

Uramikoi, Koi, Uramikoi

Jump by dragonjek
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“I hate you!”

Once, long ago, there was a vast land, ruled over by a god. But the land was too great, and there was much work to do; the god of the land could not handle it all on his own. So, he spoke to the clans who were named after animals, and told them that if they came to him on a specific day, he would allow them to rule over

the land in his stead. He would rank them in the order in which they arrived, and gift them with a divine power.

The Rat was the first to reach the god, and so they became the leader of the other clans. Then came the Ox, the Tiger, the Rabbit, the Dragon, the Snake, the Horse, the Goat, the Monkey, the Rooster, the Dog, and the Pig. The Weasel came as quick as it could, but just barely missed the deadline; the Rat, taking pity on the Weasel, gave them a lesser copy of its own divine power, and gave them a single day out of the year.

But the Cat didn't show up… at least, not on the right day. The day afterwards, the Cat appeared to participate, only to be told there was no room for it. You see, the Rat lied to the cat and told them to come on the wrong day, cheating them out of a place in the twelve families. Enraged, the Cat attacked—but the god of the land grew angry that they would shed blood in front of him, and banished the Cat into the wilderness. The family of the Cat, consumed by hatred, turned into youkai known as the "Hateful Cat". And ever since that day, cats have always hunted rats.

Time passed, and the clans built themselves a home to rule over, Twelve City. Divided into twelve districts, the city grew prosperous under the rule of the clan of the Rat, even if they engaged in distasteful and extreme practices for the sake of protecting their people. Although the clans are largely run by elders, the position of the head of a clan is carried by the young, for their divine power is the strongest and they can make the most use of the god's gifts.

There is one exception to this; Kyoichi, the head of the clan of the Rat, has no power. After failing to protect his parents from an assassination attempt, the eight-year-old child gave the power back to his grandfather Goichi, and for his failures he was banished from the clan compound and forced to live among the commoners, who were well aware of his powerlessness and regarded him with dismissal.

Years passed, and the bitter, disillusioned child grew into a seemingly-carefree teenager. The story of the origins of the clans, while undoubtedly true, was something that had no meaning in Kyoichi's life. Up until he came face to face with the Hateful Cat, and offered to accept all of its hatred.

But then “it” turns out to be a “her”, and she—Natsuho—turns out to be painfully shy and barely capable of interacting with human beings without trying to hide under a box. And things get delightfully cute, up until an old enemy of the Rat clan returns, and brings with it death.

You arrive at the beginning of the Year of the Horse, the same year that the events of this story take place, and will be staying here for 12 years rather than your normal 10. Long enough for one full cycle of the families.

You receive **+1000 Clan Points** to prepare for your stay.

Locations

You're in the only place that matters in this setting, Twelve City. Twelve City is protected by a barrier to keep out hostile youkai, but it does have a population of peaceful ones who take on last names and reside within. But what district are you in? You can pick for yourself, or generate a random number between 1 and 14 to decide in exchange for receiving **+100 CP**.

1 – Nekuni Territory:
The lands governed by the clan of the Rat, the Nekuni family. It is the largest slice of the city.

2 – Ushigura Territory:
The lands governed by the clan of the Ox, the Ushigura family. The entrance to the city is also called the Ogre Gate, because it is the route that the wild and barbarous youkai, the Ogres who still prey on humanity, take in their attempts to consume the people of Twelve City. It is the Ushigura's responsibility to protect this gate with their lives.

3 – Toraiwa Territory:
The lands governed by the clan of the Tiger, the Toraiwa family.

4 – Tonogake Territory:
The lands governed by the clan of the Rabbit, the Tonogake family. They've been doing a lot of urban development of their territory recently.

5 – Tatsuga Territory:
The lands governed by the clan of the Dragon, the Tatsuga family. Besides the part inside the city, they also watch over large stretches of nature beyond city limits, which you can appear in if you so desire.

6 – Mikawa Territory:
The lands governed by the clan of the Snake, the Mikawa family.

7 – Masaka Territory:
The lands governed by the clan of the Horse, the Masaka family.

8 – Hitsuno Territory:
The lands governed by the clan of the Goat, the Hitsuno family.

9 – Sasamichi Territory:
The lands governed by the clan of the Monkey, the Sasamichi family.

10 – Toridera Territory:
The lands governed by the clan of the Rooster, the Toridera family.

11 – Inuhara Territory:
The lands governed by the clan of the Dog, the Inuhara family.

12 – Inoyama Territory:
The lands governed by the clan of the Pig, the Inoyama family.

13 – Central Monument:
A large stone located in a park in the center of the city, it serves as an entryway to the shrine dedicated to the god of the land. Although it does require the divine power of a clan head to access it.

