

Nekojishi Jumpchain

Version 2.05

If you reach out your hands
Reach out and touch their soft fluffy fur
Reach out and you'll find the secret kept within the statue

The stark city walls
A sweet orange twilight

My slow, steady days that go round and round
Tired of the same old, the same old days
Then you came into my days, now I'm falling into your world
I've gotten used to you

As you quietly wait by my side
I look up to see the clouds, an azure sky that meets my eyes
You look at me, I look at you, a dumbfounded look across my face

No matter what future awaits us,
I will keep what's precious, you and these days, close to me
As I march on, my eyes focused on your shape in front of me.



Take **1000 Cat Points (CP)** to get you started.

Location

This story centers around the city of Taipei, Taiwan at the National Chengchi University. When you awaken in the world, you will do so there. However for just 100CP, you can begin at any other location seen in the Nekojishi series.

Origins

An origin represents your history in this world. However, you don't need to abide by this, and any origin can just as easily come without any memories here – though it may make it harder to fit in with the world easily if you have no understanding of its culture. You probably know what human beings are, and your body as a human is up your personal preference. As any of the spiritual, non-human origins, your form is rather flexible and subject to interpretation by others but you can choose how to see yourself. This doesn't offer any power in itself but can serve as a baseline for how others may see you.

For Free you can adjust your age to any possible result within the possible range for your given background choice, so the roll is entirely voluntary.

Human

By joining this world as a human, your age here will be either 14 or 18 + 1d8 years. Like our protagonist, Tian-Liao Lin, you attend a college here in Taipei. And like him you may come from a background of having a family temple if you wish, giving you a bit more understanding of the spiritual world than most. Or you could similarly come from a tribe like the Rukai with a different perspective on the gods. Despite having lived in the area for some time you're not a local, and don't really know your way around or what kind of places are worth visiting here. Depending on your age and life choices, you may or may not have already completed your mandatory military service. You aren't really tied down by anything, having a somewhat strained relationship with family and no close friends to speak of at your current school. But nothing is stopping you from strengthening these connections, if you wish.

Guardian

Whether a serving to protect a god, or you splintered off from another deity, there are some rules all guardians follow. Unlike the Aborigines or demons, a guardian beast is neither a beggar nor scavenger and only take what is offered to them by

worshippers. A vast majority of guardians fill the Guardian Tiger imagery, but you don't have to. Most take their duties quite seriously, protecting any followers from the threat of yaoguai. Most major settlements will have a coalition of deities working together to protect the people of the city against any powerful threats. As gods can be formed spontaneously when an object becomes old enough or is given worship by a people, a result of 0 is fully possible but such spirits still exist with an understanding of their nature. In this circumstance, you may treat the origin as a Drop-In without any memories or a history here. Your age is 1d8 centuries, subtracting 1d100 years.

Spirit

In the past barakalai and taraivigi with considerable spiritual power would have been able to see you and your kind, as creatures that prowled in the glades and forests of the mountains. And in times of need or crisis, it would have been spirits like you that warned people of dangers or guided them to help them thrive in new lands. It is no longer those times, and most people lack the power to see you, but still here you are. There are no men left with enough power to communicate with to help prevent disasters. Now much of your time is probably spent within the spirit realm, perhaps as a shepherd or pathfinder for human souls who need guidance to the destinations? Or are you one of the spirits that has always lingered on this land and has slowly watched the world forget about you and their other old gods? Your age is 1d8 centuries, subtracting 1d100 years.

Yaoguai

By joining this world as a yaoguai, you begin as 4d8-4 years old. With age comes the disjointed memories of whatever animal souls or humans you have eaten, along with whichever creature your spirit originated from. You may have only just formed from a dying creature and be new to this spiritual world. Yaoguai are looked down upon by City Gods and will be relentlessly hunted if they prove themselves dangerous to humans dwelling in the city. Even if they don't hunt humans, yaogaui have to deal with the threat of other more powerful yaoguai hunting them and are generally composed of Sha Chi, bad energy, making any positive feelings outside their experience. You have a bit more natural capacity for goodness than most, if you want. Existing in a state where they require more spiritual power in order to stand a chance against the rule of the deities, yaoguai are caught in a struggle between choosing to remain weak and oppressed by the gods or feeding in order to have enough strength to exist without fear.



Perks

100CP perks are free to the origin associated with them, with other perks tied to your origin getting a 50% discount.

General Perks

[Non-human Mandatory] Spirit Form: Your body belongs is a purely spiritual thing, unable to interact with the physical world but also safe from any harm that could come at you. This incorporeal body allows you to pass through any walls or other structures effortlessly. Despite not being able to actually touch the matter of things, you can still interact with most objects through their chi, allowing you to perform tasks such as picking up and reading a book without actually causing the physical book to move. Whether or not your identity as a spirit is cat-like or anything else is up to you.

[Unavailabe to Humans, Free] Spirit Possession: Gods and Nature Spirits require the permission of a host before they may possess them, but the power of the spirit while possessing a willing host is greatly improved. Yaoguai may only possess bodies of the recently deceased, and while this returns the bodies to life during the possession they only remain alive while possessed. In doing so, a yaoguai would usually take a bit of their essence into themselves and become like them, but you can avoid that. For just 100CP extra, you can take the possession means for another form of spirit.

[100CP] Stable Spirit: Existence as a spirit can be awkward at times, what with others seeing you as a different gender than you see yourself – or possibly as a wildly different form than you're used to. Even more unusually this means that you never really know if you're humanoid or more animalistic until a person tells you. By taking this perk instead of being a being that all people see differently you can design a specific body for yourself. While offering no real power in itself this will give you some security in knowing how you're being perceived and let you create a form that is as tough, cute, or cool as you see fit.

