

Nagasarete Airantou

Around one hundred and thirty years ago, when Japan was just opening up its borders, a ship set sail toward Europe. They aimed to learn about the latest innovations and medicines that had been developed over there. But on their journey a terrible storm struck, and their ship was destroyed. The crew washed up on the shores of a strange island, one surrounded by perpetual whirlpools that prevent anyone from going too far out to sea. They were trapped there ever since, and developed a harmonious village with abundant food and water. They name the island Airantou, after their ship.

Cut to the present day. A young man by the name of Ikuto Tōhōin, following a fight with his father, runs away from home and sets out on a cruise ship. But during a harsh storm, he is caught by the waves and falls overboard. Unable to rescue him, all that can be offered to him is a tokenry lifebuoy. By sheer luck he drifts to Airantou, safe only because the whirlpools weaken enough during heavy storms to allow things in. He is eventually fished out by a young brown haired woman named Suzu, and awakens to find himself similarly trapped on this island.

Ikuto must adapt to his new living situation, but it quickly becomes clear that this island isn't quite as normal as it first appears. The first and foremost thing of note is that there are absolutely no men on the island. During an annual fishing competition twelve years ago, they were all swept away by a massive wave and disappeared. That leaves Ikuto as the only man any of them have seen for over a decade. Consequently many of the younger women struggle to understand the differences between the two genders, and just about the entire island is ready to vie him to become their husband.

But the weirdness does not end there. Even outside of the strange perpetual whirlpools, and the fact that the outside world somehow knows nothing about this island, this island has a strange magic to it. The animals are abstract in shape and fully sapient. The plants are massive and intelligent. Yōkai are a common sight anywhere you go. Not even the humans that live here are wholly mundane. This place is like a fantasy world separate from reality.

Ikuto must now learn to live with the strange and crazy world he has found himself in. Unfortunately he is chronically unable to witness even the most basic suggestive imagery without his nose erupting with blood. He is also under a curse to deny the existence of anything supernatural. This understandably makes living on an island surrounded by beautiful women and yōkai quite difficult for him.

But Ikuto is not so alone any more. For around the same time as he is fished out on these shores is when you will be entering this jump. While there are no overtly calamitous dangers to fight through, prepare to have a quite interesting and action packed decade. To start you off, have **1000CP** to spend on the document below.

Origin: *To start off, it is time to choose your background entering this setting. You may choose your age or gender for free, though do note that most of the cast are on the younger side of things.*

Castaway - You are a castaway. You didn't originate from Airantou. The winds and waves washed you ashore here after you were sent overboard during a boating trip. By sheer luck, you avoided the giant spiritual barrier and the ring of whirlpools, waking up on these sandy beaches. You are a stranger to this island and its people. You need not worry though. As descendants of castaways themselves, the island's inhabitants will treat you well regardless.

Villager - While the village of Airantou is filled with unique and lively people, each with their own role to fulfil, most of the villagers are just that: average villagers. They lead normal lives: farming for food, chatting with friends, and getting on with life. You will start as just another villager. The people here know you and you know them in turn. Your life here will be as simple or complex as you decide to make it.

Artisan - Lacking access to a wider world, the people of Airantou must build everything for themselves. From homes to clothes, everything is done 'in-house,' so to speak. It is important work and one that generally requires skilled hands. You will start as an artisan yourself. If you don't yet have any usable skills, you will be starting as an artisan's apprentice, ready to learn the craft. Otherwise you will be starting as a fully fledged artisan from the get-go. The village will be relying on you.

Exorcist - In the modern day, the idea of the supernatural is almost laughable. Magic is special. Unique on a galactic level, enough for Earth to be designated a Sanctuary Planet by the Planetary Overseers. Some humans have learned how to harness this energy. They are the exorcists and miko, sorcerers and witches. You will be starting as one of them. It is your job to handle errant yōkai and evil spirits. In the outside world this would mean little. Not on Airantou though.

Warrior - The island may be peaceful, but there are still those who love the thrill of the fight. The Northern quadrant of the island in particular is filled with strong animals and yōkai that love fighting each other. The humans similarly have their own warriors: ninjas and samurai. You will be starting in this jump as a hot-blooded fighter. Combat is your craft and you have plenty of time and plenty of people to practise it with.

Guardian - Just as there are warriors, so too are there guardians. People, yōkai, or animals that have dedicated themselves not to mindless violence but to ensuring peace and defending the weak. The most prominent of these are the four island Lords, one for each cardinal direction of the island, plus the Lord of the Sea that patrols the waters. They are the personal guards of Kairyuu-sama, charged with the sacred duty of keeping Airantou safe. While not one of the Lords, you are still a guardian in your own right. If you want to do your duty, expect to get embroiled in many shenanigans.

Species: *Next it is time for you to choose what species you will be entering this jump as.*

Human
Airantou has many different inhabitants. While humans may be the ones you are most familiar with, they are actually only the most recent addition to this island, having arrived just over a century ago after being shipwrecked by a storm. As mentioned, only human women remain on this island currently. In fact, even setting aside all the men being washed away, not a single human male has been born on this island in over a generation. The reason for this is unknown. What humans lack in physical and spiritual ability, they make up for in ingenuity.

Animal
The main inhabitants of Airantou. But the animals of Airantou are not like their kin in the outside world. They are just as intelligent as humans, with a lifespan to match. Many of them can communicate fluently with other species, including humans. Even some of the sea-faring animals such as sharks or whales can survive on land, rolling around on man-made scooters. Notably, the animals of Airantou do not look ordinary. They are more like an abstract impression of their species. This is likely because they did not evolve naturally. Kairyuu-Sama created their ancestors untold years ago. You can choose which animal species to start as here. They have everything from chickens to elephants to tigers to ostriches.

Yōkai [200]
The last major group of inhabitants of this island. Supernatural beings that the modern world considers made-up fantasies. They are very real and many live here in peace. Some yōkai are born naturally, part of species that reproduce like any other. Other yōkai are born when an animal manages to live long enough, denoted by the growth of a second tail. This transformation isn't strictly limited to animals; the current village leader is also slowly transforming into a nine-tailed kitsune after a century of life. Kairyuu-sama herself is a yōkai who has existed since the time of dinosaurs. You may choose which species of Yōkai you will become. Each type of yōkai has its own special abilities and niche. From yuki-ona who can summon snow and ice, to tanuki that can transform themselves and others into anything and anyone. From kitsune that can split into clones and possess other people, to tengu that can control the winds. Whatever you choose, you'll fit right in.

Android [600]
Robots. Fully autonomous, sapient robots made by the galactic organisation known as the Planetary Overseers. For whatever reason, the Overseers build them exclusively in the form of young female humans. They exist to monitor the happenings of this island. There are currently three of them on Airantou. Four if you add in yourself. Many different models exist, each with a different purpose and capabilities. For now you can choose between the three known series: Tactical, Scout, and Management. Tactical Androids focus on combat. Scouts focus on espionage and data gathering. Management Androids focus on data management, planning and coordination. Any singular Android is more than a match for the best this island has to offer in its specific field. Each is powered by two self-sustaining nuclear reactors and made of a complex nanoweave that allows them to construct, adapt, and upgrade in real time as necessary.



Location: *While you may be starting off somewhere in Airantou, the island itself can be split into several different distinct sections, with noticeably different wildlife and environments. Choose which area you will be starting in.*

West - If you spend any time around the main cast of this story, this is the area that you will be hanging around the most. The western portion of Airantou is the area that the original group of travellers washed up on. They subsequently established their village in this region. The region itself is one of the more peaceful parts of the island. It is made up primarily of large plains and old forests. This part of the island is watched over by the Lord of the West, Karaage, who is said to be the strongest of all the island lords. You can choose whether you wash up on the shore alongside Ikuto.

