them to a better land.

Fighting against the establishment will be hard enough but as you gain traction, the Divine Spirits with links to accepted Japanese religions will begin to act against you, sending servants or even attacking themselves. With enough of the faithful, it may be possible to call in allies of your own from Christianity, as well as the possibility of foreign aid if you can convince them of the value in helping you.

Should you succeed in dethroning the ruling class and installing a Christian regime across Japan, even if rebellious elements still exist, your quest will be seen as complete by the Heavens. A reward will be sent down on a great beam of light, something your fallen predecessor Shiro would one day have obtained.

A Holy Grail, of Greater class, bound into the form of a simple wooden cup. Ownership of the cup and holding it will naturally let you access it's power, the ability to use the Wishcraft attribute and a connection to the Third True Magic to make miracles occur. While this humble Grail lacks a current connection to a vast network of leylines, even using an individuals' stores of magical energy would make for a terrifying combatant or awe-inspiring healer. Linking large energy resevoirs to use the attributes of this artefact with could allow the full casting of wishes.

Oniland

Ibaraki-Douji is a good girl. She saw more in the Oni race than drunk barbarians that live to fuck and fight and barely think. She tried and tried to bring her peers above their usual station, to forge a kingdom for the Onikind. But in our original time-line, she could not conquer their natural urges. Shuten-Douji's endless lusts, the terrible demon hunters and the base nature of the Oni left her efforts in ruin.

Here, something of a miracle has happened, at least for everyone but humanity. Ibaraki succeeded in corralling her brethren into a terrific fighting force and they began to expand from their demonic mountain lairs. Rapid growth in population and Ibaraki's superb leadership, as well as Shuten being forced to act in useful roles, has created a burgeoning but already mighty kingdom of Oni in Japan. Conflicts with their human neighbours are common, especially with the poor view each species has of each other.

The youkai and other creatures of Japan soon took sides, most accepting the offer of Ibaraki-Douji to join with her kingdom. Only a few aid the various kingdoms and provinces of Humanity, largely limited to the Divine Spirits they already worshipped. This alliance of Oni and Youkai has only made the balance of power tip more in Ibaraki's favour and she is currently readying for the first true invasion into human lands. Humanity has no such unity, as fractured and ready to war among themselves as ever.

Here is where you enter, some time between the 8th and 11th centuries. Three paths with three possible rewards are presented before you, though each is likely to take years of work. Be aware that the imminent race war in these lands will make your choice of species have a large impact on your chances of success.

The first path is to support the Oni Kingdom in their fight for dominance and freedom. Their kingdom is currently small but the average power of an Oni is well above the average human and the kingdom is filled with powerful Youkai that have joined in alliance. Without your aid, they would eventually hit a bloody stalemate with reluctantly united human lands, quality smashing into the meatgrinder of quantity. You will find yourself quickly accepted into their ranks, though humans will face deep suspicion and bias before truly proving themselves, and must help them succeed over humanity. The greatest challenge being the interference of the Human Order, the effects empowering certain humans to much greater heights and being one of the main causes of the deadlocked future of the war. Success is measured by the Onilands covering all of Japan, though humanity need not be entirely destroyed in the process.

The second path is the reverse. Uniting mankind against the new Oni kingdom and exterminating them from Japanese lands. Unlike the Oni path, your foes must be destroyed without a trace remaining. Humanity's various lords and rulers squabble like children, uniting them even in the face of such dangerous foes will be a difficult task. The Human Order will give no support until the war reaches the stalemate, a situation far more difficult to claw your way out of. Still, humanity has many heroes already in these times and gathering them to accomplish famous exploits against the rampaging monsters could help greatly in convincing the lords to work together. Success is only achieved once the Oni and their Youkai allies have been destroyed.

The final and most difficult path is to move past war and bring each side to a paeceful union. Somehow, you must create a land where man and oni can live together in harmony, side by side.

With humanity's history of killing the Oni for centuries and Oni often devouring humans alive for pleasure, it won't be a simple task. The Human Order will not overtly interfere, despite it's usual aims tending towards human supremacy. Perhaps Japan may serve as a test case for these mysterious beings remaining or even joining with humanity towards the future? Success is only reached once the vast majority of both sides of this conflict can accept each other as neighbours and fellow countrymen.

