Katanagatari

By Valeria

Introduction

You find yourself in Japan, though not a Japan like anything you may know. Set during the time of Ninja and Samurai, the supernatural and the super-advanced abounds in this bizarre world. Ninja with magical powers, blades made with techniques from thousands of years in the future and even men with strength beyond a thousand men working together.

In this Japan, the nation is currently ruled over by the Yanari Shogunate. The land is relatively peaceful, though strange occurrences abound. What is set to cause chaos is the race to find and recover the Twelve Deviant Blades. Made by the legendary sword smith Kiki Shikizaki, these blades are his prized creations, each supposedly endowed with magical abilities and worth a king's ransom. Currently searching for these Deviant Blades is a young woman named Togame, a self-titled strategist working for the Shogunate. She is on her way to meet the latest head of the infamous martial arts family, the Yasuri clan, a young man known as Shichika.

Togame intends to ask this man for help, though she may other ulterior motives as well, but her efforts will be hindered by the Deviant Blade wielders being unwilling to give up their swords without a fight and the Maniwa Ninja Corps, a ninja village, seeking to get the swords themselves for the hefty bounties on them.

You begin a day before Togame arrives on the small island where Shichika Yasuri lives. You have 1000 Choice Points (CP) to spend on options from this jump and will spend the next ten years in this world.

Locations

Roll a 1d6 to decide where you begin in this world.

1- Abandoned Island

A lonely little island off the coast of Japan. This is the home of the Yasuri family after their exile, though only Shichika and Nanami remain after their father died. It's a lush island and the two have spent almost their entire lives on this place. It's hard to get to here without a boat as it's quite far out but you should be able to catch a ride in a day or two.

2- Inaba

The now desertified province of Inaba. Formerly a fertile land of forests, it has long since been turned into acre after acre of desert. Even the castle that once served as the states' capital has been mostly buried under the sand. Little awaits here save for the wielder of the Number Two Deviant Blade at the original capital castle.

3- Itezora Village

A small mountainside village, home to the Itezora clan. A group of legendary martial artists who all possess extreme superhuman strength, this snowy region is prone to avalanches but otherwise fairly welcoming. It may be best to move on before too many months pass as a great warrior will be coming through to attack this place.

4- Maniwa Village

Home of the Maniwa Ninja Corps, this village is populated by the elite ninja and their families. The Maniwa corps grew up and trained here. It's not a very welcoming place to outsiders though. Maniwa Ninja can choose to start here for free.

5- Shogun Centre

Capital of the nation and seat of power for the Yanari Shogunate. It's an enormous castle, guarded by countless powerful retainers and high walls, almost impenetrable to any force. All of the nation's greatest decisions are made here and several notable characters can be found here or leaving here to begin their plots in other parts of the nation. Agents may start here for free.

6- Free Choice

You may freely choose from any of the above five locations to decide where you start in this world.

Origins

Wild Man

You grew up in the wilderness, far away from any civilisation. Your family was with you and taught you how to speak and how to fight but you lack knowledge on many more complex issues. It's only recently that you began to meet other people from outside your familial circle. It's a big wide world out there and for someone getting ready to leave the nest like you, it can be awfully scary. It's a good thing you're quite the warrior.

Agent

The Shogunate needs more than just able soldiers. To carry out the will of the leader, agents are sent all around the nation to accomplish a variety of tasks. From spies to assassins to diplomats, the agents of the Shogunate are vital for its continued operation. You're just another of the countless hands of the Shogunate, currently on some minor mission towards a province near an abandoned island. You're travelling with the young Togame for companionship, another agent like you, who seems to be going to the same location.

Maniwani

You've just been inducted into the Maniwa Ninja Corps have years of hard training to be the best ninja you could possibly be. Accomplished, supernaturally talented ninja, the Maniwa work for whoever pays them best and do so in animal-themed squads. You have your choice of which squad you wish to join- Bird, Beast, Insect or Fish. Whatever squad you join, your teammates will most likely be there to support you as you go on missions with them. Apparently, the Corps new target is to retrieve the various Deviant Blades for their high bounty price.

Swordsman

You're the child of one of the innumerable Samurai families that dot Japan's surface. Raised to follow the way of the sword, you've been training to be the best warrior you could be since you were a child. Hoping to earn recognition and fame for your feats on the battlefield, given your family's otherwise low standing, you set off to join the army of the Shogun. Sadly there's not many big wars these days. Maybe beating one of the Deviant Blade wielders would give you the fame you so desire?

Your age is 16+1d8 and your gender is the same as it was previously. Both of these may be changed to any possible result for 50CP each.

Perks

100CP perks are free for their origins and all other associated perks are discounted for their origins.

One Liner- Free

Everyone needs' something to make them stand out. A gimmick phrase that lets the reader know just who you are and what you're all about. You've got a cool catchphrase now, one that gets across the core concept of your character and sounds pretty cool too. Everyone finds it really memorable and you'll always get a chance to say it during a fight, especially in dramatic moments.

Soothsayer- 300

Much like the legendary Kiki Shikizaki, you are a Soothsayer, specifically geared towards technology. You're able to see into the future, even centuries in advance, though your accuracy and detail in these general visions is not the clearest. What is clear however is attempts to see the future of technology. You can look into the future and see exactly how new technologies come to be, understanding the processes and methods of science that is thousands of years beyond your time. So long as it would eventually be unlocked by someone other than yourself in the future of the world you are in, you are able to instantly glean the knowledge of how that technology works and was made. You may not be able to make it without supporting infrastructure and resources but you're able to find out how to make those too.

