Mieruko-Chan Jump

Version 1.0.0



Welcome to the world of Mieruko-chan, that is the girl who sees. This is a world much like your own. To most people it'd be indistinguishable. But spirits are quite a confirmed real thing here, even if most people don't know it. Most of these spirits seem to be ghosts, though sometimes those of cats, though some may be something else. Most of these spirits are rather horrific and terrifying as well, so maybe it's for the best if one can't see them.

It tells the story of one Yotsuya Miko who has recently developed the power to see these spirits, and how she lives her life despite the horrors she now sees. But this will be your story in this world. It is a world of ghosts, spirits, and exorcists… and of high school girls doing basic high school things. In short it's a little slice of horror setting.

For your time here take these:

+1000 CP

Good luck and good jumping.

Location:

Well events center around one city, and more the main characters go to the same high school, so you get to start in the city in question, and even near the school.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Transfer: Whether you're a new teacher, a mid-semester transfer student, or someone who just appeared from nowhere, you're new around here. If you don't want memories or a past in this world, you can take it as the drop-in option. If you do, you'll be arriving at the same age and gender as you ended your last jump, if not you're free to choose both within human norms.

Exorcist: You're not a child. You're also part of the supernatural world. Or at least you've got experience with it. If you're not a real exorcist you might just be a fraud, but you've got enough knowledge of spirits and the traditions surrounding them to pass yourself off as the real thing for at least a time… and you might just be the real deal. Your age is at least in your 20s though may be higher within human norms, and your gender may be chosen from within human norms.

Genki Girl: You don't have to be a girl, but you're young and full of life. You're the sort of outgoing, extrovert who seems to just fit in naturally at high school. You're a classmate of Miko and Hana's, or at least you go to the same highschool even if you're in a different class or grade. You may choose your age freely from 10th to 12th grade (15 to 17), and your gender from human norms.

Ordinary JK: You don't have to be a girl, but you're a rather ordinary high school student. You're the sort who could just sort of fade into the background and disappear among the other students, and just don't seem to have anything special about you. You're a classmate of Miko and Hana's, or at least you go to the same highschool even if you're in a different class or grade. You may choose your age freely from 10th to 12th grade (15 to 17), and your gender from human norms.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Snake Mustelid (50 CP): You possess the physique and skills of a Japanese professional wrestler. When acting in the role as a professional wrestler you find that you're oddly popular with teenage girls.

Where Are the Missing 2 Points (100 CP): You're a wonderful student, with the sort of brain that makes you study quite effectively and commit it to heart. If you put the least effort into it you could be a straight A student in highschool, and if you actually work at it you could be the top of your class, and straight A through college. Learning just comes naturally to you.

Transfer Perks

Friend to Animals (100 CP): You're pretty good with animals. Whether it's cats, caterpillars, swallows, or something more exotic, you've got a good sense for how to care for them and ability to tell when they're happy or displeased. This works best with domestic pets, but you're very good at caring for animals.

Passing On (200): It seems like mysterious individuals who enter into the life of Yotsuya Miko typically have some trauma haunting their past and stopping them from living to their fullest, and through their interactions with her they are able to finally move on and past the trauma they received. Now you'll find that your life seems to offer you similar such opportunities; you're not immune to trauma or suffering, but once you've moved past the original source people and event will come along to help you exorcize the ghosts and lingering effects they left behind, and no matter how bad it was you will be able to get better and recover from it to have a healthy and happy life.

Maybe a Serial Killer (400 CP): Did Zen-sensei kill that man who went missing? We may never know. You are pretty good at hiding your own darkness - or lack thereof - as well as your thoughts. You're able to hide your emotions almost perfectly, as well as any dark desires you might have, all while giving off the appearance and mannerisms of a perfectly normal person. Oh, if you don't care enough to learn people's names it might become apparent, but you won't come off as a serial killer just sort of a jerk. You can do this in reverse as well, seeming evil and murderous, or like some sort of crazed yandere stalker while actually being perfectly safe and non-violent. This impressive control over how you present yourself would make you an excellent model if you have the looks for it.