The reward depends on your path. Succeeding in the Oni Path will confer a title of Demon King to you, as you become so widely known and celebrated as the reason for their dominance over Japan. The basic effect is gaining natural respect from any Oni or Youkai that you might encounter in other worlds, who feel kinship and friendly towards you. More directly, it grants a powerful Authority over Oni, similar to what a Divine Spirit might hold. You can use this to transform living beings into Oni, directly command them or to manipulate phenomena associated with them, such as curses or alcohol. This Authority holds similar power to the one offered in the Divine Blood perk.

Supporting the Human path will make you widely known as a Demon Slayer. Any demon, collecting all supernatural monsters such as Oni or Youkai under this banner, will innately feel great fear at your approach. Your mere presence weakens them, enough that those of only human power can even struggle to breath at all. Your weapons largely ignore their defences and resistances against magic cannot hold against your spells, save for the strongest demonic beings. Others who hunt or fight against demons recognise and trust you on sight, realising that you are assuredly a great hero of mankind.

Taking the path of peace won't give you any amazing powers for combat. It'll show you the way to do this again for any other groups you might meet. Having done the impossible once, you'll find it easy to discover ways to solve differences between different races, species, countries and more. Often times, this appears as you happening on convincing arguments to help each side come to peace, provided you are patient. Situations that are less simple, such as a species that must survive by eating the brains of humans, might instead allow you to quickly discover an alternate food source to human brains. Now you just have to find out how to make enough of it to solve the issue. Essentially, you will always be able to find a path to peace, but it'll be up to you to walk that path well enough to reach the end.

Ox Hunt

Compatible with Oniland Human Path

During the 10th century, Minamoto no Raikou set out with her Four Heavenly Kings to protect the capital from many terrible threats, most famous of which would be Mt Ooe and the Oni that made it their home. In this alternate reality, she never brought together these four great warriors to aid her. Instead, you find yourself in the somewhat sane woman's company as her sole ally. The threat of Mt Ooe is much greater here, as Shuten-Douji has put aside her drunkard ways to lead the Oni tribes in far more efficient and brutal raids on human lands. It's left powerful Oni scattered around, along with plenty of lesser creatures like the undead who have been raised in the process.

Minamoto no Raikou and you, her new ally, have been assigned a task by the leaders of the nation. Cleanse the land of the Oni threat, as so many of the other warriors have disappeared or been killed already. It'll be quite a journey for the two of you, as Shuten-Douji has her second in command Ibaraki-Douji along with Four Heavenly Kings of her own in the form of terrible Oni generals. Each of these five captains controls a large territory stolen from human lands, needing you to slay the Oni general to free the provinces. The final task will be invading Mt Ooe yourself to take Shuten's head.

While allies may be gained in the journey, they are always temporary, the team ultimately returning to just you and Raikou. Raikou is likely to become quickly fond of you during the journey and, provided you don't push back against it, take on her usual motherly approach to those she likes. If the two of you can manage to successfully complete the task before you of cleansing the demonic region, she'll be glad to come along with you as a companion.

Outfoxed

You appear in the imperial capital during the 12th century reign of Emperor Toba, the original love of Tamamo no Mae. The emperor is seriously ill, though not even the most gifted of diviners can figure out what exactly is wrong with him. Tamamo is worried sick, all the more so now that her divine attributes have begun to emerge and she fears being accused as the cause of Toba's illness if any discover her fox-traits.

In the original timeline, Tamamo would be found out by Abe-no-Seimei, a famous exorcist and Onmyouji, called to the capital to investigate the ailing Emperor's sickness. She would die to an army of eighty thousand men with enchanted arrows. And the illness' true source would never be discovered. But your travel to this time reveals two secret presences.

The first is a villainess who has snuck into the court in disguise as a courtesan, a pink haired fox called Tamamovitch, though she does not go by that name. She is the true cause of the sickness, hoping to set her past self on the path towards becoming a Beast by tearing her life down. While you do not know what she is using to cause the disease, you are aware that she intends to make Tamamo slaughter the army sent after her once she is found out. Japan may not survive such an early birth towards an Evil of Man.