Migeika- 1200

The Ultimate Eyes. A secret ability born into you that allows you to grow in a terrifying way. Your eyes see through any technique, any movement and any weakness. You instantly realise a wealth of information about any opponent you see and can effortlessly predict their every move unless they act with genuine randomness. This isn't what makes Migeika terrifying. When you see a technique, even if that technique is an inborn power of a person, you are able to copy it just by seeing it once. A second observation of another person using that technique and you will instantly master your own copied version. Anything copied can easily be combined with your other techniques or powers. However, copying abilities risks putting yourself beyond what you can naturally contain. While you will not die, taking in too much power from your copied abilities can cause damage and agonising pain to your body until you manage to improve yourself enough to contain it. While this ability is immensely powerful and thus immensely expensive to obtain, there is another condition. Taking this ability requires the taking of the Nightmare of Nanami drawback, though you still gain the points for it, and you are left unable to use Migeika on any ability that Nanami has copied from you in that drawback.

Wild Man

Boy Beast- 100
Growing up on a wild, abandoned island taught you your fair share of tricks and cheats. You've got all the knowledge and experience you need to survive out in the wilds of the world with nothing but your own two hands and feet, even for decades on end. You also happen to be weirdly acclimatised to almost every climate on earth, such that you can walk around in both desert and tundra without a shirt or pants on and be perfectly fine. You'll make everyone looking at you feel cold though.

Judge Me Not- 100
The sins of the father are the sins of the child, are they not? In your case, that's definitely a no. It doesn't matter how infamous, vile or dangerous your relatives are, you'll never get any flak because of them. You won't be discriminated against based on your relations to them, won't be held in suspicion of assisting them as long as you have made no obvious moves that you would and in general, never be treated as anything other than a normal person because of them unless it would be positive attention but this too can be negated if you're not the type for nepotism. Even if you're father directly detailed a dangerous artefact he'd passed into your hands, no one would come for you unless you showed it off yourself.

Simple Is As Simple Does- 200
The rather strange upbringing you've experienced left you unaware of a lot of the ways that the world and the people in it really work. There's a mountain load of social cues and niceties that you just don't get at all. But this unawareness can work in your favour too. If you don't put any importance on twisting words around yourself others can't do it against you either. Taunting you or trying to rile you up is totally useless, the insults just fly by you. Attempts to manipulate or trick you are just as fruitless too, long as they're just relying on their words, as you see straight through whatever lie they're trying to weave around you. Some just call it blinding stupidity but the world seems to work out for you anyway.

Standing Stance- 200
And I call this new technique…the Jumping Jumper Stance! Awfully specific, isn't it? You may think so but you can't say no to the effects. You've got a bit of an obsession regarding martial arts stances, positions to lead into further attacks or combos, and you've learnt on how to create Stances to maximise your power and efficiency. Whether it be with raw martial arts or magical abilities, you're able to create stances that significantly increase the power and speed of your attacks as long as you have a few seconds to settle into the stance and ready yourself. Starting off a fight, preparing during a brief break or readying for a brilliant finisher are all good uses of the added strength and speed of your attacks but trying to use it during a fight may backfire on you during the set up time. By long hours of practice, you can train down the amount of time you need to settle in the stance.

New Sword Style- 400
Why exactly is it that a swordsman must use a sword? It's hardly impossible to use kenjutsu techniques with your bare hands, you know that quite well by now. In fact, you're able to instantly adapt any sort of combat technique to work through any medium or method you're capable of using. Sword techniques can be applied to unarmed fighting or staff fighting with ease, unarmed techniques can be used in tandem with magical spells, combat spells redesigned in a moment to be used through kicks and grapples. The effects and methods of delivery may find themselves altered somewhat but the core of the original technique is always transplanted to the new style flawlessly.

The Unchained Beast- 400
No matter how great you are or how vast your power, there's always a limit to what you can handle safely. A point where your body or spirit gives out even if your mind still wants to go on. This fixes that and ensures that your form won't ever fail you just because of the massive power you have. Your own power cannot harm or strain you, no matter how much you have of it. Even pushing yourself beyond your own limits will only ever exhaust you instead of damage you or risk your life. The worst you'll ever face is falling unconscious for a while at the end of a battle and there'll never be lasting complications or ongoing stress from dealing with all the power you have or the limits you push yourself towards.

Swordbreaker- 600
A wild man like you didn't exactly have many weapons while you were growing up and learning how to fight. It's a good thing too, since you learnt that weapons are only for those weak enough to need them. All you need to do is show them how weak they are without their weapons and they'll fall apart. You know a vast variety of techniques to damage or shatter almost any type of weapon in the world and you'll find that they work no matter what weapon is being used against you. Even those endowed with supernatural toughness or powers will shatter as long as you can get a good enough hits in. Particularly tough or strange weapons may take more time but even the greatest of blades, those touted as unbreakable, shouldn't last more than a single full combo from you now.

Wild Red Beast- 600
You're a beast, a genuine killing machine. A combination of sheer natural talent and a lifetime of hellish training has turned you into a monster in combat. You've got enough raw physical strength to split a castle in two with one blow and enough speed to leave multiple afterimages. You're a master martial artist and capable of going toe to toe with some of the best warriors this land has to offer. But you can go even higher still than this. By sacrificing your defence and losing all care to protecting yourself, you can increase your offensive power to staggering heights, several times your normal power. Be careful not to get hit, since your defence really does drop to near nothing in this time.

Agent

Encase Yourself In Ice- 100
You've found your goal in life, the thing you have to achieve no matter what it costs. Emotions and bonds, those things are just going to get in the way now and you've learnt how to work past them. You can force yourself to go to any lengths and use anybody for your goals, dulling entirely the feelings of guilt and regret that may prevent you from doing just those awful things until you find a place you can safely deal with the regret on your own terms, if ever. You can even use this to lock your feelings about someone to a single state, preventing you from ever coming to care more for someone than you do at that moment.