East - In contrast to the western side of the island, the eastern side is perhaps the most casually dangerous part of the island. It is much more swampy than the other areas, though still full of many trees. However it is also completely overrun with innumerable carnivorous, poisonous, man-eating plants. These plants grow as tall as a human, with bulbs that open up to reveal mouths full of teeth. They don't take chunks out of you so much as suck your blood a bit. A moderately alert person can navigate this area safely, but it isn't a place to stay long term. It is protected by the Lord of the East, Pandora. He is said to be the weakest of the Lords, though is still an eight foot tall panda capable of crushing a boulder between his claws.

North - Where the eastern portion of the island is dangerous for its plant life, the northern portion is dangerous for the creatures there. Despite being a quite rocky and desert filled environment, it is nonetheless home to a fair number of different animals and yōkai. These creatures are mostly warriors who are always fighting one another to test their strength. This part of the island also happens to house the island's only Sakura tree, planted by the humans when they first arrived. It is protected by the Lord of the North, Taiga, a two-tailed tiger yōkai.

South - The south quadrant of the island is not much more dangerous than the west. However, instead of being home to humans, the main inhabitants of this part of Airantou are two large clans of cats and dogs. The environment here is mostly the same as the west, though with a large variety of rivers, ponds, high lands, and low lands. The Lord of this part is decided quite casually by silly games between the cat and dog tribes. Generally it remains in the hands of Shima-Tora, an old nekomata. He also happens to be Suzu's master.

Mt. Fuji - This is a large mountain, but it is not the one found in Japan. At the very center of Airantou is a mountain. The humans decided to call it Mt Fuji as a tokenary reminder of their original home. The top of the mountain is perpetually covered in snow and blizzards. A tribe of Yuki-Onna live up here, in the coldest part of the island. This mountain is also where the humans from the village go to collect their ice for storing food and the like.



Perks: *Now for the meat of it. Time for you to choose what abilities and skills you will be starting off with. Perks are discounted to half price for their origins. 100CP perks are free on discount.*

General Perks

Native Beauty [100]
On an island of all women, you would expect to see at least a couple of beauties. Yet perhaps it is a mark of the abundant spirit energy in the air, for you will find that a large proportion of the island are quite attractive in their own right. Even the animals and yōkai (when in human form). That isn't even going into how well 'developed' many of them are. You've gone native in that respect. You are an overall very attractive person. Handsome or pretty, chiseled or curvy. Whatever the case, you are up there in the looks department. Optionally this comes with a bit of a size boost to certain enviable areas.

Wild Strength [100]
People on Airantou are strong. Very strong. Even the most average villager is likely several times stronger than their outside world counterpart. This is a natural consequence when farming requires pulling up vegetables larger than a person by hand, or carrying hundreds of litres of water in urns on your shoulders. There is no cushy living here. If you want to live, you need to work. While nothing particularly stand-out on Airantou, you are at least average when it comes to strength on this island. Strong enough that you could pull out giant vegetables, lift heavy logs, climb tree tops, or shift rocks.



Castaway

Super Inflatable Lungs [100]
Do you have lungs made of rubber? Because yours are capable of inflating to truly stupendous sizes. We aren't talking about double the size of a normal person's lungs here. Yours can inflate so large that your chest could nearly triple in size. It appears to be some kind of defense mechanism for when falling from a great height; you can puff up not unlike a pufferfish to cushion the landing significantly. This also helps if you ever receive CPR from an over-enthusiastic person with limited understanding of the average human's lung capacity.

Game Master [100]
Living on Airantou, you are going to be missing many of the creature comforts of the modern world. That includes leisure activities such as the internet, books, and so on. While general everyday work will occupy a lot of your time, it's still nice to relax with some boardgames with the village girls. Naturally without other comforts to divide your time, you've become quite good at gaming in general. Particularly games like Chess or Go. There are a couple of people around the island you can challenge to a match if you ever fancy it.

My Guise Is Disguise [200]
Mei Mei is incredibly shy. Despite being a performer, the mere prospect of talking to someone sends her running for the nearest hidey-hole. Perhaps this is why she has become so good at creating costumes and disguises. While wandering Airantou, you can never be quite sure if you are looking at a tree, a rock, or Mei Mei in disguise. The existence of transforming yōkai like the Tanuki just exacerbates the confusion. Either way, you have a similar talent for creating incredibly realistic looking disguises and costumes. Lion costumes that look like actual lions, trees that you could mistake for having actual bark, and more. Just keep in mind that 'realistic' stands out here, where many creatures are rather abstract in appearance.

Message In A Bottle [200]
Put a letter inside a bottle, release it out to sea, and watch it float away. Pray with your heart that it will reach who you desire. Logically the chances of that random bottle ending up in front of its intended recipient are ridiculously low. But sometimes the world doesn't operate solely on logic. Sometimes there is magic afoot. You will find that when you send a message in a bottle, the currents will invariably take it to who it is meant for. It may take several days or even weeks to reach them, but reach them it will. Think of it as a gift from the ocean.

Natural Womaniser [400]
You are the very worst kind of womaniser: the kind that does it without consciously realising they are doing so. That sincerity is part of what makes it so effective. You say and do things that perfectly strike at the hearts of maidens without meaning to. While it isn't so ridiculous as to make women fall in love with you within a few short conversations, you definitely pique their interest in you in that time. Enough so that they'll be giving you second glances. Heaven help those who are already feeling insecure, for you are liable to end up as their knight in shining armour in your attempts to bolster their confidence. The fact that there are no men on the island currently (bar Ikuto) will only compound this issue further.

Lucky Bastard [400]
On an island filled exclusively with young women, it is natural that you are likely going to end up seeing something you shouldn't at some point. Yet you in particular seem to have a strange luck when it comes to those kinds of incidents. Even if they weren't trying to woo you, you'd find people tripping and smushing their chest in your face, or falling over to reveal their panties, or having a gust of wind blow open their yukata directly in front of you. In fact it would seem to be the case that the more attractive they are, and the more often you interact, the more frequently these kinds of things occur. After a while it reached the point where Ikuto was often unintentionally finding himself around fully nude girls. To save on embarrassment, this is an effect you can choose to dial back if you wish.

Tōhōin Art [600]
As has already been mentioned, many different styles of swordsmanship exist. But some are simply objectively stronger. Despite his initial refusal to believe in anything supernatural, Ikuto's family has a long history closely tied to the mystical. Their family sword style adapted from the arts of exorcists. It utilises the inherent trait of spiritual growth from confronting the supernatural and combines it with the discipline and strength of samurai. This gave rise to a style of swordsmanship that naturally suppresses yōkai and magic users, while also growing the user's strength with every fight against the supernatural. The younger Tohoin are considered geniuses. The older generations? They are feared as monsters. Figuratively that is.



Villager

Endless Stamina [100]
Ikuto could not be said to be unathletic, yet even he struggled with the average work day of Airantou when he first arrived. While there is no real pressure for anyone to work specific hours, if you want to pull your own weight, you will likely be physically working for most hours of the day during the busier seasons. It is a good thing, then, that you seem to have the endless energy of a child. You can keep at it, keep at it, keep at it until the sun goes down. Your limbs may ache the next day something fierce, but exhaustion is rarely something that will put you down. Work the fields in the morning, race for hours at noon, climb a mountain in the afternoon, then sit down for a nice meal in the evening.