This can even work against superhuman attempts to detect your emotions, feelings, and darkness (or lack thereof). It's not perfect or absolute, but you can fool lower end AIs, basic empaths, or people who try and tell what kind of person you are based off of the spirits that follow you about.

Guardian Horror (600 CP): You seem to have picked up a personal protector spirit, or maybe it's not a symbiotic entity at all but merely a spiritual projection of your unconscious? That does seem more likely in your case. Appearing almost octopus-like as a mass of tentacles - though they can turn into spikes - this spirit/projection is one of the stronger ones in this world. Not the strongest - it'd not match the like of the shrine god - but it is able to eat other spirits. By doing so it can feed you on their life force replacing your need for food, restore your energy pools of all sorts, or grow in strength and power itself.

As a spirit of this world - even if only a projection from you - it is also able to feed on the life force of others, albeit relatively slowly so this won't be the most combat effective ability. Besides being able to interact with and consume other spectral entities, it can exert minor influence on the world around it, this is very minor with objects, but it can give people it touches certain faint glimpses into your intent, vibes, goosebumps, and the like.

You don't have full conscious control of this 'spirit', but unlike Michiru's it is a part of you, merely a part controlled by your unconscious, and you may be able to learn to consciously control it.

Exorcist Perks

Merchant of Mysticism (100 CP): Are you even a real exorcist? Well you might or might not have the ability to see spirits and the like, but you definitely know how to sell objects related to mysticism. You could turn this salesman nature to other forms of snake-oil if you wanted, knowing how to hook a mark and to make a sale.

Sensitive (200 CP): You are sensitive to the spiritual world. Like Yuria and Mitsue you are able to see both spirits and the auras of others. Like them your ability to see is rather limited - you'll only see weaker spirits clearly, and stronger ones will be nothing more than hazy impressions or outright invisible even to you. Still you are able to also sense people's auras, letting you tell if someone has particularly powerful life force, or spiritual energy.

Post-jump this won't cause spirits to continue to appear before you, but you will be able to see such spiritual entities if they appear. In addition you'll still be able to see people's auras of spiritual power and various such mystical energies.

Godmother's Intuition (400 CP): Eventually you get a feel for things like which spirits are hostile and which are just there for their loved ones. An experienced exorcist develops a sort of intuition for it. You seem to have done a particularly good job of that as you have a good feel for which spirits are dangerous or hostile, which ones are safe or friendly, as well as how generally powerful they may be and what sort of behavior to expect. This only gives you a general feel for these things; call it an educated guess. This intuition will apply to supernatural creatures and entities in future jumps as well, even ones that aren't spirits or ghosts. You'll have a natural idea for what they want, how powerful they are, how not to act, and how they will act. It'll remain general and vague, without specific details, but it'll give you a basic idea.

Exorcist (600 CP): Like Godmother Mitsue or Shindou Romm you are a fully trained exorcist. You know how to imbue objects with spiritual power, how to make tools to drive away or ward off spirits and ghosts, to protect yourself from their assaults, and the like. You can create holy water, power stones like Romm's, dolls like Mitsue's, protective prayer beads like Mitsue's and so forth. You might even be able to hurt or drive off spirits through just your own spiritual force as some exorcists in the setting have shown, though as you don't particularly have a great deal of life force or power - being mostly equivalent to Mitsue with just this - don't expect to be dealing with particularly dangerous spirits this way without anything else, and it helps if you can actually see and sense them.

Taken with **Guardian Horror** or **Overflowing Life Force** you would be much more dangerous to spirits. **Overflowing Life Force** would give you an easy source of extremely powerful life force to charge tools with, and while you could charge it from another with such powers, they will work somewhat better charged from your own, and it will also allow you to use this life force directly for offensive exorcism techniques. **Guardian Horror** you will have more control of the spirit, finding it easier to control than it would be otherwise, and again you can use these spiritual techniques to further empower it, and improve its ability to fight for you.

Genki Girl Perks

Cute Fan Service Girl (100): You might not have the looks of a beautiful model, but honestly you're probably the best looking character around here. You're very attractive, and the sort of individual who could easily be used for fan service.