Cheerio!- 100
No matter how brutal and swift their deaths, your opponents always have enough time for a short few last words, as do you yourself in return. Any battle is always preceded by a dramatic change in weather and lightning. Foes call out personal catchphrases and technique names that never manage to be embarrassingly poor unless it fits. Your presence turns the world around you into an over the top samurai drama, blending fiction with the more absurd tropes of that medium. You could even prevent things that you cut from falling apart until you've given a short speech. They won't give you much benefit but it will make all your conflicts become far more entertaining and memorable.

The Great Educator- 200
Is it not the duty of more civilised folk to educate their inferiors? If you don't want to be stuck with a clueless ape following you around, sometimes it really is necessary. At least you find it easy to teach those more simple than you. The wilder and less civilised the student, the faster they learn from you. You can communicate and embed complex ideas and concepts to a man who lived his whole life mostly alone on an island and have him pick things up before even a few days are over. Your students don't even need to have some core knowledge to understand what you teach them, it seems. You can teach complicated mathematics without covering the basics, your students just pick them up as you go along, though going too far ahead may draw out their learning time really far.

Slovenly Creature- 200
No hot showers, no cooked food, no make-up, no fluffy beds and no fashion! It's all just so horrid to be out in the wilds for most people. Perhaps you got so prissy even nature didn't want to get in your way, since you seem to, somehow, never be without your creature comforts. No matter where you are, so long as it's not actively dangerous, you'll be able to find all the stuff you would in the inner city's wealthier districts. Stuck in the middle of a forest? You'll somehow find clean drinking water and clean, heated water to wash with. Out in the desert? You'll trip over a hidden stash of cosmetics and comfy clothes in a half buried box. It won't be enough to survive on but it'll make survival and travel a damn sight more bearable. Now to find someone who can hunt for you.

Weaponised Librarian- 400
Countless sessions studying all the strange and weird weapons of the world have embedded a vast amount of knowledge into your subconscious, such that just picking up a weapon will bring a wealth of info forward. You always know how to use any weapon that you are holding. You know it's uses, it's strengths and its weaknesses, along with being able to use it with a moderate amount of skill so long as you meet any requirements to use it that exist. While your skill with the weapon itself may be moderate, you're able to expertly combine it with your existing fighting styles so long as you have a few minutes to meditate on possible connections.

The Past Three Hundred Years- 400
In the distant past, you performed a rite that allowed you to extend your own lifespan indefinitely, remaining in the prime of your youth eternally. You do not age past your prime anymore, having become immortal in regards to old age and the passage of time. You also have the odd quirk of being able to perfectly focus on a single task even over many centuries, such as taking vengeance on a single person or serving a single family, whilst ignoring the mental ravages of time even you would normally be subject to.

Legendary Stratagem- 600
You're not called a Great Strategist for nothing. No one calls you that? More fault to them then! When it comes to strategy, in battle or outside of it, it'd take outright precognition to match you. You're capable of setting up plots and plans designed to take place over centuries of time, even long after your own death, and make it so they're extremely difficult to interrupt. Your plans are not just masterfully fashioned, they're outright immune to failing due to chance or accident. A concentrated effort by someone at least partly knowledgeable of your plans existence must be made in order for them to negatively impact it. As long as you're properly discrete, no one can stop you. But being discrete when you want to change the world is quite the ask.

Loyal Blades- 600
Even if you're not that great at strategizing, you're still one hell of a leader. You naturally inspire loyalty in other people just by having them work under you, forming stronger and stronger bonds the longer they serve you. Even those that are secretly working against you or are aware you are just using them or have some nefarious plan for them in mind will be affected, though you'd need to make a reason for them to stay serving you in such situations. A few days together is enough for them to confidently follow your orders regardless of their view on your skill and a couple of months under you would make them into the sort of die-hard fanatics that would prefer to die trying to avenge you than live on without you in the world. While this effect works on any serving you, it will become less and less effective the more distantly they serve you. Someone personally serving you would work as above but a frontier guardsmen who only serves you in the sense that you are the distant king of his nation may take years to reach noticeable results.

Maniwani

100- Mode Ninja Reverse Activate
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Down the Hatch It Goes- 100
They can search your pockets and they can search your cavities. But how will they search your stomach? You've got a very pliable and adaptable throat, such that you find it easy to fit long and hard objects down it. Sharp or awkward things work just as well though. Your stomach is also very large too, you could fit a long sword and several bags of shuriken in it, even an especially large throwing star. As long as you're swallowing a physical object with the intent to store it this way and that object isn't being used as an attack against you, you'll be safe from any dangers of the object such as poison or sharpness. You can instantly spit things back up too, even fast enough to attack with them.

Post-Spying- 200
Spying is all well and good…for those who actually need to go and do it in person. You prefer a much more accessible, laid back way of gathering information. Simply by laying hands on an object, you can quickly pick through its entire history. Not only are you aware of all that object has been used for and how it was created, you are also aware of the events that have occurred around the object in a short space, though this does take time to sort through the objects history to find what you are looking for. It can even be used on living beings, though such an experience is apparently quite an awkward one. This ability does take concentration to use so you have to experience the way your food was made unless you focus on doing so for a few seconds.

Water Skeeter- 200
Tired of dragging your own weight around every time you leapt across rooftops, you learnt to just not bother with it. At any time you can lower your weight anywhere from its normal level to near nothing, enough that you can easily walk or balance on top of the water. Even if you're currently carrying something or much heavier than normal for some reason, you are still able to lower your weight to near nothing and walk on water so long as you are not carrying more than you could lift at your best already. You're not quite that good.