Villager Skills [100]
The every-day skills needed on Airantou differ notably from those in mainland Japan or the rest of the civilised world. Self sufficiency is all important. Living on this island, you need to know how to catch your food (fish and veggies only, since normal meat is off the table), how to light a fire with flint and kindling, how to make a bed and shelter, how to till a field, and how to clean your clothes by hand in the river. These are basics that most of the villagers have passed down through the generations. That extends to you too, obviously. You won't be a dead weight here.

Quick Learner [200]
Adaptability. That's the name of the game when you are living on an isolated island filled with aliens, yōkai, and talking animals. You never know what event will happen next, so you need to be able to think on your feet. You better be prepared to pick up a dozen different skills in a short time, in quick succession. Luckily for you, that's always been something you've been good at. You've always been a quick learner. Whether it's climbing trees, dodging rocks, navigating mazes, or more, you've always grasped the basics faster than most. Proper mastery will take more work, however. Adapt, improve, and overcome.

Womanly Charm [200]
A charming man is called a womaniser. As for charming women? Vixen isn't the right description because Airantou has a kitsune and she's more mischievous than charming. A charming woman is simply charming. You have that womanly charm. You just ooze femininity in abundance, an understated aura that leaves boys and men alike a stuttering mess in your presence with a husky voice that would make a sailor blush. It would take very little effort on your part to leave teens a wreck, and even fully grown men are far from resistant to your charms. If you really turn up the flirting, you could potentially have them dancing on the palm of your hand.

Berser-kat [400]
In some worlds, special training techniques involve throwing fish-covered children into pits full of starving cats until they enter a berserker state. This is a less traumatic alternative to that. Rather than fight starving cats, one simply needs to live the carefree life of a cat alongside the cats of Airantou. Such a lifestyle allows one to naturally develop their own cat abilities. In everyday life you will be more agile and light-footed, able to squeeze through tiny gaps and navigate through the dark. In combat, you can enter a berserker state if you become angry enough. In this state, your physical stats reach their utmost peak, particularly your speed and agility. Your eyes become slitted, and your hands curl into claws. In this state you are a true terror to behold.

Force Of Personality [400]
There is something to be said about how much of a possession magnet Suzu is. Whether it be swapping bodies with Ayame, having her body hijacked by an alien bird, or possessed by mischievous kitsune, she often seems to be at the center of it all. She has one notable advantage though. Her sheer force of personality will usually flare up enough for her base self to take back control in short order. Like her, you will not be possessed long before your own consciousness comes back to the surface to flip the tables on your would-be possessor. Certain triggers will speed up this process, things that would cause you to feel strong emotions: embarrassing moments or people you care about.

Into The Waifu-Verse [600]
Why is it that just about everything you meet that isn't explicitly male has an attractive female human form? Yōkai? Waifu. Android? Waifu. Animal? Waifu. Sword? Waifu. Kami? Waifu. Ancient Evil Spirit? Waifu. As long as a thing you interact with is sapient and not male, it likely has the ability to assume the form of a pretty young woman. If it doesn’t yet? Well then it's only a matter of time before circumstances end up such that they gain one. Even ancient old ladies have been known to miraculously reincarnate into youthful, energetic yōkai not long after meeting you. On that note; do try to stay away from any gender-changing phenomena. That is, unless you want to tempt fate with your remaining male friends or acquaintances.



Artisan

Omni-Seamstress [100]
Airantou is behind the times when it comes to fashion, for obvious reasons. What little they know is scrounged off of magazines that float in on the currents. That doesn't stop Chikage from doing her best to replicate that fashion with what she has on hand! In fact the goods she produces, while far from 'normal' fashion, are undeniably high quality. From playboy bunny outfits with fishnets to french maid costumes with frills, school uniforms to swimsuits, Chikage has shown a remarkable ability to replicate it all, and at great speed. As the resident teacher of Airantou she has taken it upon herself to teach you this hobby, per your request. As long as you are provided some basic fabric, you could quickly design and create any outfit your mind can conjure. Whether your own sense of fashion is good is another matter entirely.

Eternally 18 [100]
Magical Hotsprings aside, the older generation of women on Airantou don't look their age. In fact many of them could be mistaken for the sisters of their own children. There is aging gracefully and then there is just not aging at all. You and those you care about tend to fall on the latter side of the spectrum. On the outside at least. You may get older, but your body doesn't show it. By the time you are sixty you would still look thirty. It's only when you are approaching a century of life that you will have to start worrying about grey hairs or wrinkles. Going hand in hand with this is the benefit that the weaknesses born of old age are slower to manifest.

Building By Block [200]
With all the crazy shenanigans that occur around the island, the island carpenters are never out of work. Sometimes a storm will blow down a bridge, other times a roof will spring a leak. Occasionally a new house may need built or a wooden idol will need replaced. That's where you come in! Well, you and all the other carpenters. You are a builder by trade and a wood worker by nature. As you should expect by now, this comes with the classic Airantou twist: you can do it quickly and you can do it well. Provided you have the materials on hand, constructing a hut is a matter of a few minutes of work. Give it a couple of days and you could build an entire house. Carving and decorating would be a slower process but one you are no less skilled in.

goD Tongue [200]
Although their application may be excessive, many of the previously listed artisan skills remain feasible for ordinary people. This is the first one that could be said to be actively magical. You have been blessed with the same talent as the elusive half-inu yōkai Aria. Your nose and tongue are as unique as they are special. By 'licking the tongue' or otherwise kissing another person, you are able to taste every food they have ever eaten in their life by looking into the memories of their taste buds. This would allow you to determine the necessary ingredients for cooking those dishes. That is where the other part of this gift comes in: your nose allows you to figure out the best way to cook an ingredient with a single sniff. Combined, these two traits have made you an innately brilliant chef.

Divine Pollen [400]
Just as spiritual energy is on a higher level than the mundane world, divine energy is on a higher level still but also correspondingly more rare. Somehow the divine pollen of the sacred tree of Airantou has settled into your soul. Unlike with Rin, however, it has taken root. It will very slowly provide you with a constant trickle of divine energy. This has little effect on you or your soul. However this divine energy can be infused into items. By infusing divine energy, the inherent properties and effects of the items are strengthened. Vegetables would never spoil, tools become easier to use, idols radiate a sense of holiness, and weapons would become more powerful. With the speed you gain divine energy, you could infuse one item a month, or save it up for something particularly special such as creating a divine sword.

Slapstick Recovery [400]
You fall down, you get back up. You get hurt, you heal. You get hit, you soldier on. Life on Airantou can hardly be called safe. Certain people, like Ayame and Ikuto, are constantly getting hurt. They'll fall off cliffs, flounder in rivers, get bulldozed by animals, be bitten by poisonous plants, and more. Yet it can never keep them down for long! What they lack in luck, they make up for in sheer durability and recoverability. They'll bounce back from any injury that isn't immediately debilitating. Concussion? What's that? Broken bones? You'll be fine in a week. In fact the more you suffer, the stronger your ability to recover becomes. The girls noticed that injuries which would have taken Ikuto out of commission for days became things he'd walk off in minutes after living on Airantou for a year. The same is true for you. As a side benefit, this will help you survive all the nosebleeds you might get from hanging around the cast.

