
INUKAMI!
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INUKAMI!

Revisited V1. By REBORNanon

Welcome Jumper, To the world of Inukami! This world is much like the one you first started in, except for that magic and yokai are real. The story is centered around a 20-something year old Keita, the black sheep of his family after he receives Youko, his Inukami!

As tradition dictates, here's something to get you going.

+1000cp

Locations:

Japan: The grand majority of the plot is centered in Japan, and as a result your starting location is anywhere here.

Origins:

Roll 1d8+12 to determine your apparent age, or pay 50cp to choose your age and gender yourself.

Drop-In: No memories, no contacts.

Detective: You are a detective, likely using the supernatural as an aid in some form. The job can be soul crushing at times, but at least there's alcohol!

Tamer: You contracted an Inukami at a young age, and since then have made a name for yourself taking on contracts.

Inukami: Contracted by your master, you have served with them for quite a while now. Whether or not your master has other companions is up to you.

Races: All non-human races have the ability to turn into a more “feral” form, as an example an Inukami can turn into a large dog of some kind. You can only purchase one race. It is strongly implied that the Inukami/Kitsune/Shinigami races are immortal.

[0] Human: Bipedal, hairless primates. Do I really need to give an explanation?

[0] Nekomata: A large (dog sized) cat with two tails, What they lack in physical power they make up for in cuteness.

[100] Kappa: Spirits that inhabit the water, these spirits cannot drown, and are excellent swimmers.

[200] Inukami (Free Inukami origin): Like the title of the series would suggest, the focus is on these beings. Inukami are incredibly powerful spirits that can link their own spirit to that of a human, strengthening both. While not as strong individually as a Kitsune, these spirits have a much easier time getting along with each other, and are usually less gullible.

[400] Kitsune (Discount Inukami origin): Fox spirits that grow in power with age, kitsune’s are very powerful, specializing in elemental magic. But they are also very rare (as there were only two shown, a parent and child).

[500] Shinigami: Or “Death Gods” these beings usually teeter on the brink of insanity, but are immensely strong. Each one is very gifted in magic, and can awaken the deepest fears in others, petrifying them in place, and are gifted with “evil” aligned magic.

Perks:

Drop-In

[100] Lingerie Artist: The height, the frame, the face. You got it all. While not only allowing yourself to shrug off small arms fire, it also grants you knowledge of all underwear brands and their specifics as well!

[200] Invisibility: Years of practicing your hiding skills in places that you shouldn't be, you gained the skill to make yourself invisible to the untrained eye. It's possible that, in time, you could apply this ability to other forms of detection as well.

[300] Powerful Medium: Like Kawahara Sr., your spiritual ability is great enough to allow you to function as a medium and combatant on your power alone. While you aren't as strong as an Inukami, you don't have to rely on a contract either.

[400] The Long Game: You're no stranger to delayed gratification jumper, especially with your almost-immortal nature. The longer you wait to act a plan, and the longer the plan takes, the stronger it gets. With normal jumps (10 years) this would more than double the effectiveness of whatever it is you so planned, but with those that are longer there is no say in how powerful the end result will be.

[500] Rusty Robo: I'm still useful! The cry of technology that humans have abandoned over the years. And maybe they're right. Your spirit is linked to technology, which allows you to combine your body any number of items, making their strengths your own. Alternatively you can instead bestoy this power to an item, granting it sentience in the process.

Detective:

[100] Detective: Deductive, inductive, and causal reasoning. More than just working off of given information, you need to know how things could connect as well. This perk grants you master-class ability in all forms of reasoning and logic, allowing you to do just that.

[200] Government Spending: Fighting magical beings is hard, no matter how much you try there will always be some form of collateral damage. So long as the action was defending an innocent person, or to defeat a powerful enemy, you will never be charged for collateral damage, and any damage you do cause is cleared up the next day.

[300]Exorcist: While not a usual necessity for this job, the ability to exorcise weak spirits allows you greater mobility in the types of cases you could accept. This power grows in relation to your own relative power, allowing you, in time to exorcise even greater spirits.