Family Loyalty- 400
Never betray the clan, no matter what you go through. Whatever your thoughts are on your fellow ninja, you're not going to shame yourself by giving up secrets on them unless you want to. Doesn't matter what methods the enemy deploys, if you think something is a secret, it'll remain such. No torture will make you give up what you think is valuable, no method of mind reading can draw them from your mind and even attempts to trick you into spilling them through word games are as obviously and flawed as anything. You're secret keeping ability also has the side effect of allowing you to easily ignore any sort of pain or torture, even emotional or mental torture.

Skinwalker- 400
It's so much easier to get in close to the enemy when you look, talk and walk like their lover. You can freely shape shift your physical form to any human shape with just a short but disturbing transformation, complete with cracking and snapping sounds. Even changing your hair or size is possible, so long as the end result is humanly possible. Or at least possible for whatever race you are at the time. If you get a chance to see a specific person, you can even decide to turn into an exact replica of them, down to the little quirks you can't even see. Even the way they move or sound of their voice can be perfectly copied, though you won't gain any knowledge that they had.

Lucky Birdy- 600
In a realistic world, you'd have been hit by that arrow. In a realistic world, you wouldn't be able to slice open a man's jugular by throwing a knife randomly into the air. But you gave away the real world a long time ago. Your luck is a supernatural force for your benefit, making you so damn lucky that you're able to actively weaponise it. Not only is it almost impossible to hit you unless your opponent plans well for it, is crazy lucky themselves or just that much better and faster than you. You're also able to attack with your luck, enabling you to randomly throw things like knives or throwing balls around an enclosed room and have all of them slam into your target from different directions. Your lucks not unbeatable but damn if it might not seem like it to your foes.

Cannibalizing the Compatriots- 600
A comrade falling in battle is a sad thing, to be sure. But with you around it need not be the end of their fight. You're able to seamlessly graft the body parts of other beings onto your own, provided you have a proper space, and have those parts work just as well as if they were your own while retaining the benefits of the original. This even goes so far as to retain any unique powers of the original wielder, using them just as well as the original wielder. You have to retain that limb in place of one of your own, so replacing it with another will deny you access to the power, but it will otherwise count as part of your own body every bit as much as your original arm would have.

Swordsman

Rule of Iron- 100
Your childhood was a strict one, building up your skill from day after day of strenuous training and living. You could not allow yourself luxuries or comforts, for fear of losing that razor edge you had so carefully honed. Now that you are an adult, your long years of refraining have become a true talent for resisting temptation. No matter how dearly you desire it or how much it tempts you, you can quite easily ignore the appeal of things. You can still let yourself go to enjoy tempting things but it will never be a struggle for you to refuse when you know you should not.

Bred for War- 100
Day after day of ceaseless battle honed your instincts. Years after years of war brought your intuition to the bleeding edge. As strange as many of the fighters in this world may be, you've seen stranger yet and thus it's impossible to surprise you. No matter how quirky or absurd or horrifying your opponent or their powers, you'll be able to instantly adjust and keep fighting without even a moment of surprise. Even if a foe ambushes you, in or out of an existing battle, you'll be combat ready the moment you can sense them. You'll never be caught with your pants down or surprised at a sudden new move, though you'll need to keep your speed and reactions honed if you want to fully benefit from such an immunity to being surprised.

Iai Master- 200
Not being surprised is one thing, reacting in time is another. Taking along a long sword like a katana and expecting to out speed a knife or arrow was thought to be foolish until the art of Iaido came about. As a true master of this art, you've been able to apply it to your entire form. You are able to attack instantly from any position or situations with any weapon. So long as you could have done the attack in a moment from a standing, ready position you will now be able to carry it out from anywhere. Curled in a ball beneath some blankets whilst gripping a sheathed blade? That's no barrier to instantly pulling off an advanced combo at all. So long as you have a second to recentre after using this, you can prepare the Iai strike once more to allow you to again strike from any angle or direction in an instant from any position. It should be noted that these Iai attacks are many times faster than your normal attacks would be, even superhuman fighters finding it near impossible to see the blows of a master swordsman.

A Hill To Die On- 200
A man rarely gets to choose where he'll die. Certainly, a man of war is even less likely. But for those who do, it's not uncommon for them to strike down half an army before they're finally ready to rest. So long as you can get to a small, no larger than a forest clearing, location at least a week in advance, you can prepare yourself for a battle there in that time frame. Once prepared, your combat skills and strength are magnified greatly, allowing you to take on foes that you would normally have no chance against. While you are not unbeatable, this week of preparation allows you to combat those with three or even fourfold your own power and skill, though this does not account for unique abilities that care not for your heightened skill and attributes. Once the battle in this location is over, you will need to spend the same amount of time setting it up once more, though a battle can last quite a while if your opponents continuously arrive within a short time of each other.

My Blade is My Soul- 400
In every attack you make, you place your heart and soul. Even if it's not an attack meant to kill, you still believe totally that it will strike as you plan it do. That belief, over time, has formed into a

powerful force in your attacks that extends them far beyond what others expect. Each of your blows has an invisible, almost entirely undetectable extension to them that makes the attack actually go four times as far as it normally should. A sword slash can cut through a half dozen men at once or a fireball incinerate what it would ordinarily miss. These invisible extensions can however be detected by those who can sense bloodlust, including most people at all experienced with combat or warzones. It's no guarantee that they'll be fast enough to dodge but most expert warriors will at least be able to sense the general area of your true attacks.