Eye Of Kairyuu [600]
On Airantou there are those known as Eyes of Kairyuu. A young babe or egg will be found without any parents. They could be humans, animals, or even yōkai. As they grow up, they are no different from others of their species, beyond perhaps being stronger than their kin. In truth these beings were created by the Dragon God at this island's heart. They unknowingly act as Kairyuu-Sama's eyes, letting them see what is happening on the island as they slumber. This great act of creation is a gift that you share. You are capable of creating living beings from nought but your spiritual power. As you would expect, this is not an act to do lightly, for creating even a newborn baby takes more energy than most exorcists have in their entire bodies. But every being you create is fully realised flesh and blood, with their own souls and will. They are your Eyes, and everything they experience is something you do too.



Exorcist

Talisman Creation [100]
Interestingly, while general spells and spiritual techniques require dedicated training to use, talismans themselves are in theory usable by just about anyone. One need not be a miko or the like to create and activate them. All you need is a little bit of spiritual power, something innate to all living beings. In other words, unless you are an android, you should be able to use these perfectly fine. Whether or not you have proper miko training, you have taken the time to learn how to draw a range of different talismans. You are quite good at it, in fact. Once you grasp the basic gist of how they work, you can then start experimenting with creating your very own unique talismans.

Heard You Talkin' [100]
There are a lot of superstitions and clichés that connect sudden sneezes, sensations, or shivers with the idea of someone talking about you. Maybe there is a kernel of truth to those tales. Call it a shrine maiden's instincts, but you have a near preternatural sense for when someone is talking bad about you behind your back. Furthermore you will often have a good idea of who exactly is doing it too, provided you know the person in question. All the better for you to get some payback on them.

Shikigami Expert [200]
The Onmyoji and Miko of the world had many different methods by which they deal with yōkai and kami. Those of Airantou specialise in two specific disciplines; talismans and shikigami. Shikigami are essentially summoned spirits, often through the medium of mundane items, that serve the exorcist. Each Shikigami requires a certain amount of upkeep, so the number of shikigami one can have is limited by how much spiritual energy they have. Most exorcists can only upkeep two or three shikigami contracts. Geniuses like Machi can have upwards of six. Each Shikigami has its own specific skill or talent, from turning pain into pleasure, to breathing out flaming clouds of pure spice. The more skilled you are with shikigami, the more things you can do with them, from simple things like boosting their strength, to more complex spells like fusing multiple of them together or equipping them as a battlesuit. As it happens, you are quite skilled in the use of Shikigami and their related arts. Enough so that you'd be a match for most yōkai looking to cause trouble.

Human Form [200]
Yōkai, animals, androids... They are not so different from humanity. Not really. Certainly not when they can so frequently turn human. Many yōkai can assume a human form as a matter of course. While the animals can't, magic has done it for them several times. The elephant maid who helps Chikage around her house was a particular beauty when anthropomorphized. In a similar vein, you will find that any non-human alt-forms you have can transform into an idealised 'human' version. If you desire, you could optionally keep a couple inhuman features in the process, such as ears, tail, wings, and so on. Enough to give hints as to what you once were.

Shrine Maiden [400]
It is the job of Miko and Exorcists to keep order amongst the spirits and yōkai of the land. While the outside world has relegated the supernatural to mere tales of fantasy, Airantou remains a hotspot of magic. In fact there has been a concerted effort to send those kinds of things to Airantou by the men who were swept away. Because of this, the miko family of Airantou have accumulated quite the repertoire of scrolls and cursed items. They have spells to enter the dreams of others. Spells to swap people's bodies. Rituals to turn animals into humans and humans into animals. Rituals to create voodoo dolls. Seals for yōkai. Shields for homes. The list goes on. While you cannot be said to be an encyclopedia, you nonetheless are quite knowledgeable in many of the various types of spells seen throughout the world, as well as the usual duties of the miko. Enough so that you'd be able to cast many of them with relatively little trouble. You could make for a very competent miko if you wished.

Spiritual Juggernaut [400]
All living beings have spiritual energy, as do some of the dead. Those with the proper knowledge can make use of it. But how much of it one has will vary from person to person. Just as a yōkai with more spiritual power is stronger than one with less, the same is true for exorcists, miko, and any other being. You were one of those lucky few who were born with an incredible amount of spiritual power. And unlike those unlucky yōkai who suddenly came into great power and consequently went berserk, your body has had time to adjust to this state. Your spells are more powerful, your energy more abundant. Even outside the use of magic, your body is just that little bit faster, stronger, more healthy. Should you put in the necessary work, you will quickly grow this already enormous pool of energy.

Technological Supernatural [600]
Contrary to what some may believe, technology and mysticism are not inherently contradictory paths. While the Planetary Overseers have not yet figured out the trick with Spiritual energy, some clever exorcists have. The result? Futuristic talismans in the form of computer chips. Special charms created using machinery. Clothes strengthened by spiritual and technological means. Technology did not make magic redundant. It merely opened new avenues to pursue it. You will find that you are able to combine the mystical and technological with remarkable ease to produce something greater than the sum of their parts. To that end, you have a solid grounding in the fundamentals of machinery and technological science. You may think this useless on a backward island such as Airantou, but you would be shocked by how many usable pieces of technology find their way to these shores.



Warrior

Bottomless Pit [100]
By all laws of biology and physics, a human shouldn't be able to eat their entire body weight in food in the course of an hour. Unfortunately for physics, nothing gets in the way of Suzu when she wants mame daifuku. Much like Suzu, it really doesn't matter how much you stuff down your gullet. There always seems to be space in your stomach for more. You could wolf down an entire roast tuna in the span of a single meal and still have room for dessert afterwards. Just keep in mind that all those calories don't vanish into the ether.

Conservation Of Mass [100]
Eat enough food and all those carbs have to go somewhere. There are many places they can go, but for you there appears to be only a few places they *do* go. It is quite odd, but any fat you put on seems to only ever appear in places that look better plumped up. The parts that would make you more attractive. For some reason this phenomena is limited solely to your human form, much like the wife of the Lord Of The East, for whom the fatter she gets in cat form, the more voluptuous her human form becomes. Where exactly this goes on a male is up in the air. That said, with how life goes on this island, you'd probably struggle to get fat in the first place.

Samurai To Be [200]
Shinobu may have been raised as a ninja, but her dream is to be a samurai. Unfortunately her knowledge of samurai is mostly limited to 'good at swordsmanship'. Luckily for her, Ikuto happens to be an expert at exactly that. Aside from ninja gear and miko training, kendo is the best way humans have to defend themselves on this island, considering the weakest Island Lord can crush boulders with his (panda) bear fists. As it happens, you are quite skilled in the art of the sword too. You've had systematic training from a quite young age, enough that you could win competitions easily, and more importantly put up something of a fight when faced with a yōkai or giant tiger. You've even begun to develop your own personalised style. You could draw further inspiration from the many interesting styles out there. Some of the more powerful ones are equally silly, such as one from an ancient swordswoman that relied on pressing her arm against her chest to unleash superfast strikes utilising the bounce-back force.

Angry Kitten [200]
When people are described as having a menacing aura, they aren't usually as literal as this. You would think that someone as bright and happy as Suzu couldn't intimidate a mouse. You would be wrong. Much like Suzu, your anger manifests in a very visual way. A literal aura of gloom. People would swear that they could see the shadow of a massive animal appearing behind you, its eyes glaring down balefully at them, claws raised and ready to strike. Needless to say this makes for a very intimidating sight. Combine that with the accompanying feeling of doom, and even the bravest warriors will take a step back in fright.