[100CP] Unstable Spirit: Going in the opposite direction, you could ensure a bit more of your own character and emotion can show in your form. This doesn't entirely let you choose your appearance like the former perk (unless you chose that as well) but does let you be much more expressive in your body. One moment you're a non-threatening twink, but when it's time to get serious you can metaphorically tear off your shirt and display an impressive set of muscles. Or the opposite, suddenly becoming small and downright chibi when it's time to look confused and cute. Changes to the shape of your eyes or body, even your fur pattern, now occur predictably to showcase your mood.

[200CP] Clarity: Whether your spiritual power is great or small, you seem to share something in common with some of the lesser gods of Lin Hu's temple. Choose any one of your senses, from hearing to taste or even something more esoteric if you have the means for it. This sense is not only improved a little beyond peak human but gains a supernatural quality. Henceforth your range on this sense can be enhanced substantially with just your chi. This would provide clairaudience for hearing or clairgustance for taste as the previous examples. Your range on this sense is easily enough to cover a country the size of Taiwan as a human, and only expands further as your spiritual power grows beyond a typical human or spirit.



Human

[100CP] Third Eye: Despite not being a spirit, you are able to see the spirit world and the creatures that inhabit it - a trait that has become exceptionally rare in the modern world. Known as the Yin-Yang eyes, this ability not only allows those who posses it to see ghosts and spirits and gods, but additionally lets you converse with them with ease. This also allows you to discover those possessed by similar spirits by seeing the being in control rather than the one they are controlling.

[100CP] Third Stomach: As a representative of spirits and gods, lucky chosen humans will learn they are expected to make offerings of food from time to time. As incorporeal beings, they cannot eat themselves, and will need you to eat for them to make the offering. For one who cares for multiple gods, this can easily get out of hand. You can eat three times as much as before without feeling any discomfort.

[200CP] Actinidia Polygama: I'm not sure if you're wearing catnip cologne or somehow there's a silver vine plant in your ancestry, but the results are clear: You're a real pussy magnet. As in, you're attractive to cats of all varieties and they'll be happier for having you around. Housecats, wildcats, cat demons, probably even catfolk and the cat gods, if there are such thing. You're more likely to find cats of all varieties appearing in your daily life in one way or another. Against any kind of feline your efforts are simply much more effective, whether you want to just give a pet some scritches behind the ears or lovingly bully a catgirl.

[200CP] Conflict Resolution: You find it easy to give others the benefit of the doubt and help ease tensions in order for a proper understanding to be reached. Even when someone makes an attempt on your life you'll be able to look past the immediate

danger in order to find the best solution for both you and your attacker. This perk gives you an excellent control over your temper and makes it easy to forgive and move on. This perk is not just limited to yourself; you can help your allies work out their difference or give each other a chance to explain betrayal without resorting to violence. Even your most overprotective friends will be willing to hold back from acting on their instinct to destroy threats as long as you still wish to give that threat a chance.

[400CP] Herding Cats: So you want to be able to achieve your own Perfect Ending™, do you? Fair enough. What might be a futile effort by others to stop cat-fighting from getting in the way of a relationship comes easily to you. There's something in you that inspires romance and peace between others, turning the unruliest of groups into functional families. This works best when you actively intend to help others, in particular your romantic interests. Even heartless hungering entities may feel their fighting spirit falter against you before long, and be willing not to just make peace but fall in love with you and any others you help them grow close to. This perk helps everyone be more reciprocative to sharing you and each other in your harem – all without jealousy getting in the way for any of you.

[400CP] Jitong: You carry a much stronger soul than most, and that energy serves as a point of interest to any spirits that may be in the area. Those that feed on spiritual energy will be drawn to you as a tempting meal and even benevolent spirits will hope to have you join their cause. With this soul comes a greater measure of strength when using spiritual abilities. While not many humans in this world can call any spiritual powers their own, when possessed by a god or other spiritual being, your soul's energy can be used to empower them with no harm to yourself, giving an incredible boost to their typical spiritual powers. If you have analogous powers of your own, you can expect to see them increased substantially.

[600CP] I Need A Name For This Perk: Able to influence to forms of spirits based on your expectation or preferences. Though certain aspects remain immutable (a guardian tiger will always be a tiger, for example) the specifics can change wildly. Frightening, alluring, humanoid, bestial, male, female, the form a spirit takes upon interacting with you will change to suit what you desire - however the spirit's power will be unaffected. Furthermore, when encountering an unnamed spirit, you can grant it a name. Being given a name will help establish its identity rendering it less mutable to others and double any spiritual power it possesses.



Guardian

[100CP] Maintaining Tradition: You have a comprehensive understanding of the way in which you are expected to act around others. It means you possess an excellent memory for the practices of your people in terms of culture as a whole and your immediate social circle. This ensures that regardless of whatever other chaos may be going on around you, you'll be aware of actions you might take that could draw undue attention. Of course, this doesn't actually stop you from acting in those ways just guarantees your awareness of them.

[100CP] Sharing Meals: Even though most don't need food, spirits can find the taste of certain types very appealing. As most spirits cannot interact with the physical world it's rather difficult for them to actually eat. This will not be a problem for you, as any follower you have can offer up food to you. When they eat, you too can share their sense of taste and enjoy the meal. Food offered to you this way allows you to consume the chi of the meal granting you energy as though you had eaten it.

[200CP] Breaking Tradition: While tradition can be an excellent foundation, it doesn't have to be something you need to adhere to unfailing at the expense of your own happiness. As long as the manner in which you deviate from tradition does not bring harm to people, others sharing your traditional background will be understanding and at least make an effort to understand your choice. Even something as outrageous as a romance between a god and a human can be smoothed over.

[200CP] Beginning to Feel Like A Tech God: Many gods can fall into the trap of being unchanging ways and cling to tradition instead of being willing to adapt. You have no such problem being able to quickly evolve your methods to keep up with modern cultural advances. Maybe it's because you're a god of wealth, or creativity, or have some other focus that helps you change

with the times? Perhaps you're just young and haven't had the time to become set in your ways? Whatever your secret you easily learn about the new advancements of humanity and have no difficulty understanding how new technology works.