The second new presence is known as a haunting spirit by the servants of the castle, a troublesome flash of pink fur that causes chaos and mayhem all over the capital. In truth, this is Tamamo Cat, another aspect of Tamamo who was flung into the past along with Vitch. Unlike her peers, Cat only really wants to have fun and sees causing chaos and pitting her siblings against each other to be much more funny than saving some emperor or turning into a monster. Her plans are barely formed for now.

You will possess a minor position at court, enough to justify your presence at the capital and to interact with many of the nobles here. You can choose which of the three foxes to support, as their goals are all incompatible with each other. Gaining their trust to become allies would be the first step, as all three are aware that Abe no Seimei and his allies keep a watchful eye for supernatural interference, having enough power to pose a threat to the women in their current forms.

Tamamo desperately wants to save Emperor Toba, requiring that you discover the reason behind his sickness and find a cure for it. While Vitch may know the source, it's doubtful she bothered creating a cure, so you likely will need to create it yourself. While success in this task will make her happy, Tamamo must ultimately be convinced to move on from Toba in full. Her nature and growing power will only make remaining in the human world more difficult as time goes on, until she is discovered and hunted for what she was born as. If you can convince her to leave and help her get closure on her time here, she'll gratefully come with you as a companion.

Tamamovitch requires much the opposite. While her plan will result in Tamamo's eventual death, it will not create the terrible monster Vitch requires. Once you gain her trust, she'll want you to aid her in pushing Tamamo to the very brink of madness so that when she breaks, she and her other aspects begin the transformation into greater beings. Vitch may intend to steal this power from her directly or benefit just from association, she's likely to keep her plans close to anyone but those she really connects with. If you can successfully aid her in turning Tamamo and Vitch into emerging Beasts, while avoiding any exorcist attention from the crimes you'll have to commit in doing so, she'll gladly

come with you. There's nothing left for her in this world after getting what she wants and you seem like loads of fun.

Tamamo Cat just wants to punk both her sisters and leave them unsatisfied while having a laugh. Getting her friendship is easy but making her settle on a consistent plan is almost impossible. In a lot of ways, she's the easiest to please. Gaining Cat as a companion only requires that you thoroughly humiliate Tamamo and Vitch while making it impossible for either plans to succeed. If you can do that while helping Cat have a blast of a time? She'll probably carry you to the next world herself. Just don't be too annoyed when she wants to keep messing around with everyone in other worlds too.

Holy War

(General)

A new Holy Grail War is about to commence. A battle between Heroic Spirits representing great figures from history and myth, competing for a wish from the Holy Grail. Masters, the ones who summon and fight alongside these Spirits, find themselves branded with crimson Command Seals to mark their acceptance into the tournament.

Who stars in this particular tournament? Where and when does it even take place, given the breadth of time possible in this jump? That's all for you to discover. This Grail War is a new one, one never witnessed before and perhaps even one that has only happened because of your presence. It may not even be a Holy Grail at the centre of this battle, given the existence of alternatives like the Waxing Moon Ritual. All that is certain, is that you have been chosen as a Master. A Master to summon a Servant, to fight against other Servants, to claim a wish at the end.

The ritual you'll take part in will be at least as dangerous as the ones witnessed in the Fuyuki Grail Wars or the Waxing Moon Ritual, but may feature any number of strange twists or greater dangers. There might be additional participants (Whether Masters, Servants or both), a tournament sorted into larger teams, outside interference, sabotage and corruption of the ritual itself, Rogue servants, mid-tournament rules changes and more. Your war might be an affair conducted in the shadows of a single city or explode out and drag all of Japan into a Grand war between entire factions of Heroic Spirits and their Masters.

The Servant you personally summon will be one suited to you as a Master. Rather than paying in points or designing a specific Servant, the Grail ritual itself will provide a Servant it believes is suited to your character, your history, your abilities and so on. They may be weak, average or shockingly overpowered but they will be at least initially disposed to work with you. Whatever Servant you do summon, however strong they are, the war to come will prove to be a challenge that will push them to their limits to win. But with a capable Master, your team could claim the wish for your own.

The specifics of the ritual aside, the wish will be your reward for victory in the competition. Given the nature of wish granting devices here, the larger the scale of the ritual you conquered, the greater the wish you'll get as a reward. A small scale, standard ritual could still open a hole to the root or grant you vast riches but a multi-team slaughter or even a true Heroic Spirit military war might allow one to alter the entire world in major ways.