Skin Of Iron [400]
What doesn't kill you makes you stronger. There are many known ways to toughen up your skin, usually revolving around frequent abuse to their surface. You must have been subject to a truly extreme version of this, for your whole body has been toughened up to the point where an attacker is more likely to break their hand punching you than causing you any real harm. The more abuse you suffer, the tougher your skin will become. Maybe one day it will be hard enough to resist sharpened steel. As it is, it's already more durable than rock. Unfortunately, as one particular bull discovered, having a reputation for toughness tends to do little other than attract challengers to that title.

Shinobi Line [400]
There is little need for ninja on an island such as this, but the ninja family that ended up here have kept up their practices despite that. With the current generation branching off into construction, samurai, and teaching respectively, their mother is quite desperate to find someone to pass on their teachings to. At this point anyone will do. As it happens, you are someone and that's good enough for her. She has drilled into you the essentials of being a ninja. That means stealth training, poison making, kunai use, balance training, and so on. More esoterically, this includes the use of ninjutsu. Substitution jutsu (replacing yourself with a dummy or log) and clone jutsu (creating temporary clones of yourself) are particular favourites but are by no means the limit. The latter in particular is one you've shown a talent for, and have stumbled into the art of creating multiple independently thinking clones. This is a feat seen only by the school's founder and by Shinobu, the daughter who wishes to be a samurai.

Strength Of Suzuran [600]
The Lord of the West is currently the strongest creature on this island, discounting Kairyuu-sama. However in the not too distant past that title belonged to another. Suzuran, Suzu's mother, was once the undisputed strongest fighter on the island before she vanished. She may have disappeared but her talent hasn't. Her talent lives on in you. You are a genuine genius in the ways of martial arts and combat. Even while lacking any kind of formal training, you could become one of the strongest people on the island by age 12. Battle comes as easily to you as climbing does to a monkey or trickery does to a kitsune. You live and breathe it. Your combat instincts are unmatched, and you would quickly be able to master any style shown to you. If you ever manage to find where Suzuran went, the pair of you could have quite the duel.



Guardian

Animal Friend [100]
The animals of Airantou are intelligent, but that doesn't mean they can't be every bit as skittish as their dumber cousins. Much like Yukino and her father before her, you were raised alongside a veritable farmhouse of animals. Consequently you have gained something of an aura that makes animals subconsciously feel safer near you. You are quick to gain an animal's trust, and just by merely sitting in the open you are liable to find birds flitting down to land on your shoulder or deer wandering over to nibble at the grass nearby. With a little bit of bonding, larger animals would be quite happy to let you ride around on their back. With time, you will even find yourself beginning to understand them as if they were speaking fluently, and not just the animals native to Airantou.

Trapster [100]
Creation and identification often go hand in hand. The best people to spot a trap are often the kind of people who know how to set them in the first place. You might be wondering why such a skill is necessary, but when you live on an island filled with shinobi, mischievous pranksters, and sneaky yōkai, you learn what you can. You are quite the experienced trapper. You are familiar not only with basic traps (tripwires, snares, etc), but also know how to make notably more complicated ones. This experience has also ensured that you are quite good at spotting and avoiding traps laid by others. Not perfect, mind you. Even the best ninja can be caught off guard by the unknown.

Stubborn Will [200]
The life of a guardian is not an easy one. Guarding a land for decades, centuries even, takes more than just strength. It requires grit. Willpower. Strength of the inner kind. You will face challenges that push you. Fights that test your limits. Obstacles that seem insurmountable. You will face a choice: give up or keep pushing forward. That is all life is: a never-ending series of choices. You simply have the strength of will to keep making the harder choice. The choice to keep pushing forward. The choice to not give up, to not step down. If you collapse, it is because your body has failed, not your spirit.

Circus Acrobat [200]
Achieving the flexibility and acrobatic skill of a performer takes a lifetime of effort. Mei Mei and her three sisters have trained most of their lives to acquire their skills. But that hard work has paid off. Mei Mei in particular is almost as flexible as an octopus, able to fit herself into impossibly tight holes, climb sheer cliffs as if they were flat roads, and dance through the air as lightly as a feather. Her sisters aren't quite up to her level but they are working towards it. Some people are born with bodies that would never allow them to do this, regardless of how much they trained. You are not one of them. Although Airantou has no performance stages, if you ever managed to leave you could easily perform alongside the likes of Mei Mei's family.

Poison Immunity [400]
Mithridatism is a concept that dates back thousands of years, the most famous example being that of King Mithridates. From a very young age you have been fed a steady supply of gradually increasing doses of poisons. Consequently, your body has become all but immune to most forms of toxin. Drugs designed to put you to sleep or incapacitate you would be effective for all of two seconds. You wouldn't even notice ingesting poison that could kill a grown man in minutes. This is a known training method for the shinobi of Airantou. On a related note, you may need some pretty potent drinks now, if you ever want to get drunk.

Environmental Adaption [400]
Yōkai and abstract animals aren't the weirdest creatures to walk Airantou. That title would belong to Bem-Tan. Looking a bit like a fusion between a bird and a mass of sentient vines, Bem is not of this world. She is an alien creature looked after by one of the Planetary Overseers monitoring Earth. Her species has evolved to cope with entering vastly different ecosystems. She does this by fusing with a native lifeform and hijacking their body in a process similar to what Machi can do with her shikigami, until she has acclimatized to the new environment, learning about the ecosystem, wildlife, viruses, and weather. Whether it comes in the form of a mystical or biological trait, you too have gained this strange ability to temporarily fuse with another living creature to borrow its strengths.

Raging White Blade [600]
The Lord Of The West is said to be the strongest Lord of them all. He is the Golden Bullet. The Raging White Blade. Karaage's strength does not come from brute force. It comes from technique and great speed. To fight him is to fight a hurricane. You may not be one of the most powerful people on this island, but you are certainly one of the fastest. Combine this with a great dose of agility and you become nearly impossible to hit. Of course this speed is not limited to just leg speed; your other limbs are just as fast. You could rain down a dozen blows in the time your opponent has dealt one. Any opening they leave in their guard is one you'll have plenty of time to exploit, even if it only exists for a second. You're unlikely to beat a skilled warrior with this alone, but you similarly won't lose either.





Items: *Now time to see what items you will be starting with. You may discount one item of each price tier to half price. 100CP items are free on discount.*

Mame Daifuku [100]
This name is likely unfamiliar to you. Mame Daifuku are a traditional Japanese sweet dating back to Edo period, consisting of a sweet, soft, and chewy mochi rice cake mixed with boiled red beans. They are a particular favourite of Suzu, who could eat dozens of them in seconds if given the chance. They are the closest thing to a sweet treat you will find here. An oddly shaped bird occasionally flies in to deliver you a box of the buns once every few weeks. It is unclear where exactly the bird comes or goes from, as well as who is baking the Daifuku.

Sturdy Rod [100]
Because all the animals on the island are sapient, most of the inhabitants do not consume meat. Fish, on the other hand, are fair game. Of course, the fish of Airantou are no less weird than the land animals, though in this case that means they are much larger and spikier. An ordinary fishing rod would break like a twig before catching more than a handful. That is where this rod comes in. Made from specially treated wood taken from Airantou trees and threaded with a line made from spider yōkai silk, it is more than capable of catching all manner of seafood. You'd have to have hooked a great white shark or a blue whale for this thing to snap.

Chikage Closet [100]
Chikage is an avid fan of the different outfits of the outside world. Over the years she has accumulated a truly impressive assortment of garments. This closet is like a peak through the window at her vast treasury. While not quite a match for her endless parade of costumes, this large closet is nonetheless filled with literally hundreds of different outfits, costumes, and get-ups from all ranges of life. Some are traditional, some are honestly frankenstein. It also includes some quite nice yukata in various different sizes meant for both humans and animals, as well as a couple of miko outfits.