The Darkened Blade- 400
A state of total zen is necessary for certain rarefied techniques. While you never managed to learn from your teacher these specific techniques, you did take their meditation teachings to a level far beyond what they themselves reached. You not only find it effortless to go into a state of total calmness, you are also constantly in such a state of zen in regards to your combat abilities. You are totally unreadable in battle. No matter how skilled the opponent or even if they have special abilities to predict your attacks, every move you make is a total surprise. Even hours of fighting you will give them no progress towards understanding your fighting style, not unless you purposefully drop out of this state for them. Given that they cannot understand your attacks, this also renders it impossible for them to copy or imitate them, at least from you directly.

Bloody Samurai- 600
It'd be nice if all battles between swordsmen ended in single strokes but all too often, they turn into bloody slogs against each other. Too used to such things, you found a way to make it tip to your advantage in these situations. By causing harm to yourself on purpose by your own hand, you can greatly increase the power and speed afforded to you and your attacks. The greater the wound you deal yourself, the greater the boost you'll find yourself given. A broken finger could give you a noticeable boost but it wouldn't break any banks, whilst a paper cut would be barely noticeable. Crippling an arm could see you double in might while bringing yourself to the verge of death allows you to crush opponents that could have crushed you at your best. While these self-wounds will endanger you and only continue to give their effects whilst the wounds stay, they will also not slow you down or negatively impact your performance until the battle is done. There is the risk of making the wounds worse but at least you won't lose out in skill in return for that added power and speed.

Too Cool For Screen Time- 600
So….so cool. You've heard it many times before, the dying words of your foes being powerless exclamations of how amazing and awesome you are. It's no wonder given that everything you do, even down to the way you speak, is imbued with an effortless, timeless sense of coolness. Why are you that cool? Because you're the perfect swordsman. Literally the perfect swordsman. Every swing is perfect in arc, accuracy, speed, power, heft and more. An ultra-thin blade of fragile glass becomes every bit as lethal and sturdy in your hands as if it was made from the strongest of steel. When it comes to the sword, you cannot lose in skill. The only way for another swordsman to beat you would be through being just faster or stronger or having special powers, though given your skill each would need to be quite intense to beat you. If it's just a contest of sword skill, you'd always win. If you wish, you can choose another type of weapon, though you'd have to be some sort of barbarian to not choose the sword.

Items

Each origin gains their 100CP item for free and gains discounts on the rest of their items.

Wild Man

Training Tool- 100

It gets pretty damn rough in training at times, especially when you and your partner aren't the types to go easy on each other. Once you get fast and strong enough, all that pounding really leaves a mark. It won't make up for any combat sparring but if you just want someone to practice techniques on, this simple scarecrow person dummy is everything you could ask for. It won't ever break, no matter how hard you hit it or how long you work it over, leaving you to train yourself to the limits in peace. Probably not quiet though.

Exile Island- 200

An island of your own, as far as any legal body is concerned anyway. It's not all that big, maybe a few kilometres across in each direction, but it's covered in lush forests that have a wide variety of wildlife, including some stuff that went extinct a few centuries ago. The island can fully support an entire family of humans with ease, being filled to the brim with edible, natural sources of food and clean water without any effort on your part to maintain these sources. It's also surprisingly hard to reach, being surrounded by deep and treacherous waters, and filled with reefs and whirlpools. Makes for a lovely diving experience from the island beachside though.

The Legendary Blade- 400

A name that resounds far and wide across the world. Whether you earned it or not, you've got an incredible reputation as both a master warrior and an expert mercenary. The very mention of your name is enough to send fully grown men quivering in fear and that same fear brings in some lucrative contract work too. Whether you live up to the name or not doesn't seem to matter much, as it takes constant and public displays of you not matching your reputation for people to actually start believing you don't deserve it. Play it right and you can win fights without even needing to fight.

Family Style- 600

You didn't get so good at fighting all on your own. It's a family art, passed down from parent to child, and your family is still with you even now. Extremely powerful fighters in their own right, they're a bit quirky and some might even be outright crazy, but they deeply love you and wish to keep you safe. How many there are effects the overall power of each of your family members. Just two and they'd both be some of the greatest warriors the world had ever seen. A few dozen or even hundred and while they'll be master-class fighters, they won't be taking on a legion of men each. Your family in future worlds will have this applied to them, if you desire, the same conservation of power rule applying.

Strategist

Smart Clothing- 100
Bundles upon bundles of the finest cloth in Japan. Garments of every size, shape and style are now yours to wear, own and sell. While each item of clothing looks fantastic and stylish on you, they can also each be sold for a pretty nice sum of money, even if they've been worn already it won't diminish their value or the ease with which you can sell them. Look nice and have some emergency funds all at once.

Famed Blade- 200
Not every blade in the world can be as great as the Deviant Blades. It doesn't mean they're low quality or that they won't fetch a handsome price at the auction. Just that they're nothing more than a sword. The katana you have here is the work of a particularly famous craftsman in the region, a well-made and sturdy creation that would serve any warrior well whilst looking fine enough to be at the hip of any lord.

Princess- 400
You're another of the many princes or princesses of the Yanari Shogunate. This inherited position may not put you in charge of any armies but you still have access to a surprisingly large amount of influence and the protection of your family. If you're a prince, you'll likely have more power but also more responsibilities while as a princess, you may be able to skive off on your own personal interests and attempts to gain glory and power, given your lack of awaiting inheritance. In future worlds, you'll be a princess of either your home country or the closest applicable equivalent.