[400CP] Flexible Fenling: Be you a soil god bound to the land or yet another god tied to an object of the temple, it can be bothersome to be stuck only able to interact with the world over such a limited area. You have more freedom in this regard, able to declare an area your temple to wander it freely, appointing a priest without anything complicated like consent or actual worship. This (possibly unwilling) priest will always provide you with a bit chi as normal, and you gain a bit more from them than others when they actively worship you. Instead of being limited to just staying near an object, you can follow them too!

[400CP] Debate Battle: You have a notable gift for recalling any information pertinent to your arguments as well as just being able to make use of what fractured information you do know to make excellent educated guesses on most subjects. Collecting clues and inspiration from both the environment and your opponent comes naturally as a means to better understand both a situation and your opponent's way of thinking. You're great at damaging an opponent's credibility with a well-timed point of your own from these observations. And with a better understanding of your opposition, it's easier and easier to help them come around and understand your way of thinking too!

[600CP] Chi Transfer: Growing closer with spirits and sharing some of your own essence with those that are impure will allow you to cleanse them of evil or share your own divine power with them at your discretion. This requires a high level of intimacy, either through a long-term bond built over many years or a more physical display of love. When used to bestow a fraction of your spiritual power and divinity upon others, this will leave both you and the recipient weak for several days as you recover and adapt to the changes but in time all of your former power will return. You can only bestow about half of your divine nature into another, and doing so a second time can only increase their spiritual power up to a total of 50% of your current power.



Spirit

[100CP] But Your Art Style Just Changed!: No matter how others may work to conceal their true feelings, you have an ability to see through such defenses and determine what lies under the surface. As if you could see their very soul, emotions are communicated much more clearly when you need them to be. Going both ways, when you're in need of help or understanding it seems other supportive people can better identify that, no matter how stoic you might act. Even without a shared language you will be able to empathize and share you intentions with others better than most, and others should be better equipped to help you too.

[100CP] Help Liao, Then Go to Wutai: You have no difficulty putting aside your own interests when the time calls for it, being able to understand your concerns and goals as few humans can: objectively. When others need your help you can easily find the time to put off your own desires to aid them and get a greater sense of accomplishment from doing so. This only goes so far however, when others are taking advantage of your generous nature instead of actually needing your help, your intuition will let you know.

[200CP] Changing Clothes is a Free Action: As spirits, your clothes are just manifested as an extension of yourself. As a spirit, what you choose to wear is just a way to express your identity. You can undress instantaneously, leaving no trace of clothing behind. In the same manner you can don new clothing just as quickly. These garments can be quite elaborate or fancy, even bearing the appearance of armour if you choose. Beyond simply creating temporary clothes from spiritual energy, you can use this ability to summon any clothing or armour you've acquired from previous worlds or return them to storage.

[200CP] Poltergeist: As a purely spiritual being, actually physically influencing the world is incredibly difficult. Moving items, even simple ones, can be impossible for those without tremendous spirit power. While you might not have this pure power, you find that when doing this on behalf of someone you care about, you find the expended energy requirements lessened exponentially and the recovery of your spiritual resources afterwards comes faster too. At minimum now you can always find the energy to fetch small objects or move them around for those you want to aid. Much better than the common spirit, who are often unable to even push buttons on a handheld console.

[400CP] Yin-Yang Awakening: You have the ability to open the third eye of others, though the clarity of vision in those you affect will be based entirely on their own spiritual power. Of course you can easily sense anyone with the potent spiritual essence needed to host this power. At minimum those you grant this boon/curse to will be able to know when spirits are nearby and sense their general location – but if you empower someone with a weaker spirit they may not be able to tell what kind of spirit they're dealing with. Holding a proper conversation with a spirit even with this sense requires a little more spiritual power than the modern human has on average. Following the activation of their third eye, a person will be exhausted and usually need a good night's rest before they're able to make use of the new permanent power.

[400CP] Fragment of Power: Favoured by one of the greatest spirits in the world, such as Aidridringane or the Sea Dragon God Cifa Woo'an, you were given a part of their very being. Your spiritual strength alone leaves you capable of battling a team of a dozen weaker gods on equal footing. This level of strength is almost sufficient to handle a fight against a human willingly possessed by a god in combat. It also provides the added benefit of some kind of impressive elemental force you can control with just moderate chi investment, like electricity or water manipulation. Since these attacks are based in chi they can be used to attack other spirits, and while other spirits are generally immortal, being subject to these sorts of assaults will be painful and draining for them – so you can still knock out any yaoguai making trouble.

[600CP] ~~Cat Tunnels~~ Spirit Paths: Access to this power allows travel over vast distances using the channels normally only available to select spirits, because their range extending even into the realms where human souls reside after death. You know how to safely travel on these paths and guide human souls to peaceful rest after death. These paths can be tread by your mortal allies as well, though it will certainly require someone guiding them at first. And to be safe, you should probably guide them every time. Of course, with navigational abilities like these, there's nothing to stop you from leading people astray either… or even bringing back a spirit to become a yaoguai. The gods wouldn't like it if someone was doing that though.



Yaogaui

[100CP] Playful Kitten: You have a youthful energy and find it easy to bury your negative feelings to focus on the positive parts of life. Even living a life as a creature that needs to feed on souls to have any kind of real power or safety in an oppressive world, you'll be able to find enjoyment in the little things along the way. Your playful nature can be positively infectious. With some light prodding you'd even be able to make a shut-in feel good about coming outside to spend time with you.

[100CP] The Old Song and Dance: You have great talent in a specific artistic discipline of your choosing. Though not necessarily the best in the world, or even the best in your region, no one will deny you have a gift. With practice this skill will only improve. Whether you want to be an expert in visual art, performance, or something only loosely considered an artform like metalwork or cooking - this perk gives you the baseline of talent needed to make an impression in the discipline you choose. While you're free to pick anything, architecture or feng shui is recommended.