Thatch House [100]
If you are going to stay on this island, you'll need a place to live. The locals would be happy to help build you one, but maybe you want a slightly more personal touch, one that you can take with you when you leave. This house can truly be called your own. Like most homes on Airantou, this house is tropical in appearance, constructed from wood, rocks, and other local materials. It is sturdy enough to weather blistering seasonal storms and hurricane force winds. The house is a reasonable size and could comfortably accommodate an entire family. A small garden out back includes a quaint pond and a bamboo fence. The interior is well furnished but understandably lacks many modern amenities such as running water or power sockets.

Statue Seal [100]
There are many ways to seal away evil spirits and misbehaving yōkai, but the most traditional and common method is sealing them into a small stone statue. This is generally longer lasting than any kind of wood or paper construction, which will decay with age. Quite a few of Airantou's yōkai inhabitants were once sealed away in some shape or form. You have in your possession a dozen small statues that have been turned into the perfect receptacles for a spiritual creature, whether that be an evil spirit or yōkai. Activate them whilst in close range with the target. A great pillar of light will then suck the spirit into the statue, sealing it until the statue breaks or the spirit's energy wears away the lock to its prison, decades or centuries later.

Strange Seeds [100]
Airantou has already been mentioned to contain a number of odd plants such as their gigantic vegetables and fruits. However the weirdness extends beyond that. There are carnivorous plants that bite you with their bulbous heads and suck your blood. Slimy plants that secrete liquid which melts the clothes off of people. Heavenly Egg Plants known for their divine flavour and known to uproot themselves to literally float off in search of fertile ground to spread their seed. You have a handful of seeds from a variety of fauna from across the island, to plant or use as you wish. Interestingly these plants will change slightly depending on the soil and conditions of where they are planted, the carnivorous ones in particular. They'll have slightly different personalities too, be it shy, girlish, cool, stylish, and so on.

Voodoo Doll [100]
A basic tool but useful nonetheless. This is the very image of a stereotypical voodoo doll. This one in particular was created by Machi in her free time while she was thinking up ways to have 'fun' (read: prank) with her sister. It functions exactly as you would expect it to. As long as you have a specific target in mind, you can link this doll to that person. After that, the sensation of any action you perform on the doll will transfer perfectly to whoever it is connected to. Stab it with a needle and the target will feel it. Put it near a fire and they will feel the heat. Bend its back and, well... you get the idea. Do note that no actual physical harm will result from using this.

Exorcism Fan [100]
Any good exorcist is going to need a tool to help them combat the yōkai and their strange abilities. This fan is one of the classics. As large as a baseball bat and made of numerous layered paper seals, this large paper fan is brilliant at shattering magical seals, undoing transformations, or exorcising possessing spirits from the unfortunate. It is, in effect, a general purpose anti-magic item. It isn't used for directly combating yōkai or evil spirits but rather for clearing up the mess they've caused. It is, after all, ultimately made of paper. It would also struggle to clear away stronger spells, so use it as the situation demands.

Book Of Sorcerer [200]
True power is something that is accumulated over time. For those who are impatient, however, there exist shortcuts. This spellbook is one of them. It is a magical tome full of real, genuine spells. They range from spells that turn animals into humans to spells that allow dreamwalking. Anyone who holds the book can use the spells within. However, as with most shortcuts, there is a caveat. The magic belongs solely to the book. Should the book or the pages within be destroyed or damaged, any and all of the spells cast with it will become undone. The spells within are versatile and varied, though they are nothing groundbreaking.

Cursed Items [200]
Airantou contains the world's single greatest concentration of cursed items. This links back to the efforts to bring anything supernatural there. The miko shrine has piles of cursed items just clustered in random corners and storage rooms. Somehow you have managed to acquire a couple dozen of these items. Not that they were particularly well guarded. Whoever receives one of these items will fall under its curse. These aren't too major: spats of bad luck, clumsiness, random gender changes—that kind of thing. Truthfully these mostly make for good prank tools. One or two may contain the odd sealed yōkai, but that isn't important.

TRANSFORM! [200]
Machi is a genius miko with a particular talent for shikigami. Her ability to fuse with them or fuse them together has already been mentioned. What hasn't been mentioned is that she invented some talismans that can do the same. You have two dozen special talismans created specifically by Machi. Most of them contain random shikigami that, when activated, will fuse with you to grant you a battlesuit and corresponding shikigami power. The remaining few are blank, and can instead be used to fuse with other willing shikigami of your choice. These talismans will take a while to recharge after use since the process is quite energy intensive for the shikigami within.

Large Farm [200]
A large farm that grows large food. Airantou is strange for many reasons, one of which is the sheer size of the fruit and vegetables that grow there. The grapes are as large as a human head, the radishes grow bigger than a grown man's torso, and that's not even mentioning the more exotic species. This farmland is one of many on Airantou where the villagers grow their crops. The unique spiritual energy saturating the soil ensures that any crop planted here will grow to frankly ridiculous sizes in the same timeframe as their smaller counterparts. It doesn't really matter what specifically is planted. As long as it is edible, it will grow to nearly fifty times its ordinary size. A small stream flowing through the center irrigates the farmland well, and there are enough fields to grow over a dozen different crops. Hopefully you have the arm strength necessary to harvest them.

Miko Spirit Balls [200]
A spirit ball is a special creation. It is a condensed sphere of spiritual energy created by one of the miko of Airantou. For the majority of people these would be little better than paperweights. A white rock to decorate their room. To yōkai and other spiritual beings, however, these objects are of great interest. If they acquire one of the spirit balls, they will experience a significant powerup for as long as they can hold on to it. The more powerful yokai wouldn't see much of a difference, but the younger and weaker yokai would find their power dramatically increasing. This fact means that they are known to draw out any local evil spirits, like moths to a flame. This makes the spirit balls the perfect bait for catching them.

Space Hopper [200]
For all their vaunted intellect, some of the Planetary Overseers are just as clumsy and forgetful as humans. Occasionally they'll lose equipment. In this case it is one of their flying saucers that you have stumbled across. It should be noted that the Planetary Overseers are rather small, and consequently their flying saucers are tiny enough that Chikage used one as her chair for years. Without its intended owner present, this spaceship's functions are limited to such an extent that it is little better than a fun hover car or novelty seat. Fun to have, surprisingly comfortable, but not hugely useful. On that note, the Planetary Overseers will try to retrieve it if they find you in possession of it.

Izuna Tail [200]
An Izuna is a fox yōkai quite similar to a nine tailed kitsune, minus the numerous tails. At least one Izuna is known to live on Airantou. This accessory is made from the fur of another Izuna and enchanted to contain the Izuna's innate ability. By wearing this tail, one can borrow its ability: the power of possession. The Izuna are blessed with the ability to possess other creatures' bodies. This accessory allows you to do the same as long as you wear it. There are limitations to this, however. Larger and stronger creatures require proportionally more spiritual power to possess. A basic human would only have enough spiritual energy to possess a modestly sized animal.

Tanuki Leaf [200]
Contrary to popular stories, tanuki do not need a leaf to transform themselves or others, nor is it the source of their power. Their power is innate. So where did these stories of leaves on heads originate? One possible answer is this artifact. As you may have surmised, this is an evergreen leaf that contains the power of a tanuki. It was created by a tanuki many centuries ago. Whoever wields this leaf will gain the powers of a tanuki! This transformation goes beyond just general shape, and allows those transformed to access the basic mannerisms and surface memories of what they have become. All the better to blend in. While activating this ability requires spiritual energy, it notably doesn't require energy to maintain.