14 – Free Choice:
You are free to appear anywhere you like, even outside the bounds of Twelve City. Maybe you'd like to visit the mountains where the Ogres live and the Itachizuka clan stayed, or you could go off to visit some foreign land outside of Japan.

Clan

What clan are you a member of? Not everyone in Twelve City—or even the majority of people—are members of one of the twelve families, so you're free to take no options here and receive no discounts in exchange for **+400 CP**. You can also be a drop-in, if you want, regardless of whether you pick a clan or not.

Cat:
Once, the Nekogazaki family was human. But after the treacherous Rat tricked them, they succumbed to hatred, and the entire family is now youkai—although only the head of the clan is considered to be the Hateful Cat. Before you arrived, there were only two—well, one-and-a-half—living members of this clan. Your family has long hidden out in the mountains. If you select this clan, you must also purchase the **Youkai** perk for at least the **-200 CP** price tier, becoming a cat-like youkai.

The head of the clan is Fuyuho, although everyone believes it to be Natsuho, including Natsuho herself.

Rat:
The Nekuni clan has always been in charge of Twelve City, and although they are well admired and respected by the populace, behind the scenes they performed all kinds of dirty deeds for the sake of keeping the city safe. No one exemplifies this better than Goichi, who has been in charge of the clan for decades now. Once, he was actually a good person, but circumstances forced him to hurt the person he loved, and he grew hard and bitter. If events go as in canon, Kyoichi's younger sister, Miyako, will take headship of the clan and start to move it in a new direction.

The current head of the clan is Kyoichi, although the divine ability of the Nekuni resides in Goichi at the moment, who for all intents and purposes is in control.

Ox:
The Ushigura clan has always been close to the Nekuni. It was the Ox that carried the Rat to the god of the land and ensured that the Rat became the first of the twelve families. The Ushigura guard the Ogre Gate, and are the city's first line of defense against the threat of malevolent youkai.

The head of this clan is Ayaka, Kyoichi's childhood friend and bodyguard.

Tiger:
The Toraiwa clan has traditionally been involved in illegal activities and the grey areas of the law, acting similar to a yakuza group in that they provided order to the criminal underground of Twelve City and ensuring vigilante justice when people strayed beyond the bounds of "permissible" law-breaking, and doing their own job to protect the city in illicit ways. But they've been long-time rivals of the Nekuni, eventually culminating in an attempt on Goichi's life—which resulted in him killing many of the Toraiwa, crippling others, and eventually forcing the head of the Toraiwa to break apart her gang with her own hands, ending their way of life. She fell into despair and hatred, and eventually turned into a youkai similar to the Hateful Cat… but because no one knew about or feared the "Hateful Tiger", she was weak and only able to partially finish the transformation into a youkai.

She is currently confined to the inside of the house and watched over by her daughter, Torako, the new head of the clan.

Rabbit:
Some time ago, the Tonogake clan made an unfortunate decision to associate with someone that was deemed hurtful to the city. The Nekuni responded by systematically isolating them and their power structure in the city, hurting them for generations. The current leader of the Tonogake is consumed by anger, and has extensive plans on how to make the Nekuni suffer for their actions through treacherous means.

The clan is headed by a pair of twins, Kiyoha (female) and Masaki (male), although Kiyoha has browbeat Masaki into complete obedience to her will. They share the clan's power between them as needed for the situation.

Dragon:
The Tatsuga clan is responsible for ensuring that the city maintains a balance with nature. Because of this, they have a better understanding of the spiritual world than most other clans do.

The head of the clan is the eternally-young Yuzen, who has taken on a similar nature to a youkai from sheer exposure to the divine energy he uses to communicate with nature.

Snake:
The Mikawa clan is the other most spiritual of the clans, being the ones who keep up the worship of the god of the land and maintain his shrines (although not the shrine hidden under the monument). They are unique in that they have only ever had one clan head—the original head of the family back when all the clans competed to reach the god. She's the only person around who has ever fought the full power of the Hateful Cat.

Their clan head is Tadamitsu, but as she is dead she can only be summoned into the body of a priestess for a short time, usually just once a year. The chosen priestess whose body is used for this process is Kyoko. It leaves her tired and sore afterwards, but so long as it is done in moderation the possession causes no long-term damage.

Horse:
The Masaka clan has traditionally served as a police force for the city, and has very good relations with the community. Fairness and equality are the most important things to this clan, and for generations they've taken umbrage with the amount of control the Nekuni have over the other families. Not that there's much they could have done about it… not yet, at least.

The head of this clan is the ever-reliable Haruna.

Goat:
The Hitsuno clan's ability revolves around healing, so even those who didn't inherit the power of the clan head still have a familiarity with medical practices.

The clan head is a sleepy girl named Miko.