[400] Antique collector: Lets face it, Inukami and their trainers get all the credit while you're the one gathering intel and even fighting with them! So of course you'd need a hobby to offset your built up depression. You have gained a knack for finding magical, or otherwise "important" artifacts. While not only giving you a general location as to where one could be, it also helps you know how to begin acquiring it.

[500] Magical Parasite: Known by Karina's ancestor, you are capable of absorbing and collecting any one emotion, and use it as fuel for your power. The range of this ability matters not, so long as you were the one to cause the emergence of this emotion,

Tamer:

[100] Pack Management: Keeping a pack takes hard work. Each individual wants their own attention, and they all get jealous. Not for you though, Your companions will never get jealous as a result of your actions, and keeping a ~~harem~~ pack is now effortless! Additionally this aids in teamwork as well, so that you and your allies' moves are more synchronized.

[200] Master Martial Artist: Years of training and honing your body, and you finally reached the apex of human ability. You're able to fight (and win against higher weight classes, and possess the endurance to go straight into nonstop physical competitions without rest.

[300] Iron Body: Due to either a special upbringing, or innate magical ability, you can now smoke without it hurting your body at all. This applies to other drugs with negative effects too, so keep puffing, Jumper!

[400] Talismonger: Whether by a contract with a divine being, or through some complicated means you're capable of creating advanced talismans. As a base you can make them on par with Keita's (rubberized, homing, and explosive), but in time you can possibly create any number and type of talisman, ranging from city wide protective wards, to sealing and imprisoning beings.

[500] Tamer: More than just convincing an Inukami to join your pack, you've gained the ability to make other beings subservient (or cooperative with you) as well. Starting out, animals like bears can be fully controlled, but with training you can extend this to

nearly any magical creature as well! The less powerful a creature is, the more of them you can have under your control at a time.

Inukami

[100] Maid Training: How can you call yourself an Inukami if you can't even care after your master? With this you are now very skilled in cooking, cleaning, and other maid/butler skills. Go make your master proud!

[200] A Good Judge of Character: Some people are irredeemable on the outside and that fine, it doesn't mean that they really are on the inside. At a glance you can tell a person's true nature, how far they can go, and even their loyalty.

[300/400] Elementalism: Inukami are contracted mainly for their combative ability that humans lack, and you are no exception. Pick any one elemental magic (fire, water, etc.). You are now highly gifted in it, and have the power of someone who has practiced it for decades. If you choose to pay an extra 100cp however, you can instead be a practitioner of the energy magic, capable of making weapons out of your energy as well, just like Nadeshiko.

[400] Hard Cap: Using your soul as energy is a tricky thing, on one hand it makes your magic very strong, on the other hand you run the risk that if you ever used too much you would collapse and die. No longer will this be an issue, if you ever get to a point where using a power would kill you, or if a power is designed to kill you after a set period of use it will instead shut off, leaving you temporarily exhausted.

[500] Fear Frenzy: Fear. In most people going past a certain point in fear they would freeze up, unable to move. Not you however, rather than being weakened by fear you are strengthened, and it is possible that if you're scared enough you could even fend off a shinigami!

Companions: Each companion purchased here gains 100cp extra for picking their race, 600cp, a free origin and can take drawbacks. You can sacrifice 50cp to grant all companions an extra 100cp as well.

[50] Badger: A small, white badger. This being can use magic to make any two touching things "stick" together. It is powerful enough that an inukami is unable to easily sever this connection, and the badger can undo this "sticking" at it's own will.

[50/300] Lone Wolf/Pack: The bulk companion import, allowing you to import or create (1/8) companions. Tamers get one free Inukami origin companion, while Inukami get a free tamer companion.

[200] Canon Companion: Find someone you like along the way? Purchasing this allows you to kick it off with any one canon character, and bring them along for the ride. If you'd like, you can take all four citizens of darkness with only one purchase of this. How many slots they take up is up to you.

Items:

[300] Proof of Contract: A ring, collar, or even a necklace. This single piece of jewelry allows you and your inukami to share each other's power when worn. Trainers get one for each Inukami origin companion purchased in the jump-doc, while the Inukami origin gets a single one to pair to their "master".

Drop-In

[50] Inukami Collection: Figmas, manga, even the rare doujinshis! You have on your hands the complete collection of the inukami series.