Slay the Swallow

(*General)*

The legendary beast has appeared, straight from the tales of fiction, a few months after you wake up in this world. Villages are found flattened, as if by vast gusts of wind, while whole families have been speared onto tree branches as if by some demon's gigantic claws. Even entire castles have been left to ruin by the roosting body of the creature called the Swallow. A gargantuan Phantasmal Beast, a single talon the length of three adult bodies, and ferociously bloodthirsty. In one legend, a young samurai would cut the creature down in flight with three unavoidable cuts.

Now you have to take his place. The swallow must be hunted down and killed, cleaving the head from it's body. It is a cowardly thing, more than willing to flee from battle or drop stolen buildings from high in the air instead of facing you directly. It's incredible speed makes it difficult for even a great hero to land more than glancing blows.

If you can cut the swallows head from it's body, you'll surely receive a vast bounty as reward from the people terrorised by the swallow. But more importantly, you'll meet an old man soon after, who carries a sword as long as his own body. Introducing himself as nothing more than an out of place wanderer, he offers to teach you a bit of his swordsmanship, passing down certain space-time warping techniques. If you're willing, he'll prove incredible effective at passing down that style and helping you through certain lessons of life. He's a tricky old fox but he's learned a lot in his life and is ready to take a student. If you can complete his lessons, he might accept an invitation to travel with you too.

Final Tournament of the Blade Masters

(*General)*

One year into your time here, you receive a letter of invitation that directs you to a small island somewhere off the coast of Japan. The invitation details that it has heard tales of your apparent prowess with the sword and you have been selected to take part in the greatest competition of swordsmen in history. Hopefully you have the skills to live up to these expectations.

If you follow the directions in the letter, you'll arrive at a lush tropical island that appears disconnected from the normal flow of space and time. Swordsmen and women from all across the globe and different eras of history can be seen wandering around, enjoying a relatively modern festival on what appears to be some sort of beach resort town. Everyone is celebrating the exciting battles up ahead and plenty of the heroes and outlaws you see give you appraising glances as you walk by. These will be your rivals.

Once you've spent the first day settling in, the purple haired organiser of the tournament will detail the rules. An enormous multi stage battle tournament will take place on the island. Each will be a one on one battle between two swordsmen, set in a variety of arenas. Many are flat spaces with nowhere to hide but some are hidden within dense jungles or urban side-streets, the better for sneakier fighters to use. There are hundreds of legendary contestants already, causing the tournament to run for almost two weeks. In between your bouts, you'll be invited to enjoy the island and any company you find agreeable with the other fighters, though cheating is quite carefully watched for. There seem to be a trio of glowing red eyes floating in the sky that easily spot such underhanded practices.

With everyone from Musashi Miyamoto to Arthur Pendragon competing, it'll be an incredible feat to win out over them all. The main reward is a title, that of Final Blade Master. Here and in other worlds, you'll be recognised as one of the greatest swordsmen in the world if desired. Challengers will never be short in supply if you accept them, potentially even ones of greater power than expected for some worlds to keep your skills sharp. Additionally, if you happen to have made a friend or two in your time here, you'll allowed to extend up to three invitations to your fellow sword-users to join you as companions on your chain. Even those from outside of Japan.

Insect Jar

(*General)*

The Hiragumo is something of a famous artefact, an iron tea kettle with the symbol of a spider on it, said to writhe when the water boiled inside. In time it would be broken, an explosion set off from inside, and the fragments scattered to the winds. The betrayal that led to this explosion charged the fragments with foul energy, turning that mere spider symbol into something more potent. Regardless of your current place in time, the Hiragumo's six fragments have appeared across Japan and wait for someone to find them.

This treasure hunt promises some powerful reward at the end but each fragment has been turned into a powerful insect demon, making their nests in abandoned castles, mountain caves and the darkest depths of the forests.

A massive spider, whose progeny have covered an ancient fort in webbed walls. A murderous giant hornet who wields the weapons of man and hides his swarm in the high mountains, where his flying speed becomes ever more deadly. A hulking rhinoceros beetle who leads a legion of armored warriors on the open wastelands. A charming honey bee who lures travellers with a friendly smile into the abandoned town, into waiting traps and prisons, buried and cooked alive by the boiling heat created by their swarms' vibrating bodies. A shadowy centipede who lurks in a underground cave system, dragging passing travellers deep into a pit of skittering claws. And finally a cicada, an unassuming creature whose magical sounds can drive men mad or turn samurai to pulp inside their own armor.