[200CP] Soul Food: You're able to feed off strong emotions instead of whole souls, with praise and contempt being the most powerful. A physical offering representing their adoration or hatred is the most efficient way to gain sustenance from humans in this way – with fan/hate mail being the textbook example of such offerings. Even without such direct tribute, you will feel nourished when human beings direct any of their vast spectrum of emotions at you. Whether it's their awe or anger, it sustains you.

[200CP] Mimicry Mate: Some people have good looks, some people have a great personality. On both fronts humans can't seem to help but find you enticing. The combination of good looks and an endearing nature could earn you plenty of romantic interest whether you're making an effort or not. The real power of this perk is being able to distract others from any of the

hints that might reveal your true nature. You find it easy to lure others using your natural magnetism while masking any predatory vibes. This is not merely limited to making people see you as a fellow normal human, but even other benevolent spirits who interact with you can be misled into thinking you're harmless with time.

[400CP] Shrouded Skies: Summon forth rain to conceal yourself as well as others from the perception of both humans and spirits. You need relative privacy to begin using this power, not able to hide anyone's presence from those who are already observing or interacting with them. Whether you desire the guarantee of a private conversation or an uninterrupted hunt this spiritual power is certainly useful. This can even block supernatural means of detection, but beings trying to use such methods are able to detect a blank space where interference is being used so this ability runs the risk of drawing unwanted attention.

[400CP] Monster Like Me: Are you a manipulative bastard? Do you use tears to tug at heartstrings while plotting to kill your marks? Maybe you've gone so far as to kill someone's crush, and even now parade around in their skin as bait so that you can kill them too? You might not even be able to feel this love or happiness you're using to lure the vulnerable. Are you literally made of Sha Chi and lack the capacity for genuine goodness? When all this or more come to light, there's only one thing your victims can do: forgive you and help you improve. Upon discovering your true nature or crimes, those you care about will respond not just with understanding but with extreme compassion towards your situation and private struggles. But you do have to care about them, at least a little, for them to give you a second chance.

[600CP] Soul Eater: Allow consumption of the souls of the recently dead. Upon eating a soul you take their very being into yourself gaining their experience and skills, but also have their personality. These souls can be either completely subsumed into your being or be preserved inside you to retain their identity in death that they had in life. Souls trapped within you can be partially devoured, such as by taking away specific memories of the captured souls. Where all yaoguai feed on dying or dead humans, you have the potential to weaponize this as a means of attack on others instead of just scavenging. With this perk you can harm healthy souls and even consume souls of a non-human variety, though it should be noted you can only gain spiritual energy and memories from this, not any kind of biological capabilities.



People & Properties

Any item that matches a similar function or type to one you already possess can be imported to combine their functions. You and any companions imported through Special Starring receive their 100CP items for free, with all other purchases under their origin receiving a discount of 50% in price.

Bulk imports through Ancestral Temple, The Bookstore, Troubled Tribe, and Family Fortress cannot purchase items beyond the one designated.

General

[50CP] Special Starring: Do you already have a special someone you want to enjoy this experience with? Using this you can gift one such comrade into the setting with you, they may take any origin for free and receive 600CP to spend on any perks or items they may desire, with freebies and discounts on those purchases as appropriate for their selected origin. You may take this option as many times as desired, each time giving a different companion the same options. Naturally, companions cannot directly purchase any companions of their own. Companions purchased here however, may take drawbacks of +200CP value or less, to increase their total budget up to 1000CP.

[100CP] Canon Companion: If you form a strong bond with any of the locals this allows you to invite them to join you on your travels as a companion. Additionally a purchase of this option will ensure that if that person is in need, fate will place you in a position where you'll be able to hear of their struggles and be in a position to help – even if only a bit. Together this encounter with a specific canon character of your choice when they have need of help should give you an excellent chance to make an impression and convince them to accompany you.



Human

[100CP] Yiff Stash: "I don't think you'll find a boyfriend like that in real life." You have an extensive collection of pornography that suits any one of your interests, both physical media like hentai doujinshi and digital works like eroge visual novels. As a special bonus, anyone who stumbles upon your treasure trove is unlikely to be too bothered by it unless it is truly extreme – at most telling you to find a better hiding spot for your fetish fuel in the future.
You can expand this collection's focuses for 50CP, with each of these subsequent purchases adding another one of your kinks into the collection to keep it from being too one-note. Regardless, you'll never find anything *too* outside your comfort zone in these works.

[100CP] Ameowzon Prime: Like everyone else in the world, you have access to the largest e-commerce company out there. Any time you have access to the internet of a modern world you can access their online marketplace to purchase books, electronics, apparel… whatever legal goods you want, really. But what's most important about this two-day delivery subscription program is everything comes in *boxes*. And you have so many of these boxes in a variety of shapes and sizes. And with all their different shapes and sizes, each one manages to be the perfect fit for cat spirits, who are especially attracted to these delightful cardboard lairs.

[200CP] So Be It: What are you, some kind of hikkikomori or something? You actually want to live here when you could be out designing homes and refurbishing beautiful sites and wonders? Very well… you have a small room suitable for housing a single college student. It has a desk, bed, and small shelf, with just enough space on the floor to set out another mat should you have a guest. Coming with its own adjacent personal bathroom, you can find a communal kitchen area down the hall. You'll never

have to actually leave this space however, as your rent and utilities come free and you even get some spending money to afford enough food to survive comfortably even after spending on your hobbies. All deliveries to this space also come discretely and without ever needing to actually talk to another living person.

[200CP] A Sunny Convention: You have a pass into every furry convention you could want to enjoy all the activities therein. But once each year, a special bit of magic can be arranged at one of these sites. This kind of materialization would be incredibly taxing for a spirit to perform, but your magical pass will take care of all the chi costs. All spirits present who would want to enjoy the company of humans can do so and walk the Earth as any human does. Bear in mind that while doing so evidence of their nature remains, so only places with dedicated cosplay or other fursuits is really going to let them enjoy their time without drawing too much attention. Thanks to them being spirits there's a bit of leeway with this of course, humans expecting "just a costume" will get what they expect from most spirits native to this world.