[100] Clucky-Chan: A (chicken level) intelligent chicken toy. It wanders around on its own, and will magically transform the wearer's clothing (or create if they are nude) into whatever a nearby person desires.

[200] Battery: Developed in part by Sekidosai, this device allows you to store your own spiritual power and save it for later. Additionally this device can convert mana to electricity, and vice versa.

[300] Reaper's Robes: Worn by high-class reapers such as the Sea of Violence, this black robe near nullifies magical attacks, to the point it would take an angered kitsune to break the shield of this cloak.

[400] Painted Retreat: Taken as the form of a painting, you will notice that the surface shimmers at a touch. In fact this painting is more than just a picture, it is a world in its own! The exact size is unknown, but is big enough for whatever purposes you have for it regardless. Things bigger than the surface area of the painting can be put inside of it, but it requires some pushing to do so.

Detective

[50] Sake: This job, if Karina's attitude is anything to go by, is the kind of job that makes you ~~want to~~ need to drink. This item grants just that, a jug of sake that can be poured indefinitely without running out. Go out there and drown your sorrows!

[100] Angel Blade: A single, hollow hilt, that when activated turns into a sword. The exact dimensions can be anything you choose, but are constrained by your own spiritual energy. This blade can also "shoot" it's blade out as bursts of energy like a blaster. You can import a gun or a sword into this role for free.

[200] Genie in a Bottle: Only appearing to the severely drunk, the spirit that lives in the bottle grants the wish of whoever asks. While this would be incredible, it turns out that these wishes he grants are illusions, so wishing to be with someone forever will make you experience a life together, but after said wish passes (ie you die) you would wake back up as if nothing had happened.

[300] Xanthippe: A 6'-8' ft tall, sentient robot that has a drill where his crotch should be. While he is unfalteringly loyal, he is far from indestructible.

[400] Magic Tome: Possibly sold by an unwitting ancestor of Karina, this book contains the collected knowledge of Sekidosai.

Tamer

[50] Change of Clothes: Sometimes you find yourself naked, and in public. When those times come people will call you names, like "streaker" or "pervert" but that's not true, you're not! By purchasing this item, you can summon a set of clothing onto your body at will. The clothing is perfectly mundane and is always "ordinary" so you would not stand out when it is worn.

[100] Charms: A set of charms meant to increase luck, vitality, and spiritual ability. While you can certainly make more and possibly better ones, these charms cannot be destroyed.

[200] Talismans: A set (20) of talismans for direct use. These could work like homing grenades, fire bombs, or even contain a massive amount of water.

[300] Love Potion: A large glass flask containing an odd-colored liquid. If ingested, this potion makes those around the consumer "love them". The strength and range of this love depends on the amount that has been drunk, where a small amount would cause tingly feelings from those nearby, while drinking the entire thing would cause a city-wide manhunt, with people that you do not even know searching for you. This effect lasts for a day, and the potion will replenish weekly.

[400] Inukami Community: Really just a large and secluded mountain range, this property contains all sorts of spiritual flora and fauna, occasionally spawning spirits such as Inukami, and even Kitsunes too! This doesn't guarantee their loyalty, but you can easily make a reputation of a caring mountain god…

Inukami

[50] Cosplay Gear: Cosplaying, the act of dressing up like fictional characters. This grants you a wardrobe of outfits from both popular and not-so-popular series. These are perfect copies of the outfits worn, lacking in any special qualities that it might have. Additionally this comes with a large assortment of lingerie, perfectly suited to your body.

[100] Chocolate Cake: A lifetime supply of chocolate cake, and other sweets.

[200] Localization Charm: One of Tomohane's special charms, this little ring will emit a magical light in the direction of whatever, or whoever it is you desire.

[300] Heaven and Earth Medical Foundation: A specialized hospital for magical beings. While it also could work as a normal hospital, it is capable of curing any disease in magical creatures, or magical ailments in people.

[400] Tomohane's Potion: Ages the user to an adult (if not one already) and greatly boosts power, so much that a child Inukami would overpower an adult (1-tailed) kitsune.

Drawbacks:

[0] Dengeki Bunko Festival: No longer is this world self-contained, as the premier to the 2007 movie festival goes, this universe is now linked with Kimi no Tabi and Shakugan no Shana.