Genie’s Lamp [400]
When thinking about magical artifacts, one’s mind will inevitably eventually go to the fabled magic lamp. There are multiple genies in existence. This lamp houses one such genie. Fear not, for he isn’t malicious. Unfortunately for you, however, the genie of this particular lamp is a bit on the stupid side. Any kind of complex or overly wordy wish is likely to just confuse him, so make sure they are short and sweet. Notably the wishes he grants do come with some caveats. He can create simple items, but any wish cast on a human (whether it be the wisher or someone else) only lasts until sundown, stemming from an ancient law to prevent people from wishing themselves into ungodly authority or power. He will continue to hang around once his wishes are used up, happy to help with mundane tasks. You may get another set of wishes in the next jump. He also isn’t limited to granting solely your wishes.

Spirit of Construction And Destruction [400]
Of the various cursed items hidden away in the shrine, there are two that stand out more than the others. A handy little hammer and a well used katana. These used to belong to Abeno Kanna and Yoshidzu Katana respectively. They passed away many years ago, but their spirits still linger on within their tools. Kanna was a brilliant construction woman of great strength and skill. Katana was a great swordswoman who was largely undefeated. Whoever uses these tools will gain the skills of these two great women. However they'll also inherit their quirks. Kanna was an abysmal cook and so is anyone who holds her hammer. Katana's sword style is unsuited for men as it heavily relies on using her generous bust to add bounce back force to her strikes. If held long enough one could become possessed by the spirits within. Notably both died virgins and would very much appreciate a boyfriend.

Tanuki Teapot [400]
Not long after Ikuto arrived on Airantou, a tricky yōkai was released; a tanuki with a love for causing mischief. Overall he is a perfectly standard tanuki. However, he is constantly walking around in a teapot. This teapot is quite special, for it is how he became a tanuki in the first place. This teapot continuously brews top quality tea which is imbued with spiritual energy. Any animal that drinks from it for long enough will invariably turn into a yōkai. Exorcists will find their own spiritual energy marginally increasing too. Either way, it is a valuable resource for any seeking to grow in strength.

Beautifying Onsen [400]
A very special onsen that was once frequented by a powerful nine tailed kitsune of supernatural beauty. Her special magic seeped into the waters and now every four years, if only two people bathe in the waters on the night that the lights rise from the water, they will be transformed by the magic, and become far more attractive. A ‘background’ level appearance will become ‘female lead’ grade overnight! Let alone someone of higher grade. Though if three or more people bathe at the same time, the magic will fade and fail to take effect. In between it is simply a very nice onsen to relax in.

Memory Gun [400]
Another tool of the Planetary Overseers, though this one is much more useful. Looking like a toy ray gun you would give a child, this is in fact an incredibly advanced piece of technology. The Overseers use this device to erase the memories of anyone who witnesses them. With only a slight adjustment, it can skillfully remove the problematic memories with a surgeon's precision. Just point the gun at your target, zap their head, and voila~. Memories instantly erased. In the process, your brain will fill in the gaps with a reasonable explanation for whatever has been erased.

Divine Sacred Tree [600]
Airantou is an island home to a vast menagerie of spirits and yōkai. Normally this kind of congregation would be chaotic, with evil spirits causing trouble, pranksters leaving trails of destruction, and more. Yet Airantou is generally very peaceful. This is due to the Sacred Tree. Taken from the dream world of the slumbering dragon god, and called into reality via a complicated ritual, this tree passively emits a massive field that purifies evil spirits and pacifies most of the yōkai that enter it. This field is large enough to cover the entire island, with room to spare. This usually needs to be renewed every couple of decades, but that is unlikely to ever be relevant for you. Though if need be, you know the rituals required to do it.

Divine Sword - Kenhime [600]
Forged from solid wood taken from the heart of a mighty tree of Airantou, and imbued with the divine energy of the dragon god of the island, this is no mere wooden bokken. It is a divine instrument. It is harder than steel and sharper than a razor, yet at the same time as blunt as a club. More importantly, it is a perfect tool for channeling spiritual energy. The stronger exorcists and miko would destroy any sword they channeled their power through. Not this one. It drinks it up like water in a desert. But perhaps the most significant part of this sword is that the divine energy infused throughout its structure during its creation has awakened its sword spirit. A beautiful woman clad in flowing yukata can manifest from the sword itself. She is quite possessive of her wielder, and is always eager to offer advice on how to wield her better.

Lost Island [600]
Airantou is unique for many reasons. From the aliens monitoring it, to the odd creatures living on it, to the million year old yōkai sleeping at its heart. It is an island invisible to the rest of the world, figuratively and literally, from which there is no entrance or escape. While by no means its equal in weirdness, this particular island is similarly strange. Just like Airantou it is hidden from sight, and surrounded by various oceanic dangers that make getting to and from it near impossible. The main thing it lacks compared to Airantou is the inhabitants. But that is fine, for the island is just as much of a mystical weirdness magnet as Airantou itself and will soon attract its own unique population. You can choose where exactly this island is located. Lacking the mystical barrier of Airantou, this one is easier to enter by air.

Overseer Android [600]
The aliens hidden observing the island, the planetary overseers, are an advanced civilisation with incredibly advanced technology. The most visible of these technologies on Airantou are the androids. There are three of them in total on the island; an S-tier management android in charge of data and coordination, a M-tier scout android in charge of information gathering and espionage, and a L-tier tactical droid made for serving and filled to the brim with dynamic adaptive weapons. For some reason the planetary overseers design these androids to look like young human women, even the ones off-world. Each android is made of a complex nanomatrix that allows them to construct, upgrade, and adapt themselves as necessary, and are powered by a nuclear reactor powerful enough that should it go critical it could very well erase the planet. An android of similar make has designated you as its master, and will follow your orders as necessary. It should be noted that these androids are fully sapient, and even have souls. They are no mere mindless tools.



Companions: *This story centers on the characters and their hijinks with each other. Perhaps you would like to add to that? Or maybe take some of that with you when you leave?*

Import [50]
Airantou is no stranger to random new people showing up unexpectedly. If you wish, you can import some of your existing companions into this jump. They will gain 600CP to spend on the document above. On your first purchase you may import a single companion. Each subsequent purchase doubles that amount up to a maximum of eight companions.

Canon Character [50]
There is quite a colourful cast of characters on this island. Many have been stuck here for their whole lives. Maybe you would like to bring some of them with you? Show them a world outside their island? Each purchase of this will allow you to take one of the canon characters as a companion, provided they are willing to join you. They will follow you to subsequent jumps, and witness the grandness of other worlds. Keep in mind that you aren't limited to just the girls here. There are also plenty of yōkai or animals that could be fun to bring along.

Character Creation [50]
New characters are always appearing in the story. Some of them are new to the island. Some of them have supposedly lived there for years. Kairyuu-sama sometimes creates new beings wholesale. Who would notice another addition? If you wish, you can choose to design a brand new character using 600CP to spend on the options above. Their basic personality traits will be decided by you, as will their background. They will pop up shortly after the jump starts and you have settled in. As above, at the end of the jump they will follow you as a companion.

Trusty Sidekick [50]
Many of the cast have inhuman friends. Small animals or yōkai that follow them around. Suzu has her little pig, Ayame has her ostrich, Michiru has her ice spirit, and so on. These trusty sidekicks are frequently by their human companions' side, offering constant company and support. If you wish, you can choose to gain your own little sidekick. This could be a young animal like a fox or a dog. It could also be a weaker yōkai or spirit. These are not servants or slaves. They are friends. Maybe even family.