Head of Strategy- 600
You actually weren't making a fib when you called yourself a grand strategist. You're a very high ranking officer in the greatest army of the realm. As the head strategist of the Shogunate's army, you've got the ear of every general and the authority to even override their decisions if need be, though you'd best hope your decisions play out for the best. It's quite a high paying job and will put you in contact with the nation's highest status people. In future worlds, you'll be in the same position for your home country's greatest military force.

Maniwani

Ninja Work- 100
It'd be remiss of your village to not load you up on all the basic supplies a ninja needs before you head out. All the bread and butter tools of the ninja job are bundled up in this easy to conceal sack. Shuriken, Kunai, ropes, dark outfits to blend into the night, it's got everything a budding young shinobi could ask for and even a few special treats snuck in to, like a smoke bomb or two and a few vials of poison.

Freestyle Disguise- 200
This very small rucksack is a fair bit more wondrous then it may appear at first. Within the sack is a change of clothes, a change of clothes that can be a perfect fit for any occupation you can think of while disguising your actual features at the same time. It won't turn into anything especially valuable or with any supernatural power but just stuffing the clothes back in and pulling them out again is enough to get another perfect outfit disguise. Even though this outfit hides your facial features, no one will ever question why your face is hidden even if it shouldn't be for your chosen disguise.

Ink Arts- 400
A very old, very secret art was revealed to you from a thought lost set of scrolls. These scrolls show the way to not just create intricate tattoos but also on how to seal the life essence of a being into these tattoos and make the tattoo, effectively, the person themselves. Once infused, the person is able to move the tattoo around their body freely or even onto the bodies of other beings they are in contact with, as well as survive the destruction of the bodies the tattoo is on, so long as the tattoo itself is not directly struck and destroyed. Having performed this process on yourself, you now live as a tattoo on your own body and can swap to the body of another being by making physical contact, though you are only able to possess the bodies of those who share the same gender as you. If you can suppress their will with your own, you will completely overtake their body and mind. As your life essence is within the tattoo, you will also bring over all of your powers, even unique biological abilities. You retain the scrolls as well, allowing you to perform the same ritual on other beings or teach it to others.

Ninja Corps- 600
The Maniwa Ninja Corps are far from the first great Ninja village of their kind. Not only have there been others in the past, there are now those looking to replace them in the present too. You're the new head of a Ninja village of your own. A fast growing village populated entirely by trained ninja and their families, you are the new leader of this village. While self-sufficient on its own, its true draw is the new Ninja Corps it has created. Consisting of 4 squads of 4 members each, each squad will take on a theme of your choice and each ninja in the corps has a unique ability or technique to make them stand out. They're all brilliant ninja and will only get better if allowed to grow and train through missions. You've even got a regular stream of bounties and missions posted to your village that keeps the money rolling in. Your village will reappear in future worlds, though with a new Corps each time.

Swordsman

Letter of Challenge- 100
It's time go on old school with this shit. There's someone you have a problem with and whom you want to solve it nice and simply. But you can't even get close enough to talk to them, much less get them to accept a duel to the death. This letter, ornately crafted and gracefully written, is a letter of challenge. Describing the terms of the duel you wish, it'll always find itself to your target, no matter where they are or what might normally stop them from receiving your letter. They're not guaranteed to accept the challenge though the least you can be certain of is if they refuse, they'll feel a constant sense of low shame for doing so for a while after.

Royal Guard- 200
A full life of service and accomplishment do eventually pay off, even for a relatively low status swordsman like yourself. You earned a prized position as one of the royal guard of the Shogun himself, though only as one of the rank and file of the royal guard. Your duties are not limited just to his protection but also carrying out any specific duties that he may order you to do, which could involve some quite dirty business indeed. In future worlds, you'll share a similar position for the ruler of the faction you are a part of.

Sword School- 400
A school like this is normally only owned by old swords masters who have long since proven their worth and earned their reputation. You might not have done any of that yet but your new Sword School has the sort of reputation that reflects you having done so anyway. A huge building with enough room for dozens of students to live at the school alongside you, it has a reputation for being the school helmed by a true master of the art of the blade and several experienced teachers under your command there already. Donations and payments from the students have made you no small amount of wealth and being the headmaster of this school also brings a fair amount of status to your name amongst the warrior and noble castes. It'll continue to appear in future worlds though in those worlds it will take on a more suitable focus, such as a marksmanship school in modern worlds.

Sand Castle- 600
An old, grand castle of your own. Passed down from a distant relative who had no other heirs, the huge Japanese castle comes with a minor noble title. That's not terribly important, especially in light of what the castle can do. It has two main functions. The first is to spread a terrain of your choice for dozens of kilometres in every direction. If you wish it to turn the surrounding state into lifeless desert, it can do that as easily as turning it into lush jungle. An entire kilometre will be changed with each week, up to around a hundred kilometres away from the castle at the centre at max. The Castle also draws strong challengers to it if you wish, enticing or sometimes even creating powerful warriors that challenge, test and expand your own skills in their attempt to take the castle from you.

Deviant Blades

The 12 creations of Kiki Shikizaki. The legendary 12 Deviant Blades are powerful weapons, especially for this time in this land, but they come at a cost. Each blade possesses a poison that will corrupt the wielder and make them obsessed with the blade and retaining ownership of it. Luckily for you, purchasing any of the blades below will render you immune to the poison of the specific purchased blade. Each purchase also comes with the skill to effectively use your Deviant Blade. Each Deviant Blade you gain will be a copy of an existing one and while it won't be the original, people may still come after you if it becomes known you have one. Any broken blades will reappear a week later.

Zetto Kanna- 100
The first of the Deviant Blades. A completely straight sword, similar to western blades but without any hand guard. This blade was made to be 'unbreakable/unbendable' and while it is not truly unbreakable, it is close enough as to count as such for almost anything in this world. You'd have to be able to destroy castles with your bare fisted blows to shatter the blade. Kanna is best used in single slashes, with the user putting all their weight on the blade to cut through the foe.