What's more you find that you don't need to watch your calories. Or eat a balanced diet. As long as you get enough food you'll be as fine as if you were eating a proper diet and won't even gain excess weight.

Charmed Life (200): You have the sort of day to day luck that makes life easier. This isn't any great, life-saving luck or the like to save your life in battle, but little things go better for you day to day. Bad things can still happen, and if you're a walking beacon for spirits you might still run into something rather nasty, but you'll find reasons to be cheerful on most days, you don't typically get sick, and life is just generally more pleasant. It's not even huge; you're just a tiny bit luckier when it comes to little events in day to day life.

Cheerful Lily (400): You're really rather likable when people get to know you. You seem to have an easy time making friends, at least as long as you're honestly trying to be someone's friend, it's hard to hate you as you just seem to be overflowing with bubbly cheer and good vibes. Besides making you seem more likable on a personal level, this cheer is practically contagious. As long as you act cheerful and friendly, those around you will feel better as if your happiness was flowing out and into them. You might not be fixing people's traumatic pasts all on your own, but you'll be making their present so much brighter as long as you're there.

Overflowing with Life (600): Like Hana Yurikawa you are positively overflowing with life energy. While this makes you appealing to things that drain life energy, shining out like a beacon, you can survive more draining than others, and it can burn away at the spirits that might feed on you, weakening and even exorcizing them if they are weak enough. This life aura does have its advantages. It's tied to your overall health, so as long as it's bright and burning it's much harder for you to get sick, and while it attracts spirits it is powerful enough to banish weaker ones on its own. Your emotions can cause this energy to flare stronger, pushing it out to where it will burn away spirits which are stronger than it normally could deal with, but this is tiring and will wear it down. It will likewise protect you against curses and magic or supernatural assaults on your life force. And while this is an ablative effect, and your life force can wear down, you can turn food you consume into life energy at a rate far faster than digestion should be able to.

This last will apply to other forms of energy you possess which are linked to your bodily fitness and vitality such as qi/ki, allowing you to instantly restore such energies simply by eating. You can't overcharge them this way, but it should still be useful if you can get enough food to fill your bottomless pit of a stomach.

Ordinary JK Perks

Determination (100 CP): It can be hard having to do something you don't want to. Studying for the big test, confronting the teacher you suspected of torturing cats, standing up to a friend's overly protective guardian, sticking your head through a disgusting ghost, or even marching up to a shrine that doesn't exist to confront an angry god. But you're pretty good at self-motivation. You're not fearless, you still feel fear, but you are able to force yourself to do what you feel is necessary, and to push through fear when called upon, as your will is a fair bit stronger than most.

See No Evil (200 CP): As long as you ignore a supernatural entity it becomes harder for it to notice or affect you, and they become more inclined to just leave you alone. This won't stop something with a strong motive for seeking you out from doing so, but they'll give up the chase sooner, have a harder time tracking you, and you'll be more resistant to their abilities. This only applies so long as you don't outwardly acknowledge their existence, though you can bluff this a bit - such as warning people of imaginary spiders to avoid letting them step in a ghost.

This can fool things that know if you know about them/see them as long as you act as if you have not. A monster that attacks anyone who has seen it may forget you saw it if you simply do not think about having done so. Even if you do think or act in response, this awareness that you know about them is weaker, and while they won't forget it due to this perk directly, the feeling will fade, and any special awareness of you having that knowledge when you go back to ignoring them.

Exorcizing Trauma (400 CP): You might not be a therapist but you know how to help people with the problems of their past. When trauma, or the lingering shades of someone's past haunts their present and prevents them from moving on or living their life, simply by interacting with people in a day to day manner, you can start them on the road to recovery, helping them to overcome their past. They'll still have to go down a long road to recovery, but you can get people moving forward. Actively trying to help with these issues can make it a bit faster.

Of course if they are literally haunted by spirits or shades of their past, and your exorcize the entity, this will not only allow them to move forward again, but massively accelerate their recovery and normalization.