House Deity [100]
As you may have gathered by now, death is not always the end of life. Many years ago this woman was a guardian. A defender of her home. When her body passed away, her spirit lingered on. At first she wandered the earth as a ghost. Over time her soul evolved. She has become a household deity, a spirit that protects the home just as she did in life. Though rather than a specific building, she has latched on to you specifically. Home is where the heart is, after all, and she has grown very fond of you indeed. She is quite happy to take over the role of house deity for whichever house you call home. As a household deity, she will help around the house, keeping it clean, driving away evil spirits, and offering advice as needed. If the situation demands it, she can possess someone's body to provide more direct help. For someone that should be dead, she sure is bursting with life.

Drawbacks: *In exchange for making your stay just that little bit harder and more awkward, you can gain some extra spending points.*

Age Appropriate [+000]
You would be forgiven for thinking at first glance that the various women on this island are older than they truly are. While the likes of Machi are indeed eighteen and older, others are on the younger side. Suzu, for instance, despite looking a similar age to Machi is supposedly only thirteen at the start of the jump. Given the shenanigans the protagonists get up to you, this may understandably make you slightly uncomfortable. If you wish, you may choose to bump up the ages of various characters so that they are more in line with their appearance. Functionally this should have no effect on the adventures or plot.

Clumsy [+100]
Of all professions to be clumsy in, construction might be one of the worst, considering all the heavy materials and pointy objects used. Putting a natural klutz into construction would be a recipe for disaster. But enough about Rin. Whether you work in construction is a moot point, because the important part is that you share in Rin's ludicrous clumsiness. You are constantly bumping into things, stubbing toes, dropping heavy objects, and more. At least the locals here are used to such troubles.

Not Just A River [+100]
Denial. Specifically, the denial of the supernatural. A rather unusual curse has been placed upon you. It only does one thing: it makes you ignore or otherwise outright deny the existence of anything mystical. Ghosts get labelled as white bears. Yōkai are just weird animals. Spells are just smoke and mirrors. It isn't that you don't see the supernatural so much as you dismiss it as something more mundane. A similar curse was originally placed on Ikuto to ensure he didn't notice that his adopted sister was a half-yōkai. This isn't particularly dangerous but tends to annoy those of a mystical persuasion. Particularly the yōkai you are talking to.

Denser Than Diamond [+100]
Flirting can be subtle. Flirting can be straightforward. Whatever the situation, some people will always miss the signs, even if those signs are as subtle as driving straight into a 100m tall sheer cliff face. Ikuto is one of those people, and in this case it can't even be blamed on a curse like his denial of the supernatural. Unfortunately for everyone else, you are equally dense regarding matters of love. Someone could quite literally kiss you on the lips, declare that they like you the most, and you'd still be left wondering why they kissed you.

Camera Shy [+100]
Despite being an acrobatic performer, Mei Mei is painfully shy. Shy to the extreme. The mere sight of someone new sends her running for cover so fast it seems like teleportation. That is where her many costumes come in handy. Mei Mei is far from alone in terms of shyness and you are similarly bad at talking to new people. It would take a good dozen meetings before you are comfortable enough not to flinch at the sight of a person. Luckily, on an island like this, there is a limit to how many new faces you are going to see in day-to-day life. That said, there are still plenty of people, human or otherwise.

Nose Hose [+200]
As a double whammy to go along with his denseness, Ikuto is also ridiculously sheltered. His adopted sister put a lot of effort into making sure he had no romantic contact with any other girls while growing up. Consequently the mere sight of anything the slightest bit suggestive will result in jets of blood shooting out of his nose. Someone gets their top wet? Nosebleed. Someone's shirt opens a bit too far? Nosebleed. Someone flirts with him? Nosebleed. The more suggestive the scene, the worse the nosebleed. Hopefully you don't have blood pressure issues, because you'll be joining him in this particular affliction.

Wandering Samurai [+200]
But not by choice. Directions are hard. Left is right, right is up, forward is north and backward is a circle. You get lost easily. Very easily. The kind of lost that turns a single day-long training trip into a three month venture, on an island you should be able to cross in a day. Unless someone is physically dragging you to your location, don't expect to arrive on time. To anything. If you are going for a walk longer than fifteen minutes, make sure to pack a tent. Wander long enough and you may bump into Shinobu! In fact her directions might be the only ones that make sense to you. (FYI: That isn't good. Her idea of directions are distinctly non-Euclidean.)

Crab Bucket! [+200]
There are a lot of women on this island, all of whom are eager for a partner. Unfortunately that also means there are many women on this island who are eager to ensure no one else gets there first. With prospects being as limited as they are, this might literally be a once-in-a-lifetime opportunity for them. Any interaction you have with another that seems like it might be touching or lead to something more romantic is inevitably 'accidentally' interrupted by one of the island's denizens. Crab bucket, crab bucket!

Solitude Of Suzu [+200]
All the men on the island were washed out to sea over a decade ago. Most people still had their mothers and sisters to raise and comfort them. Suzu was unfortunate enough to lose her mother not long after. That kind of loneliness leaves a mark on a person. Her friends tried to keep her cheerful, but every day she returned to an empty house. Similar past events have also affected you. You can put on a brave face, but at heart you are desperately lonely. You have a constant, powerful desire for company. Not the carnal kind. The familial kind. The kind where you come home after a long day and someone is waiting for you. Your house feels cold without anyone else, and you have a constant desire, bordering on need, to hang around with other people.

Challengers! Ready! [+300]
There are many creatures on the island who want to prove their strength. Yokai that want to make a name for themselves, animals that want to prove themselves. Somehow it has gotten around that you are quite strong. Consequently there is inevitably always someone or something trying to challenge you to a duel. Sometimes they do this honorably. Sometimes they'll resort to tricks. Occasionally they may not even formally challenge you before trying to set a trap. Whatever the case, you can expect to never go more than a week without something picking a fight with you.

Such Misfortune! [+300]
Ayane is very unlucky. Comically so. Those who didn't know better would think that she is cursed. Unfortunately for her that isn't the case. In fact the one time she was cursed with misfortune she didn't even notice because it was no different from her usual state. Branches falling on her head, animals running her over, and bridges snapping as she walks over them are all part of her normal day-to-day life. And now, it is yours too. Prepare for a decade of misfortune.

Cursed Lock [+300]
While most characters in this story are flesh and blood creatures, at least a handful are not. Some are spirits with a limited ability to interact with the world. Others are stuck in cursed items and can only act by possessing the body of their wielder. By misfortune or fate, you have found yourself in similar circumstances. Stuck as a ghost bound to a specific object, your ability to interact with the outside world is significantly limited. You can manifest outside of this object for short periods, but not for long and not very often. Your best bet for interacting with people will be the usual method: borrowing other people's bodies.

The End

Time to pick what you do now

Stay Here

Go Home

Move On



Notes:

While it is unclear where Suzu's mother disappeared to, the current implication is that she is trapped in the dreamworld created by Kairyuu-sama.

Heavenly Eggplants - While these are described as having a truly heavenly flavour, the time of harvesting makes a large difference. The best time for harvesting is just moments after they've spread their seed, and before they have a chance to wither.

Cursed Lock - Don't assume that being stuck as a ghost negates any of the other drawbacks. Challengers will still find a way to annoy you, misfortune will still strike, your holder will clumsily drop you, and you might even deny your own nature as a ghost.

Jump by Lone Valkyrie - Hope you enjoy!