Zanto Namakura- 300
The second of the Deviant Blades. Perhaps the blade closest to being normal, Namakura appears to be an entirely normal katana. It is only once drawn that it displays the ability to cut through any object without fail. The blade is also lightning fast, able to leave it's sheathe in a second even for an inexperienced user and, if soaked in blood, grow even faster. Purchase of this sword also comes with a good knowledge of the art of Iaido, though only for use with this specific blade.

Sento Tsurugi- 200
The third of the Deviant Blades. An original blade surrounded by 999 copies, Sento Tsurugi is a set of one thousand swords intended to be used in tandem to overwhelm the enemy with raw numbers. The blades can be easily stored and carried around together, despite how impossible it may seem, and purchase of this option also comes with mastery of the Sentouryu fighting style, a martial art that revolves around making use of countless blades placed around the user and on disarming the opponent and using their weapons against themselves.

Hakuto Hari- 100
The fourth of the Deviant Blades. A thin blade made entirely from glass, Hari has almost no weight to it and is thus effortless to control as the user desires. However, its material make it incredibly fragile and prone to breaking if moved in the incorrect way and a clash would another blade or piece of armour would almost assuredly shatter it. Purchase of the sword comes with the skill to properly use it, though only to the extent of a normal metal sword. Nonetheless this skill makes you an impeccable swordsman with normal metal swords.

Zokuto Yoroi- 200
The fifth of the Deviant Blades. An immense suit of armour, styled after the creatures of the ocean. It may not seem like a blade at first but the sword handle sticking out of one of the shoulders proves it is clearly and obviously a blade. Designed for absolute defence, Yoroi defends from attacks from any angle or power, even being immune to attacks that can pierce armour, so long as the user of the armour is able to plant their feet firmly on the ground. It may not be as useful against attacks that do

not rely on physical force but those that do will find it impossible to get through the armour. Yoroi is also covered in hidden blades that can be activated to whip out and strike at the enemy.

Soto Kanazuchi- 300
The sixth of the Deviant Blades. A large, blunt sword that is impossibly heavy. Designed to be used to crush the enemy and the ground under them, it is too heavy to wield for even the strongest wielders. Only someone with superhuman power could hope to carry it, something you have been provided with by purchasing this. Your fists can make craters in the ground with ease or knock over houses with your kicks and wielding this immensely heavy Kanazuchi is as easy as swinging around a twig. The blade can also be used as a hammer by gripping the blunt point and hitting enemies with the handle.

Akuto Bita- 300
The seventh of the Deviant Blades. A small kunai that is able to generate electricity, its primary use is not for combat. Instead, when stabbed into the body of the user it will remove any physical weaknesses or wounds they have, constantly rejuvenating their body. The body will constantly heal at a rapid pace as long as the kunai is within it while removing the physical limits on the user's body.

Bito Kanzashi- 200
The eight of the Deviant Blades. Kanzashi is a clockwork machine that normally looks like a beautiful woman, though clearly artificial. When entering into combat it will reveal its' true form of a death machine. Powered by solar energy and able to fight and adapt to new situations on its own, it also has four legs and four arms to reveal in its' combat form, each covered in blades. The legs can also work as propellers to enable flight and Kanzashi also has hidden blades in its' throat that it can spit out at any attack. It is superhumanly strong and fast and tough but not unbeatable. While Kanzashi can adapt to new combat situations on its' own, it has no other intelligence and is not a living being.

Oto Nokogiri- 100
The ninth of the Deviant Blades. Nokogiri is a wooden sword, not something used for killing except by the most brutal of wielders. A peaceful sword, Nokogiri is able to cleanse the poison of the other blades and similar corruptive influence by touching those afflicted. Holding the blade will also give the wielder total zen and inner peace, bringing them to peace and calmness regardless of their prior state. Unlike the other blades, this one has no poison of its own.

Seito Hakari- 100
The tenth of the Deviant Blades. Hakari has no blade of its own, being a simple hilt. While pretty, it lacks any cutting ability and thus is quite useless as a weapon. Long use of the hilt has made you into an expert at evading the attacks of other people, making you particularly slippery and hard to hit in combat.

Dokuto Mekki- 200
The eleventh of the Deviant Blades. Mekki is a fearsome black sword with a ragged edge, constantly bleeding dark smoke. This smoke is the sign of its deadly poison, capable of killing grown men in moments and even the smoke itself is deadly to any but the user. It also holds the soul of one Kiki Shikizaki, the blade's creator, though unlike the original Mekki this blade cannot corrupt you when you wield it. You may still use the blade's poison to enter a berserk state that greatly increases your physical attributes however, enough to blow away houses in a single slash.

Ento Ju- 300
The twelfth of the Deviant Blades. Ju is a pair of pistols, a revolver and a semi-automatic pistol. These 'swords' grant a range and firepower unmatched by anything else in this era. The guns never run out of ammunition nor need to be reloaded, firing bullet after bullet with no rest. Even if you weren't a masterful marksman, these two would be a game changer amongst even the strongest fighters of this world.

Kyotouryu- 200
The secret thirteenth Deviant Blade. This is no blade or even an object, instead being a martial art created from the teachings and techniques of each previous blade. Focusing entirely on the unarmed use of the fighter's body, the martial art trains the user to be superhumanly powerful and lethal and to convert the techniques of swords into techniques usable by their unarmed self. Properly trained, a user could kill an enemy hundreds of times over in the span of a single second or easily defeat all twelve users of the other Deviant Blades.