I Can See (600 CP): You see dead people. You are able to see ghosts, and spirits. This won't let you see people's auras like Sensitive would, but you can see even the most powerful such entities, and you see them all completely clearly. You can even see them in photographs and recordings. During this jump they'll be opaque, and visually indistinguishable from normal non-spectral existences unless you also have **Sensitive** where they will be translucently superimposed over normal reality like a reflection in a glass, though post jump you will be able to see through them like this either way. Post-jump you will also be able to toggle this sight off and on, if you don't want to be seeing ghosts.

In future jumps you will still be able to see ghosts and spirits, and even if they normally would not appear in the setting, you'll be able to see these ghosts. This won't create any significant or major spirits, nothing that would be a real danger to a person, but you might see the ghosts of beloved dead cats following their owner, the ghost of a woman driven to suicide following the man who cheated on her, or the ghosts of murder victims following an individual. This will also allow you to see any ghostly or spectral entities in future jumps, as well as any creatures which are normally invisible except to those who have second sight, or certain special qualities such as only being visible to children or those with spiritual power.

Taken with **Sensitive** this will also greatly improve your ability to see auras, making you much more precise in your ability to detect them, how powerful they are, and even particulars about their natures.

Items:

The first copy of each 50 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 50 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Copies after the first of any item are discounted (50%); this does not stack with the discount from your origin. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Prayer Beads (50 CP): This is a bracelet of prayer beads. When worn it will drive away weak spirits causing them to back away and give room, though more powerful spirits will overload it causing the band to snap and the beads to shoot everywhere. It won't do much to any spirit that could actually threaten a person, but it will at least keep the weak ones from crowding in around you.

It will be replaced within 24 hours when it inevitably breaks.

Charged Power Stone (50 CP): This is a small piece of gravel which has been charged by an exorcist with power allowing it to be used to exorcize spirits though doing so will expend the power inside of them and likely cause them to shatter. Sufficiently powerful spirits will be too powerful to be affected by them, and with just one you could barely exorcize a spirit potentially dangerous to a human, and only the weakest of such spirits. Of course for stronger spirits you could use more stones, but something like the mountain god would likely be beyond any number of such, and even its shrine maidens would require a fair number of these stones.

If used they will be replaced after 1 week.

Nekomata (100 CP): This is the ghost of a cat. Taking the form of a white cat with a split tail it seems to have attached itself to you. Maybe you were its owner in its past life? Either way even if you normally can't see spirits you can see and feel this one if you try. It can't really interact with the world, but it can see other spirits, and will sometimes point you towards things you've lost or misplaced, or just things that it saw that you missed. Plus it's a loyal, loving house cat which doesn't need to eat, drink, or use the litter box. A loving, purring companion (though it counts as a pet not a companion) with none of the mess or fuss.

Perfume (100 CP): This is a bottle of fragrant perfume. Something in the scents works against spirits, able to cleanse away and get rid of particularly weak spirits, and able to make stronger spirits uncomfortable. It also makes you smell nice when you wear it. Of course you could spray other people too, and the more perfume you use the more powerful a spirit it could cleanse, though even a full bottle won't be affecting the real major spirits, and you're probably better off with a **Charged Power Stone** if you're trying to exorcize anything dangerous.

This perfume will refill slowly over the course of a week, and the bottle will be replaced within a week if lost or destroyed.

Anonymous Syndrome (300 CP): This is your very own video posting account. It even makes its own videos without you needing to do anything. These are videos of you interacting with actual supernatural elements, typically on the minor side, in ways that would seem to be nothing but some special effects and set up to those who don't already know (or believe wholeheartedly). If you actually go out and interact with supernatural things it'll film your actual interactions as well. While it automatically creates videos they aren't automatically published for public viewing, requiring your ok for each video, though you can turn this off and have them published automatically. The channel has a way of being found by those in your local area who are seeking out guidance about the supernatural, so it might attract some neophytes.

Transfer Items

Uniform from Another School (50): This is an outfit which marks you out as foreign. Its exact nature will change each jump, but it will always be an outfit that is distinctly foreign to the local culture or society that the jump is based in. In a slice of life jump it might just be the uniform from another school, in one more generally based on Japan it might be a rural outfit from another country, in one based on Earth as a whole it'd be something that screamed of coming from somewhere else. Whatever its nature, when you wear it people get a feeling that you are an outsider, coming from beyond their local microcosm.