By killing each demon fragment, they will return to their original state as part of the Hiragumo. Collecting all six fragments together will remake the tea kettle and also deliver your prize. As owner of the item, the creature that has formed within becomes a truly mighty familiar for your service.

It is a powerful Youkai composed of the six you slew before. While possessing an attractive human form, along with quite the affection towards their new master, it is a killing machine at heart. Able to take on the traits and aspects of the six Hiragumo fragments, it has the power to contend with great Youkai and Oni bosses alike on equal grounds. As with the fragments, it can also produce loyal children who inherit one or more sets of insect traits, to aid it in larger scale battles. With an efficient and murderously focused mind, there's little that can stand up to the Hiragumo's power alone.

The Jumper Nine

(*General)*

When you arrived in Japan, something unfortunate happened. By your own choice or from outside inteference, you've been split into more than one self. Nine to be exact, nine different tails of the Jumper. You're still yourself, as the first tail to be present, but each of your new clones is an equal mirror to you. While they all generally possess the same gifts and assets as you do, they are often twisted to take on new forms.

This is because each tail differs, representing an emphasis on a different part of your original self. One may be a cruel villainess, embodying your darker urges and ambition for power. Her powers take on darker, more sinister appearances and effects. Another might be a idiot prankster, taking your love for fun and making it the centre of their being, while also turning your powers or tools into comedic objects. Every tail looks like you but with identifiable differences, ranging from the addition of cat ears and paws to simply having a villainous face. They've all got their own goals and desires too, things they want to achieve themselves.

Unfortunately for you, none of you can move on from this world while you're split up like this. Every other tail has their own dreams and desires, in this world and others too most likely. The solution is obvious to you all. Fusing back into one being is as simple as both sides consenting and making contact, or one being too badly damaged to refuse that consent to the other who beat him. But someone is going to end up the main will in charge, of a collective or as the original self after everything has returned to normal. They probably don't want to be erased or put to the side anymore than you do.

Your task will be finding each of the eight other tails and reuniting into a new being with yourself in charge. Whether this is with your mirrors as existing parts or as completely subsumed essence is up to you. The reward to this task is inherent in it's completion, as each absorbed tail multiplies the power of the whole by nine times, layering over the last multiplication. Not to say that you'll find it easy after doing this once. Your clones are just as intelligent as you, if you can realise that forcing the others to bend the knee after fusing with one tail is easier, you can bet they'll be trying to eat each other the same way too.

Much of the conflict here will depend on who you are as a person and how you see yourself. Someone without much of a dark side won't be likely to manifest a villainous tail while someone with an abnormal focus on a particular hobby or interest may find a tail based entirely around that subject. If you struggle with self-hatred, your tails are much more likely to be hostile by default, and those who claim to be fond of clones will find that not every tail agrees with them. If you approach with violence, your tails will likely return the same intent, but a peaceful negotiation is very much possible.

In fact, if you can truly reach a peaceful accord with your mirrors, to the point of trusting you to merge with them as you travel between jumps, the tails will be able to act as companions in future worlds for you. Either as a group or individually. Managing so many strong personalities in the future is sure to be an interesting life.

Golden White Face

(General)

Several years into your time here, while taking a brief rest, you briefly closed your eyes. When you opened them, you were in another world entirely. The land around you is still Japan but of a unfamiliar nature. The air is thick with ether, a sign of times long before the common era, yet the buildings and the people still express the culture of post first millennium Japan. It even seems a little stylised in depiction, as if you were looking at a moving painting.

You seem to be in a rural village at night, deep in the forests. It's quite peaceful, watching the villagers from afar, but the darkness of the night feels unnaturally deep. Until the angry yowling starts up, revealing that you've not travelled here alone. With a furious rant declaring terrible consequences, a fox youkai tumbles out of the trees and lands beside you. If you ever met Tamamo-no-Mae, this new woman would look very familiar. The nine fox tails waving behind her may seem a cause for concern, especially combined with the sadistic goddess demeanour that is apparently on display, but very little magical power can be felt. Whatever took the two of you here, it's stolen most of the fox's power.