Companions

Import- 50 per

Japan is an awfully big place. It'd be a lonely task to travel around on your lonesome so why don't you call up a few friends? For every purchase of this option you may import an existing companion or create a new companion. They'll gain a free origin, along with all connected benefits, and 600CP to spend on perks for themselves.

Canon Companion- 100 per

A friend for the journey is a must but you may not desire someone you already know or someone with no story here already. If a character already in this world is someone you desire for yourself, this option will assist you. Every purchase of the option will allow you to get the chance to take along one existing character from Katanagatari with you. You must convince them to come but you'll meet at least a few times on good terms no matter what by taking this. For an added 100CP, you may decide your pre-existing relationship with them, within reason. If you desired, you could be a friend or family member, though you would not gain any benefits from this aside from an existing positive relationship at best.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Head Over Heels- +100
Natural born fighter you are not. Your skill in fighting, if you have any at all, is solely the result of countless hours of arduous work to try and counteract your innate disadvantage towards any sort of battle. You've been clumsy since birth and even years of training haven't gotten rid of that habit, leading you to trip, drop things or knock stuff over whenever you try to move at a fast pace. Not that good a thing for fights, you can tell. Not all styles of battle require such movement so you may yet figure out some way to not get your partner killed.

It's All The Same To Me- +100
You weren't raised around many people. Heck, you only met two people in total until you'd fully grown up and left home. It's made it pretty hard for you to tell people apart by sight, all the faces just blend together. Voices, smells, touches? You can tell those apart just fine but when it comes to vision, everyone looks exactly the same to you unless you stick with them for a few months straight to adjust to them.

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Caveman- +200
Born with a body and mind closer to a beast than a man, you've never been comfortable using tools and weapons that aren't a part of yourself. It's only gotten worse as you grew up, to the point that you're utterly incompetent with anything that's not a natural part of your own body. Swords? You'd be more likely to stab yourself than hit a foe. Knife and fork? Unless you're looking for some bloody gums, just use your hands. You'll need to rely on your own two hands instead of even the simplest tools for your time here.

Exile- +200
You've been imprisoned for a crime you didn't commit. Well, your father committed it but the result is the same. You were exiled to a remote, offshore island for the rest of your life. The island is liveable, if you have the right survival knowledge, but not comfortable and the swim back to the mainland is a treacherous one. What's worse is that any attempt to get back to shore will be stopped by the posted guard. A mix of hired ninja and loyal samurai, these experienced fighters will attempt to kill you if you set foot off the island.

Rotting Wound of the Heart- +200
One upon a time, a great warrior did wrong by you. They didn't mean it and truly regret the action they took but their position, and belief in their position, left them unable to make proper recompense. Left to stew in your hatred, you had a deep and powerful hatred towards this great Samurai fester within you. This obsessive desire to take revenge on that warrior drives you in life towards them and yet their honest regret and understanding, as well as virtuous character, will

cause guilty to constantly tear at you heart even as you pursue them. Whilst killing them might lay your troubles to rest, perhaps if you could manage to hold back that tide of hatred enough and free them from their obligations, they could make things right.

Hero Protagonist- +300
Did you think you were on this journey just for fun? You've got a job here Jumper and that's to be entertaining. For who? Who do you think? Your readers! You're the new star of an ongoing novel being written about your monthly adventures. Every month a new volume is released, chronicling everything you got up to during your time here in that month. It better be entertaining too. If the novel starts to perform poorly, you may find yourself forced into dangerous, exciting, especially dangerous situations to try and boost interest. You only get a few chances for these artificial ratings boosts before you'll be considered a flop and get cancelled. You don't want the novel to be cancelled, else you'll fail your chain entirely. Who's making this book and who's buying it? Try not to think too much about it.

Dead End- +300
Great men shape history, this is a known fact. But often forgotten are all the great men who have tried and failed to shape history. Sadly, you fall into this latter category. Your actions will ultimately have no consequence for anyone else but yourself. Whatever you set out to do will inevitably return to how it was before you interfered. No matter how great a fighter you are or how charismatic a leader you are, your efforts to change anything are futile. Your actions may still reflect negative consequences back on yourself but never will you enact change upon others in your time here.

Nightmare of Nanami- +300
The strongest fighter in the world is not some burly beast of a man or some old and experienced swordmaster. It's a small and rather sickly lady named Nanami Yasuri, living on an abandoned island with her younger brother. This girl possesses an immensely powerful physical form and the ability to copy any technique or ability just by seeing it once and then master it with a second observation. She has something of a wish to die, having been unable to kill herself until now and dealing with pain constantly wracking her body due to an overwhelming amount of raw power. Hearing of you, she decided to seek you and any allies you may have out in hopes that you might end her life. Unfortunately for both of you, she has somehow already seen and mastered every one of your techniques and powers, along with the same for all of your companions and allies. Nonetheless, she charges on in a desperate hope that you can still kill her in battle. She's not going to stop for anything less than that, so you and any help you can get best be ready.

Ending

And the story is over, at least for now and in this world. It's time to choose how your story will proceed from the next chapter onward.

Do you want to *Go Home* to where you started?
Do you want to *Stay Here* and keep the current story going in this world?
Do you want to *Continue On* to a new chapter in a new world?

Notes

Isn't NuBee totally the most awesome and cutest guy ever? He totally is.

Reverse Curse Unreversed

Remember that Reverse Talking Ninja Art we mentioned a little while ago? You apparently tried to master it in your childhood here and really, really messed up. Your trapped yourself into talking in reverse and worst of all, it's a particularly hard to decipher form of reverse talking. You'll probably want to try and communicate with writing because any form of verbal communication would take a bloody long time to get across.