Modeling Contract (200): This is a contract with a modeling agency which will provide you with steady work as a model. This contract will update in future jumps to an appropriate agency if such would exist in the setting, and even if they would not, it will manifest as a series of contacts who arrive to help aspiring artists get in touch with you to model for them. This will be more lucrative if you're a good model, but even if you're not you'll still get some work through this contract.

Ghostly Spies (400): These are four spirits which take the appearance of men in heavy coats, and hats with shadow-darkened faces with no details save for mouths full of monstrous teeth. They're not particularly special as far as spirits of this world go, somewhat stronger than the average rabble, but even all four together would be hard pressed to fight a truly dangerous spirit, and they're nothing compared to the mountain god or its servants and they're unable to directly affect physical reality. But what they are is loyal to you and able to roam about a considerable distance from their anchor to the world (namely you) and observe things, and you are able to see and hear them even if you normally could not see or hear spirits.

If one is exorcized or destroyed it will reform from you within no more than a week.

Haunted Building (600): This is an old, condemned building which has somehow began to attract spirits, some of which are powerful enough to cause accidents to stop attempts to demolish the building. While a concerted enough effort could be made, or long ranged weapons be used, the spirits make it rather dangerous for anyone to try. They aren't exactly friendly or protective of you, but even if you can see them they have a natural tendency to ignore you unless you do something particular to attract their attention and even then they'll quickly forget about you. You could even sleep here and they'd not disturb you. This will even extend to your companions and followers if you have any, as well as anyone who you bring with you as long as they stay rather close to you; once they get out of a meter or so they're fair game even if they rejoin your side. Other people will not be so lucky, as the spirits will take an interest in them and… well they can cause rather physical accidents and bad luck to those they attach themselves to as well as draining their life force. And if someone pokes around too much in this haunted abode they will start poltergeist activity to get rid of them.

If these spirits are exorcized, or eaten by some spirit eating spirit, new spirits will gather to replace them as long as the building remains in disrepair. The more the building fits the atmosphere of a haunted building the more quickly they will gather, and if it becomes too well maintained and cleaned they will even begin to depart on their own. You could still probably get a few rooms set up as proper living spaces without disrupting them too much.

Exorcist Perks

Mystic's Attire (50): This is an outfit that would suit someone claiming to be an exorcist, medium, or practitioner of magic. Or the sort of gaudy outfit one might associate with someone putting on a show of being one either for entertainment or to fleece a few customers of their hard earned cash. It is definitely not the sort of thing that a normal person would wear on a day to day basis, and it will change in future jumps to stand out in the same sort of way in future settings. However it ends up looking, though, it lends you an air of mysticism when it's worn, like maybe- just maybe -you're the real deal.

Holy Water Drone (200): This is a small, commercially available drone, which has been modified to carry and spray water. It can be controlled by remote, or via wifi and a program on a phone or computer, relaying images from a camera back so it can be controlled. Any (reasonably clean) water loaded in for it to spray will become holy water, capable of cleansing weak spirits, or harming undead and unholy creatures and entities.

Judas Priest (400): This is a rather modern tool for an exorcist. It's a smartphone. And it's rather ordinary except for the playlist of heavy metal music videos ready to load and play on it. At first glance these seem rather ordinary as well, but the music is apparently able to drive away spirits in fear and pain. Strong enough spirits can resist it, but even ones that are dangerous to humans can be affected unlike with the **Prayer Beads**, and even more powerful spirits will feel the pain, and be assaulted by irrational fear; this might just make them angry, but it'll be a rare spirit that can maintain calm and focus despite this music, or function at their best with the pain it causes. In future jumps this will affect demons, and all forms of undead in addition to spirits and spectral entities.

This music isn't just useful against spirits, it can be used to counter and drown out music or sound based paranormal or supernatural effects in the area. Turn up the volume, and play it loud for the gods of metal to hear, and you need not fear any sirens' songs, enchanted music, or bells that rob you of your mind as all such paranormal musical effects will be suppressed by it.