Before long, a small spirit appears before the two of you to clear things up. Hopefully the fox would have calmed down by then. Nippon, the spirit tells you, is in dire straits. An entity of great darkness has invaded, spreading demons across the land to corrupt and destroy all that they can. The monster has stolen away the light of the world, hiding one piece with itself and the other eight with the most powerful demons across the land. The fox catches on quick and the spirit confirms, these nine pieces were stolen from the fox lady beside you now.

Her identity becomes a little clearer, claiming that Amaterasu is one of the names she is known by. The entity stole the light of this Japan by stealing the power of her tails it seems. Confiding in you, the spirit tells you that not only will Amaterasu need aid to recover her tails, she also needs to be taught a lesson in this time of crisis. A cruel and uncaring goddess who thinks little of humans beyond as a source of food and prayer, Amaterasu could do such good in this world if she learned to value it more. It's why it summoned you, a 'hero' who apparently has compatibility with the divine spirit of the sun.

If you refused, the nature fairy would regretfully send you home, using her remaining power up. Amaterasu would seek her tails out but who knows what luck she'd have, almost powerless and with such a terrible demeanour.

If you accepted, you become the guide to the powerless goddess on her journey to restore the light to Japan and defeat the darkness. You'll find her far more malleable in regards to guidance and advice during this time, enough that sustained effort and charming words could have her turn over a new leaf entirely. Or you might not want her to change at all. Reclaiming her tails will require not just defeating the demons in raw combat but also the aid of allies met along the way, magicians and spirits who can give your duo the tools and knowledge to succeed against your great foes. Amaterasu's way of dealing with these allies will be a big influence on how she develops. Helping the needy may awaken a fondness for charity, while being advised to just take what she needs by force will only reinforce her dominant outlook on life.

Only with her full power restored can Amaterasu banish the darkness from this strange land of Nippon and unbind the curse on the land. It'll be at that point that your time in this altered world

finishes and you feel yourself beginning to be pulled back to your original time and space. If you and Amaterasu worked together until the end, you'll have a new companion to come along as well. Whether she requests to continue as a student of yours, demands her servant guide her to the future or asks that the two of you stay together forever; it'll all come down to what kind of adventures the two of you had.

Ending

Your time here has come to an end. It's up to you to make a choice as to where you want to go next.

Do you want to *Go Home* to your original homeworld?

Do you want to *Stay Here* in the Nasuverse?

Do you want to *Continue On* to another Jump?

Notes

Special thanks to NuBee for being such a wonderful partner, friend and inspiration for this all.

Youkai- What counts as a Youkai or Oni or whatever? Basically just assume that Oni are the horned humanoids and Youkai count any other supernatural being short of Divine Spirits. Fate isn't exactly clear or consistent on what it counts in these classifications, so just use the terms for any supernatural creature. In Japan, anyway.

Swordsmen Perks and Items- Unless otherwise mentioned in the text, these are intended to be specific to swords and swordfighting. The other origin combat perks or items are usually more customisable but these are kept to a specific theme, so they only apply there on their own.

Immortal Chaos Brigade- The mention of shared familial traits is meant that the ninja have any abilities that a family member of yours would have. If you have also become a Youkai here, then your clan will be of the same race as you. Buying a Youkai great monster capstone won't make them all that way, most are likely to be more common members, but a few might possess above average strength. Your choice as to how this works with options from before this jump.

TOHSAKA- If you want, and can stand the certainly bizarre nature of it, you can change out TOHSAKA for another Counter Guardian based on a non-Servant character present in Fate Stay Night. The boring but effective EMIYA, the truly terrifying living grail MATOU, even a ferocious tiger known only as TAIGA

If you choose to Stay in this jump permanently, you may receive any other purchases desired from this document.

Holy War- Basically it's a custom Grail War. Obviously, you as a person decide the specifics but in jump you wouldn't remember such. Similarly, the Servant here isn't built with a supplement or any points. They're one that's got good compatibility to you. The Grail War doesn't scale to you, it scales to whatever you summon. Summon Cu Chulainn or Okita Souji? You're probably looking at something like the Fuyuki wars or Samurai Remnant. Gilgamesh or some other top class gamebreaker? Strange Fake is better inspiration. You can always decide to have something crazy big just because too. Go re-enact the Sengoku era but everyone of note is a Heroic Spirit.