[300CP] Ancestral Temple: A structure that has been in your family for generations, although in the previous two generations no others members of your family have had the Third Eye and as a result most of the traditions are seen as superstition now. Perhaps you will be able to change that? The Temple serves as an excellent place for tourism still and earns your family enough funds to grant you an allowance that allows for (very) modest living. The true hidden potential of this structure is that it is still inhabited by a host of gods that are able to offer various minor blessings (such as resistance to illness, or luck in finding romance, or acquiring wealth) so long as traditions are observed. Any of your inactive companions may exist here in spiritual form, though like other gods will be bound to the area and unable to meaningfully interact with the physical world beyond those who see spirits. As a further bonus, this can serve as a bulk import allowing you to bring in any number of your companions as Guardians – gaining the free perks and 200CP more to spend on either perks or an Object Spirit.

Finally for just another 50CP, you may decide on a single spirit, be they a current companion or new guardian here, to be the Chief God of your temple, granting them enough spiritual power to easily repel any number of weaker spirits that might attempt to trespass here.



Guardian

[100CP] Object Spirit: An item of your choosing that can be used to house your soul instead of showing yourself in the human world. This would commonly be a beast statuette or other object that has been passed down through the family line, but you can choose any item to serve as your anchor to this world. A god does not need to have been born from a manmade object, instead it could be a sacred tree or other natural formation - but bear in mind you will be tethered to near the location or the followers and priests that call on you. Naturally, you may import an item you already possess as the object which houses your spirit.
Of course, spirits can be tied to more than one matching item, or even a whole grove of trees rather than just one. So at a charge of 50CP per feature you can be tied to multiple matching objects. This could provide some measure of protection to your spirit should one be damaged.

[100CP] Jefferson Fried Chicken: A favourite of Guardian Tigers all over Taiwan, even though the fast food chain responsible for it is the farthest thing from traditional Chinese. It's easy to see why, when JFC never disappoints with its perfectly crispy skin and juicy meat. This large family-bucket size of perfectly delicious fried chicken has exactly the right blend of herbs and spices to have you salivate at the scent alone. Of course, if you're a spirit you'll need a reverent human to eat the meal on your behalf or leave it at an appropriate shrine with a prayer. Some guardian tigers still prefer raw eggs or raw meat to this tasty treat, after all it's important to think of a balanced diet. If not for you than at least your worshippers, okay?

[200CP] Jumper & Partners LLP: You have a small business firm whose goal is basically going undercover in the spirit world to solve spiritual problems. Through that, you'll help not just those spirits but the humans in the living world suffering from their

misbehaving. To attract customers at least slightly open to the idea that their issues are caused by spirits it will include some element of Chinese Metaphysics. This can be anything related to: astronomy, traditional medicine (acupuncture or yin-yang), physiognomy (feng shui, palmistry), divination techniques, destiny, or spirituality (martial arts, magic, or counseling). This adds a bit of traditional element to your modern business, but doesn't need to be the whole focus. It's entirely up to you what your business actually does, but should have some way to reach out to clients so you can determine what spirits might be causing trouble in their home life.

[200CP] Electronics: Gods struggle to use fine control when exerting spiritual power to create even minor changes in the human world. This makes doing things like using a computer to spread their wisdom through a blog out of the realm of possibility for most spirits. No matter the spiritual (or physical, no judgement) form you take, you can operate this particular device without any problems thanks to familiarity you have with it. As a very rare skill for even one device, your ability to use both may earn you envy of the gods. This can come as a laptop, Nintendo 3DS or Switch, or even a simple smartphone at your discretion.

[300CP] The Bookstore: A large store that always manages to be stocked with a variety of books that cater to the interests of both you and your companions, serving more as a personal library than a store. If looking for specific books, the store is able to obtain a copy of any publically available books with ease. Not just limited to published works, even rare books may find their way into the VIP section so long as they aren't truly unique items. Even with the willingness to provide you and your companions all of its resources free of charge, the bookstore earns enough money to stay open. This store or one like it will appear in future settings, owned by either you, an imported companion, or another close associate in setting - always allowing you to take whichever books might interest you free of charge. You can freely choose from your companions who will be imported as Human employees here, which each one chosen receiving a human body, their own Yiff Stash as well as 200CP for perks.

Of course for 50CP more this could be improved, with the selection expanding to have many arcane, even magical, grimoires and resources at their disposal in the backroom stock, and actually generating some better profit to increase the wages of the employees – or take for yourself as the owner…



Spirit

[100CP] Clouded Beverage: At your discretion, simple libation of this bottle of alcohol effects you as though you had consumed it yourself - giving you the taste and any drunkenness that might result. You can freely use it yourself, or pour it out for any other spirit you might want to pass that benefit on to. Whenever you finish off one of these, rest assured another will arrive to take its place in short order (probably tomorrow). While Millet Wine is certainly Likulau's top choice, you can substitute the contents with any other alcohol you might want instead.
And for those with a real drinking problem, you can purchase additional bodies at just 50CP a pop, with the same benefits of a constantly replenishing stock.

[100CP] Canned Coffee: You've got a vending machine for an endless supply of the best brand of canned coffee. Whether you're in the mood for milk coffee, black coffee, or café au lait, even a few flavoured options like hazelnut coffee or iced coffee – this is the device for you. Availability of special flavours may change and there are sometimes commemorative cans during special events. Many of the choices in the machine are available in either warm or cold cans, with the stock of each differing depending on the season. Mysteriously, the machine doesn't need to be restocked. If you're a spirit, just remember that drinking from it alone is going to make quite the mess…

[200CP] Dance Club: This site practices all kinds of traditional Taiwanese dances, and is already popular with various aboriginal deities interested in the performances recreated over the years. Even as a spirit you'll be able to have a surprising amount of influence here and direct what kind of dances will be featured. You can be a member, the owner, or just associated with the club in some other way as is your preference. Outside of celebrations for festivals and big shows, it offers lessons to any aspiring dancers who wish to improve their footwork. One of the primary special qualities this club has is that any performances

here have a high likelihood of drawing in spirits related to that performance. Those that it does attract will never be malevolent to your performers, unless that was the goal in the first place.