Finally if you bought the **Holy Water Drone** you can use this smartphone to control it. Even if there shouldn't be wi-fi or service, the internal radio will have an excellent range - and not seem to take any power - when it comes to controlling the drone.

Power Stones (600): Stones can be used to store spiritual energy. How well they do so varies from stone to stone. These stones do so particularly well. They can store a high amount - at least by this world's standards - enough to make them among the best that an exorcist could hope to find, and as your power increases beyond that of exorcists in this world the amount of power these stones can store will increase. You get 6 of these stones, and as they may break if overpowered by another force they will be replaced within 1 week if they are lost or destroyed.

But it's not just that these stones are good conductors of spiritual force from this world. These stones can store any sort of spiritual, mystical, or supernatural energy you have access to, allowing them to be turned into batteries of sorts for these energies, or if you had the skills to do so you might be able to store someone's life energy to use it to open pathways that their aura could, or turn them into charged weapons like how Romm's power stones affect hostile spirits.

Genki Girl Perks

Flattering Outfit (50): This is a cute outfit like a fashionable person might wear for a relatively casual date, or a day out on the town with friends. It will update to match the setting and its general fashion trends with each jump, always providing you something passably fashionable (if potentially out of date by the end of a jump). And somehow this outfit always seems to flatter you, and make you look cuter and more attractive when you wear it, even more than its cut and design would suggest (or would on anyone else).

Meal Card (200): This is a credit or debit card, except it will be accepted anywhere without anyone considering it odd, but only to pay for food that you intend to personally consume in the near future. It doesn't have to be today, normal weekly grocery shopping is fine, but no stockpiling canned goods for the apocalypse with it. It doesn't have infinite cash, but you could eat 6 meals at restaurants a day and not run out, and eat enough to make Yurikawa Hana full.

Shrine That Doesn't Exist (400): This is a small, old, abandoned shinto style shrine somewhere isolated - such as up an old mountain trail, in the woods, or just in a back alley somewhere. Only it isn't actually there. It exists in its own little pocket dimension surrounded by barriers which prevent people from entering it, and which can be closed to prevent them from leaving as well - though damaging the shrine will destroy these barriers and even the dimension. It takes significant spiritual power and ability to enter this shrine, that is for anyone other than you, as the barrier seems to open at your aura allowing you to enter and leave freely.

Lambda Rabbit (600): This is a small plush bunny keychain. Though it's more of a key than a keychain. It's charged with spiritual energy, and can serve as a key to open any sort of supernatural lock or barrier preventing entrance to an area, leaving from one again, or keeping a container or portal closed. Using it this way will drain its charge, and a powerful enough barrier might actually see it break, but it will recharge over time, and if broken or lost will replace itself. It won't work again until fully charged, and if it opens a barrier strong enough to break it that will take at least a month, though it will always be fully charged again at the start of the next jump.

Ordinary JK Perks

Plain Outfit (50): This is a rather ordinary outfit. The sort of outfit that would be seen as plain, and average, almost the generic outfit a person of your age and sex would be expected to wear, such as the local high school uniform maybe with a sweater for warmth, and it will update to be such for the new setting at the start of each jump. While you wear this outfit you seem a little more plain, ordinary, and boring, and all together uninteresting and non-special.

Family Home (200): This is an ordinary, small house such that a family of 4 could live comfortably in it. It comes fully furnished, and paid for, and the taxes and utilities are also paid for (at least in anything short of extraordinary volume of usage), including internet and television. A friendly ghost lives here, and another more monstrous looking spirit, but they don't harm you and actually seem to be able to keep other minor spirits away, especially malicious ones, though any powerful enough won't be stopped by them.

This house will maintain and repair itself over time.

Divine Contract (400): This is a bell like you might find in a shinto shrine. By ringing it, you may make a contract with a god, or at least a spirit of such power that it passes for a god, and its two accompanying spirits. Once you have made this contract the spirits will protect you, coming to your aid on 3 occasions when you are in danger. And don't worry about the payment afterwards, as you already paid with CP. Once this contract has been completed the spirits will not be seen again for the rest of the jump.

You can instead allow an individual native to a setting to ring this bell to gain this contract. It will only work with your permission however.