[100] Elephants: Aww, it's so cute! For the next ten years, all forms of genitalia will be covered by cute, animal-based censorship. Other people aren't affected by this, and will be confused if you bring it up.

[100] Poor: Many things can cause poverty. Bad spending habits, debt, or just being unlucky. As the name suggests, you are, for some reason poor and have a negative value to your name. It's possible to pay it off in time, but it will be costly.

[100] Streaker: Maybe you have a jilted lover, or you really are a pervert. Expect to wind up in jail weekly for being naked, and while you will never be imprisoned for more than a few hours at a time, it will still garner you a less-than-favorable reputation.

[200] Possessive Lover: It seems that your companion is the jealous type, this means that any sort of prolonged contract with people that could be your type gets them angry. And when they get angry bad things happen to you, like losing your clothing and being teleported to a busy street, or being singed by magic. While you can possibly decrease the frequency at which this happens, for the entire jump you will run the risk of gaining their ire, and when you do your perks cannot save you from the humiliation.

[200] Mind-swapped: Throughout the jump you will occasionally wake up in a body different from yours... Your companions. These will never be permanent, but each time that it happens is lasts for about half of a day.

[300] Badger'ed: You seem to have spooked a badger on your way here, and as a result you are now stuck to your companion. This means that part of your body is stuck to them, and the only way to break this spell is to convince the wild badger that did it to undo it. Severing said body part will just make the two closest parts stick instead.

[300] Faulty Product: Maybe it's due to trauma, or just not being raised right. You lack basic social skills and common sense, to the point where a child would be more than capable of correcting you on certain things.

[400] Soul-Bound: As it would seem, Inukami that lose their proof of contract become weakened. Whether you have taken the origin or not, this applies to you in an increased effect. Pick a companion. Both you and the companion have some removable

piece of jewelry, that if either of you remove for more than 24 hours your soul would be extinguished, failing the chain.

[400] Confusing Weakness: Pick a common animal (cats, dogs, etc). You are now deathly afraid of them, and will go out of your way to avoid them. If one of them lands in your lap, and so much as licks you, you will wind up having a full blown panic attack.

[500] Season's Challenge: Much like how Keita entered a challenge to bring Kaoru(male) back after he passed, your soul is now being held onto by three goddesses. The only way to get it back would be to play their challenge and win, or to outright defeat all of them. For difficulty purposes your powers will be scaled back to a level that can be found in this world. Losing means that your soul now belongs to the goddesses, meaning that you are now stuck in this world.

Optional Scenario:

Naked King: While Sekidosai was a major destructive villain, he had a dream dammit! If you can help him achieve said dream, and create a world without restrictions in which people can indulge in their deep desires without fear you will accomplish this goal. Should you complete this, you will gain the ability to quickly and easily find and befriend people who are considered outcasts by society. Additionally you can take Sekidosai and his personal robot Xanthippe as well should he be alive by jump's end.

Notes:

- The Long Game works mainly for plans such as "raising a child in a certain way, only to betray them when they get old enough to harvest their despair" where the longer you wait, the greater the despair invoked (and the greater harvest of said despair) would be. This means that, in addition to what would normally be gained by waiting over time, there would be an additional bonus, to the point where, when it is possible, the long term gain will always be better if you delay your actions.
- Bodily fluids can transfer (if willing) one person's spiritual energy to another.
- Lingerie Artist essentially makes your physike the Giga-Chad meme.
- The Talismans item can be any effect from a weapon, or utility. You could also just store large amounts of a substance in it for later use instead.
- Sekidosai's magic was capable of teleporting people, making himself immortal, sealing others to absorb their power and more.
- Love potion ignores sexuality and form. Use with caution.
- Season's Challenge is meant to be hard, but not impossible. Keita and Kaoru(female) were able to defeat them with their combined effort and Inukami.
- Mind Swap is based on the episode in the anime where the male bodybuilders had their minds swapped/otherwise turned into that of a puppy.

- Discounts are 50%, with origins receiving their 50/100cp item/perk as a freebie.

Changelog

- V1.2
    - Added 50cp items.
    - Buffed companion section
    - Reduced the price of changing your age and sex