[200CP] Settle in the Wilderness: A dense and lush forest lies in the high mountains. It's a place that's still wild, where the clouded leopard and Formosan black bear still roam. You can reach this place effortlessly through a special Spirit Path so it is never far from you, always arriving in a comfortable cave. This area comes with a physical trail to reach it as well, and the area is considered to be a national monument for its beauty so you can rest assured it won't be tarnished by development. These trails are a bit more dangerous, as they are rarely traveled for the dangerous weather that can happen here. It's an incomparably private natural wonderland to revel in the beauty of, have some peace for self-reflection, or just have a good cry after you've kidnapped someone here and ruined your relationship.

[300CP] Troubled Tribe: This is a spiritual homeland for your people. A site where ancestors used ancient techniques to build homes that still stand to this day. A monument in its own way, the village has clearly fallen on some difficult times with typhoon winds and disuse causing the decline of a beautiful heritage site where many still live. With as many homes as it has residents now, the culture of this village is slowly being lost to the encroaching outside world. This can be the Rukai people, if you like, or a group with different unique traditions and language as defined by you. Regardless, you will be a figure of importance, whether an ancient spirit from their history or a living leader (if human). This village can be the home of any number of your otherwise un-imported companions, offering them a peaceful time here where there is always just a little bit to restore or do to keep the community healthy without it ever feeling like a burden. Any of your companions not otherwise imported in this jump can further be brought in as fellow Spirits to protect and guide this place, with 200CP to spend on their own perks as well as the Clouded Beverage item that will be regularly tributed to them by at least one villager.

For just another 50CP the tribe won't need to have you looking out for them from afar, since even "generic" members of the tribe through their adherence to old traditions, will still be able to see and communicate with spirits. This is bound to increase your worship, offerings, and available chi with which to protect them.



Yaoguai

[100CP] An Empty Shell: Consuming the soul and taking the body of a human usually has some minor consequences on a yaoguai, merging the personality of the former owner with the occupying spirit. It's entirely up to you whether or not that's the case with this body, and you're free to choose their previous personality before perishing if there is a certain mindset you'd like this corpse to give you while wearing it. Likewise the life this person led before can be any mundane one of your choosing before meeting their inevitable end, possibly giving you a very pleasant or secure lifestyle depending on what you want. Regardless, as a yaoguai this is a convenient means of interacting with the living world. Most importantly this body suffers from no unwanted deterioration over time, and will always feel as fresh as the moment they perished –being entirely alive for you during any possession of it.
You can purchase additional bodies at 50CP a pop, with all the same benefits.

[100CP] Homemade Bento: Two delicious boxes of bento that can be used once per day and are filled with a… potentially delicious… meal intended to be shared with someone you care about. Each contains a very filling meal, though the quality of the contained food and artistic arrangement will be scaled on your own ability to make it. This could result in a transcendently sublime meal or something that's just okay depending on your personal talent in a kitchen. But regardless of your own skill level, the actual boxes themselves and the chopsticks are of the highest quality.

[200CP] Hot Springs: The scenic waters of this private paradise revitalize body and spirit. Even purely spiritual beings are able to enjoy the waters here as much as physical people. But beyond just the baths themselves the view is spectacular here, offering a perfect untarnished mountain pass to relax to. If this isn't to your fancy, the hot springs can be located at any site that would provide you with whatever picturesque relaxing view you'd prefer. This spring seems to be always at the perfect temperature

to help the occupants relax comfortably without ever becoming too warm. Best of all it actively promotes recovering of any damage one's chi has taken. This luxurious location can be treated as a warehouse addition or simply attached to any other recurring property you own.

[200CP] Admirer's Club: A gang of humans has taken to prop you up as something to adore. Whether this means worshippers in the traditional sense or just being popular enough to have a group of people who could be almost considered suitors if not for the fact they will never make the first move – considering you to be out of their league. If you don't want to be worshipped so directly, they can instead be huge fans of a private persona of yours; maybe you want a history as some kind of artist? A similar network of fans will appear in future worlds as part of your background if you desire. While they have no special skills of their own, these humans could be useful if you need information or ~~a snack~~ happen to be bored. You may even get a few secret love letters and fan mail out of it, if you want that sort of thing.

[300CP] Family Fortress: On the surface a completely normal mansion, the powerful household you belong to is guarded by a host of yaogaui who are anchored here. These are loyal to you and seek to keep you both happy and safe within the household. They are quite capable of defending it as a group against most intrusive spirits, if faced with a tremendously powerful spirit they will not be able to keep them out. This property will be present in future jumps as well, and if desired you may upgrade the individual yaogaui that follow you into full companions using future imports. On the same note, this option serves as a bulk import allowing you to bring in as many companions as desired as yaoguai with the free perks and 200CP more to spend on other perk options or Empty Shells

All it would cost is 50CP and then their mere presence would actively prevent spiritual abilities such as clairvoyance or clairaudience from being able to spy on the property and will guarantee privacy and peace of mind… if you can ignore all your associate spirits already haunting the place, that is…



Drawbacks

No drawbacks are mandatory, but a few are only available to specific origin choices. You can choose any number of drawbacks. The value offered by a drawback is relative to its difficulty, making it harder to tolerate. The most rewarding will also carry the most difficult consequences to overcome… if they can be overcome at all…

[+0] New Player: You replace Tian-Liao Lin's role in the story of Nekojishi. You are a member of a formerly-traditional family now only playing their part for the sake of keeping their temple in business. Attending college in another city, you were presented with a statue from the family temple housing the spirit of an unnamed guardian tiger. Thanks to intervention by another spirit your third eye has now been awakened. Now able to see the guardian tiger, it wishes to rekindle your family's ties to the spirits with you serving as a medium at the temple. Of course, the spirit who awakened your third eye wishes for your help with something as well - to serve as his oracle and voice to guide his own people who have bad blood with your home family. Yet another spirit has been attracted by the strength of your spiritual power and possessed a human nearby in order to get closer to you romantically, hoping you can be together forever. And just to complicate matters, you have been targeted by a yaogaui who seeks to claim your soul.
Alternatively, you can take the role of any other character in Nekojishi that matches your origin choice should you have the appropriate perks.