This spirit starts out as powerful as the Mountain God and its two attendants, but it will grow with you and the settings you visit. While it won't automatically scale to the strongest entities in a setting, it will always be powerful enough to deal with common threats, or even lower end major threats, and if a setting makes heavy use of escalating threats it will escalate along with them. That said it will always be powerful enough to be an aid to you in combat against an enemy that could threaten you, though the stronger you get the less this will be able to handle them on its own, and more it will become merely a progressively smaller help.

Defensive Items (600): This is a collection of charms, glass amulets containing salt, prayer beads that wrap around your arms and torso several times, and even sunglasses of light. All of these are objects with powers against spirits and the supernatural. This might seem like overdoing it a bit, but against the real threats this won't last long. Still these objects repel spirits and protect the wearer from them, though for something like the mountain god and its shrine maidens destroying them could be compared to plucking a hair from your food. Given its power, and how its shrine maidens made quick work of dangerous and hostile spirits, this should be enough to protect you from ordinary spirits indefinitely, and even hold back rather dangerous ones, even if in the end this is only an ablative defense against them.

Since you're paying CP for this it will protect you from other spiritual and supernatural dark forces such as curses, and demons, though like a spirit those will wear away at it, making charms burn, sal blacken, or prayer beads burst. As your spiritual power grows so too will the power of these items, however, so that they will always provide some measure of protection against threats of your level, and a speedbump even against those that stand like gods above you.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. A spirit which would be dangerous to a human will be 100 CP instead, though the mountain god will be 200 CP but come with its shrine spirits and shrine.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

School Life (Toggle): This is a high school slice of life… and afterlife. Still the protagonist is a highschool girl doing highschool girl things. So if you want instead of staying for a full 10 years, you may choose to only stay for 3 years, the duration of a Japanese highschool education. If you really want you can reduce it to a mere year, but if you reduce it to less than 3 years you'll only receive ½ CP from drawbacks.

Can You See (+100 CP): As the girl who can see, Miko sees some terrifying stuff. You might be used to it or no longer feel fear. But now you'll be able to be scared and creeped out like a normal person, and you will regularly see things that scare and disturb you during your time here.

Highschooler (+100 CP): With age comes maturity, wisdom, and skill. But this is a story about highschoolers. You will find your mental and emotional maturity reduced to that of a teenager with all their potential problems and social insecurities. Your skills will also reduce to a more juvenile level appropriate for a highschooler.

I Forgot Second Breakfast (+100 CP): And that just won't do. Even if you normally don't need to eat, you do now. And several times more than a normal person at that. And you'll find that you begin to grow weak if you don't have your extra meals. To make things worse you lose access to any out of jump food sources, including abilities to create food from nothing.

Little Old Packrats (+100 CP): The Little Old Men are a particularly common type of spirit, and sometimes they have been shown moving small objects or even collecting them. Now they seem to have a penchant for your small objects and regularly will steal them. If you protect them well enough they'll move on to larger objects working together to carry them off. Thankfully they don't take them too far, but you can expect small objects to disappear around you regularly.

Overprotective Big Sister (+100 CP): People in your life tend to be extremely protective and controlling of your life, doing their best to be the ones who actually are in charge of your life whether overtly or through manipulation. And death won't stop them, they'll just haunt you as similarly possessive and manipulative ghosts. This defaults to being your family, companions, and followers, but if you have none of them, or just

manage to escape them, you'll find your friends and other people in your life having a tendency to develop these traits.

What an Attention Seeker (+100 CP): You can see ghosts? Yeah, right. You just want attention. Even if you can, you'd just be disturbing people by pointing them out. This is how people will treat all of your special powers and abilities. Even simple stuff like being a master chef, or super lucky will be taken as being an attention seeking show off, attempting to make people feel jealous, or similar. An exception is made when dealing with others who possess similar powers and abilities even if they are less than yours; you could reveal you could see ghosts to someone else who could with no issues, or be a master chef around other professional chefs.