[+100CP, Human] An Ordinary Life: Oh? You'd rather not be involved with this weird nonsense? Okay then. Like most of the modern world, your spiritual power is almost nonexistent. You won't be able to see or interact with spirits, even if a powerful one were to come along to try and forcibly open your senses. For all intents and purposes, there might as well not be any spirits in this world. They can still effect you and your life, but you'll never be able to communicate directly – especially with the issues most spirits have of actually doing anything to the physical world. This loss of spiritual power does effect abilities you may have from previous worlds, so you won't be pulling off any ki blasts or divine spells. It feels like there is something missing, like you could have done more, a missed opportunity

[+100CP, Human] I Must Dance!: Forsaking the divine calling of godly duties or the call of a god to serve as their priest, your goals in life are much less supernatural. You will probably want to avoid the affairs of the spirits and only want to have a professional career in dancing. Yes, even if those spirits represent your ideal kind of fantasy partner and are a dream come true. In time you might come to appreciate the gift you've been given but for now any responsibility is something to be feared and run from; all you want out of life is to not be tied down and to dance! This won't completely keep you from interacting with friendly spirits but will give you a great aversion to helping them in any way that would draw attention to yourself or make you act out of the ordinary from your typical schedule. It doesn't *need* to be dance specifically, but it has to be a modern career goal. Time and exposure to the spiritual world might help you come out of your shell, but you'll always have your goal too.

[+100CP, Non-Human] Unnamed: You have only the most limited control over what your form is here, only being able to choose a base species to present as to others. Where most spirits see themselves a certain way, you'll constantly see yourself shifting to match other's ideas of you. Going from anthropomorphic to animalistic, male to female, all physical traits of yours could change until you're named. Your total power is also halved until you're granted a name by another. However, being that you are a spirit, any name you accept or becomes part of you also shapes your identity. As a result it will change the way much of the world perceives you and may change a core part of you and how you interact with the world.

[+100CP, Guardian] Fragile Immortality: Whatever object spirit you have, it could be endangered from unexpected forces. You still freely choose the item, but it can only be as resistant to harm as a mundane object from this world (a tree or stone statuette for recurring examples). This doesn't mean it's made of something prone to being destroyed by the lightest breeze, or even falling off a shelf, but it could be harmed irreversibly by a single thoughtless accident. Every bit of harm done to your object is reflected on you, chipping away at spiritual power or potentially risking your life with serious harm to the object. For you to have any real power in this world means either staying relatively near your object, or at the very least remaining close to your temple or worshippers.

[+100CP, Spirit] Leopard Leash: Where guardians are always protecting greater city gods or humans, and yaoguai are preying on those same humans, there often isn't nearly as much reason for spirits like you to get involved in the world. So you've got a boss that you rely on for understanding this world. Maybe it's Aidridringane, or it could just be one of your close companions. Regardless you don't actually have a lot of experience in dealing with anyone else but them, becoming over-reliant on them for advice and understanding of the world. They've probably given you a job to do, and most of your information on humans and other spirits comes through that small window of interaction. You're over-reliance on this person can leave you somewhat

gullible and naïve, leaving you unlikely to question them at all. And at least at first, unlikely to question the motivations or information of others…

[+100CP, Yaoguai] Killer Kitty Chi: You are an entity composed of Sha Chi, a purely negative force. Your very essence is what stops the nourishing flow of other chi, an active detriment to life. Unless you can balance this chi, you'll always have at least a little killing intent, and can only use positive emotions as a mask since your essence actively prevents any real positivity within you. This situation is entirely solveable… but does require an infusion of good energy from another willing being which will returning your ability to feel positive emotions. However this new balance of someone else's energy will have a strong effect on your personality as well… You feel a bit less like being restored to your original balance, and a bit more like a balance of your energies and theirs…

[+100CP] Aborigine: You can only speak and understand one language fluently, and this selected language can be neither Mandarin nor English. You will still receive a rudimentary understanding of the local language as per normal based on your arrival to this world, but it is only rarely sufficient to fully understand what everyone else is talking about around you. Communication will be difficult and could cause you to come across as cold or aloof at times. Worse still is the surprising frequency of people who label you as stupid simply due to not sharing a common tongue, and dismiss you as an untrustworthy foreigner. Eventually this drawback can be alleviated but only through actual study and effort. In the meantime you can expect to deal with a great amount of frustration, charades, and illustrations to get your points across.

[+100CP] Fuddy-Duddy: Very conservative, unwilling to deviate from tradition or break the rules set forth by society. You cannot enter a person's property without the permission of the owner – even should that owner be in grave danger or already dead. Only once society recognizes a place as ownerless or public property can you enter freely. You will be naturally opposed to any methods that are considered underhanded or improper, scolding anyone who wants to take advantage of spirits or outside powers to secretly gain some kind of edge in the world of humans. Of course, a lot of this comes from your own inexperience in dealing with the human world like other people do, and you might eventually be willing to loosen up.

[+200CP] Just Cat Things: From catnip and boxes down to bugs and bubbles. Anything you could reasonably expect to distract a typical housecat or hold their attention, yeah, that's going to be something you're very interested in. From now on you can be easily distracted by all the kinds of things you might expect a typical housecat to be interested in. At least since you're a spirit, you can't knock everything off shelves easily? Even unable, it won't always stop you from trying… This will usually cause you to behave in silly and cute ways when the opportunity presents itself. Sometimes this will be the detriment of yourself and others, but is more likely to occur during a conversation you should be paying attention to than any immediate danger. Great willpower or immediate danger is enough to stop you from losing focus, but your overall attention span has taken quite the nosedive– especially if anyone has yarn or a laser pointer.

[+200CP] Spirit Journey: You cannot gain a physical form in this world, existing only as spirit. This means you cannot possess humans under any circumstances; even if you have built a strong bond of trust with them or they are literally a dead body with no resistance to possession. Like other spirits it is nearly impossible for you to exert any real change on the world with your physical abilities, you will only be able to interact with other spirits or the very rare humans who have unlocked their third eye. If you take this as a human, you're stuck as a ghost, and risk becoming more like the yaoguai or being preyed on by them. In this case these malevolent spirits will target your soul, vulnerable as it is from your recent death. Don't be devoured. Of course, you could always allow yourself to be led to an afterlife instead of lingering in this world…

[+200CP] Unwanted Guests: Other spirits are constantly drawn to you because of your unique nature. Some will seek your aid in communication with their followers or other tasks they are unable to accomplish alone, while others like yaoguai will plot to devour your spirit in order to gain your power. This will make you endlessly popular with the spirits, for better or worse. Even if you aren't helping them, they will actively gather around you and keep up their requests until you eventually give in. These spirits cannot be killed or otherwise destroyed, most will only leave when they've finally gotten what they want. Often times you will have to satisfy the needs of multiple gods at a time in order to get any amount of peace for yourself. There will at least be alternate ways to placate or feed yaogaui, so these encounters do have a path to end peacefully.

[+200CP] A Matter of Perspective: Your physical shape and as a result, many of your biological abilities, are going to be determined by those who are interacting with and otherwise entirely out of your control. Unable to be certain of how reality differs from how you see yourself – you could be a different gender, or have a vastly unexpected physique, all details are up in the air. And importantly it's whoever that is interacting with you that actually matters, able to change how you experience the world regularly at any given moment. You have a stable idea of your body which is maintained regardless, not letting you visually understand how others may perceive you. This reality can be contradictory if two people are interacting with you at once. Good luck, this is sure to be a confusing time. It's worth noting you're more likely to line up with people's ideal body if they can't make any impressions of you before you meet – so good luck being everyone's fanservice. And this does affect your clothing too, since that's part of you whether you're a spirit or human.

[+300CP] Visual Novel Protagonist: You find it difficult to take the initiative unless presented with a clear choice. Unless presented with an option by others, you will see your current course of action through. While it may not feel unnatural during the course of your stay you will consistently find yourself caught up in the moment or reverting to usual patterns, unable to take initiative to make decisions unless presented with a choice by others. It seems one of the few things you do do unprompted is blab out your secrets when flustered or surprised. Without another person around to provide direction or a clear choice between options, you're quite likely to just operate on autopilot. Enjoy living a perfectly average life and sticking to a perfectly average routine, unless someone gives you the chance to do anything differently.

[+300CP] Five Misfortunes: Those who dare to unveil the secrets of the heavens and treat with spirits will be punished. Like fortune-tellers and unfortunate oracles, these five misfortunes have fallen upon you. As time passes you will realize your connections with relatives and friends rapidly deteriorate – requiring your constant attention in order to preserve the bonds you once held. Simultaneously you will find your health, wealth, and influence waning over time. Equal attention to managing each of these maladies can keep your situation from growing worse but you will never be able to see sufficient gain in any area as the heavens themselves work to bring further stress and illness into your life.

[+300CP] You Need Liao: Over the course of your stay you'll be faced with a serious dilemma, and rendered unable to deal with the problem yourself. The disruption in the world from your arrival has been corrected by the intervention of three Chief Gods, causing you and your imported allies to be stripped of any outside abilities or equipment, retaining only what was purchased this jump. Your only solution will be through requesting the help of Tian-Liao Lin, in order to have the disruption redone so you may regain what you lost and pass on to other worlds once again. Unfortunately, he's far too focused on his career in dancing, his mandatory military service, and to a lesser extent the three other furry spirits he'd love to romance – and they have demands of their own! Chief Gods Mazu and Aidridringane are just two of the many powerful spirits that will need to be convinced for this to be fixed and allow you to move on, and you need the problem fixed at the correct time in order to leave.

[+300CP] Just Let It Go: Like everyone, you have your fantasies. Maybe you long for supernatural power to do whatever you want, or maybe its childish wishes of being loved by a hunky beast-man. But that's all they should be: fantasies. You firmly believe this, and when offered the chance for your ideal fantasy life you will resist – fighting instead to maintain the mundane and avoid being drawn into anything that would make you stand out. Nothing is more embarrassing to be caught being involved in any of that spiritualist, folksy nonsense. Foremost among your desires is the one for a typical peaceful life, driving any and all spirits away from you without helping them – even if they're simply begging you to give a warning of an incoming natural disaster in order to save lives. Your normal life and goals is more important. In the end you will get exactly what you are searching for. Your wish for an ordinary life will be granted. Away from any reminders of more than that, having driving away everything abnormal you can and hiding the rest.



Exit

Will you remain here, carry on to yet another world, or return to the one you left? The choice is yours alone to make.

Notes

stupid_dog

Deleted old intro. You probably know what you're getting into here.

I Need A Name For This Perk is the name for the perk.

To reiterate, companions purchased through Special Starring can have up to +400CP in drawbacks, choosing any +100CP or +200CP drawbacks as long as they don't have an origin that conflicts with the drawback.

While A Matter of Perspective prevents you from using any alt-forms, Spirit Journey does still allow them but all forms will be entirely spiritual. Please don't take Just Let It Go.

Group of Guardian Tigers art by 山藥人