Yandere (+100 CP): It's not that one is after you. It's that you have tendencies of one. You have poor understanding of people's personal boundaries, and a tendency to grow obsessive over people you like and want to be the most important thing in their life. You'll follow them home, stalk them, and break into their house to leave their favorite food there for them to eat. You'll also find yourself feeling a fair deal of anger at those who are closer to them than you are. And people will treat these behaviors as being as creepy as they actually are. Though maybe you can learn to curb the more violent tendencies.

Cursed (+200 CP): A particularly dangerous and vicious spirit has attached itself to you, and you can't get it to leave. It can't be exorcized or gotten rid of, and it seems to want you dead, or at least miserable. It won't directly kill you, but it definitely won't save you, and will make you trip or fumble, give you bad luck at the worst of times, knock over objects to make them fall on you, and generally sap your life energy and make you less energetic and healthy. Nothing that'd be clearly and easily proven to be supernatural, but bad stuff happens around you. And it'll even go after those in your life if they're close enough to you.

Little Old Man (+200 CP): One of the most common spirits in this world. The little old men appear as just that, tiny, overweight, bald men about the size of a hand. Weak spirits that even the weakest and untrained mediums can see clearly. And you are… well you're not a spirit, but you have the form, shape, and size of one of these little old men, and cannot change out of it. You can forgo the CP reward for this drawback to gain this as an alt-form post jump if you wish.

No Off Switch (+200 CP): One problem with powers around here is that they have no off switch. Hana's incredible life energy is always active. Miko can't stop seeing spirits as

full opaque beings. Now this applies to other powers you possess. No superhuman powers you possess have an off-switch. You can learn to tone them down maybe, but you can't toggle them off, turn them off completely, and you won't be saved by required secondary powers. If a power couldn't be on all the time - such as a power to cast spells - you'll just find that they have a tendency to activate without your intention, though usually based off of some unconscious and emotional responses. And any special energies you have you will leak in small amounts which those who are spiritually sensitive will be able to detect. If you don't have any powers from outside of this jump which would be suitably problematic to have always active, you will find your emotional control shot to pieces instead.

Spirit Magnet (+200 CP): Spirits are drawn to you like moths to a flame, or how they are drawn to Hana. Unfortunately this can include particularly powerful ones, and despite Mitsue's belief they can be rather dangerous for her, and even something like Michiru's guardian spirit, while strong isn't the strongest thing in this world, and you'll find yourself able to accidentally pass through barriers like Hana did to reach the shrine. It might be wise to make friends with some exorcists.

Becoming an Action Manga (+300 CP): For all the spiritual powers of this world, it's still at its heart a story of a girl having an ordinary school life. Oh she can see ghosts, but despite her involvement with the god of the mountain she's not fighting ghosts, and it's not a shonen action manga.

Or it wasn't. Now you'll find that you seem to have entered into a shonen world of escalation and danger, with the spirits around you becoming far more violent, hostile, and dangerous to you and the world at large, a shadow war between exorcists and spirits happening and constantly escalating throughout your time here. Your purchases here won't improve due to this, and you'll quickly find yourself left behind.

Passing On (+300 CP): Some of the spirits which linger here do so because of some unresolved business. Waiting for their father/husband to pass away and join them, or wanting to help their dementia-addled wife remember the passcode to the family safe to get her treasured family heirloom that might help anchor her mind. You need to find 100 such spirits and help them to pass on during your time here or you will lose all your purchases and everything you would have gained from this jump. Or well if you help at least 50 you'll only lose the 300 CP you got from this drawback.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

For the Divine Contract to use some examples: it'd not scale to be able to fight Frieza just because you entered the Dragon Ball Z, but it'd be able to handle one of Frieza's men other than potentially Captain Ginyu completely on its own; in Naruto it wouldn't be able to deal with Orochi-maru or one of the stronger Akatsuki on its own, but Zaboru, or even one of the weaker Akatsuki it could handle alone; in Jujutsu Kaisen it's not fighting Gojo, Sukuna, or even Yuta or Toji on its own, but it'd beat a 1st class sorcerer or even most special grade spirits. Of course this is all the floor based on setting, and this scaling will never make it weaker than the mountain god, or than your own power level would set it to.

Changelog:

Version 1.0.0: Released.