Monkey:
If the head is anything to go by, Sasamichi clan members are both brilliantly intelligent and skilled martial artists. Their family is also responsible for keeping records of the city's history, and maintaining the library.

The current head is a perverted girl called Chie.

Rooster:
The Toridera clan is somewhat mercenary—they have lines they won't cross, especially regarding the safety of the city, but for most things they'll be willing to act or keep quiet for coin. They also train to be talented craftsmen and skilled calligraphers, just in case tragedy happens and they inherit the position of head.

The clan head is a teacher, Keitaro by name.

Dog:
The Inuhara clan is known as the most devoted and loyal of the twelve families, and for many generations it has been tradition for the head of the clan to serve as the personal bodyguard of the head of the Nekuni (or Goichi, with the current… *situation* regarding the Rat clan's head). The family has a specialization in hunting down evil youkai, and often help the Ushigura in Ogre extermination.

The current clan head is a quiet but supremely skilled girl named Sen, although the position will be inherited by Sana should events go as they're expected to. Although she'll pass on the headship, Sen will continue to be the bodyguard of the leader of the Nekuni, even after Goichi's death.

Pig:
The Inoyama clan is the most unfortunate of the clans, as they have completely lost their divinely-granted ability—not from disapproval from the god of the land, but through their own failures and problems with heredity. As such, they have lost the most influence out of the clans and are in the weakest position. Every clan is supposed to guard their gate and rely on the clan head as needed should demons pressure them, but the clan of the Pig needs to rely on help from the other clans when Ogres approach.

The clan head is Kenji, who's been in love with Sen for ages but always comes onto her too strongly for her tastes. She otherwise doesn't disapprove of him.

Weasel:

The Itachizuka were assigned a dangerous task, moving them out of the city and into the mountains. Before the age of Twelve City, Ogre depredations on humankind were constant. The Nekuni assigned the Itachizuka to speak with the Ogre clans. Ogres want to eat humans; they could be convinced not to attack the human villages on their mountains by sacrificing people to them. This was the duty of the Itachizuka. In Goichi's time, he decided that this barbaric practice was no longer necessary, and approached the last of the Itachizuka clan to pay them to stop. But the father was enraged by the thought of giving up the task that paid them so well, and attacked… only to be quickly beheaded by Goichi's bodyguard of the time. Goichi permitted the son to live, despite normally wrapping up such loose ends, in hopes that he would grow up to kill him one day.

The current clan head was that selfsame boy, named Toya, although he has also become a youkai from his hatred and the intervention of a certain someone. Of course, calling him a "clan head" is a bit much considering that he's the only one left… except perhaps for you.

Perks

Perks are discounted towards their associated Clan by 50%. 100 CP perks are instead free when discounted.

General Perks

Youkai (Varies):
You aren't a human being, but rather one of the youkai. Only half of your being is composed of physical matter, with the rest of you having a spiritual makeup. As a result, you will weigh less than expected of your size, although your spiritual energy ensures that you're just as strong and tough as you'd otherwise be. Youkai and gods are similar beings in this manner; because half of them is immaterial, the largest portion of their powers come from how other people think of them. The more worshipped or feared a spiritual being is, the mightier they become. As such, the price of this perk is determined by the fear and worship people hold for your species of youkai. That said, you may purchase a higher tier than your species would warrant, and simply be an exceptional example of your kind.

For **Free** you can be a youkai such as the bean-washing Azuki Arai or the pillow-flipping Makura-gaeshi, something that isn't superior to a human at all.

For **-100 CP**¸ you can be a moderately more dangerous youkai, such as a mischievous Kappa or a vicious Sagari.

For **-200 CP**, you can be something that is truly dangerous to humans, such as one of the species of youkai that make up the Ogres who periodically descend from the mountains to try to invade Twelve City. It isn't beyond reason for you to be killed by a human, but an untrained individual would be sure to die if they fought you.

For **-300 CP**, you can be a powerful youkai, such as the weasel youkai called Ten that Toya became, or the spirit rat Tesso that Kyoichi turned into after being killed. Toya was capable of producing spiritual scythes for mobility and attacking, while Kyoichi could summon spirit rats capable of chewing through iron and spiritual substances, even forming them into chains.

For **-400 CP**, your strength is equal to that of Natsuho as the Hateful Cat, something that can fight on the same terms as an experienced slayer of Ogres even without being properly trained in combat, able to emit ranged slashes from her claws and transform her body to avoid fatal wounds. This is also the power level of Kyoichi as a Tesso at his peak, when he drew upon the hatred he felt as a child to summon a full 84,000 spirit rats at once.

For **-500 CP**, you are now on the level of a True Ogre, bolstered by ages of fear from the people of Japan for their history of preying on humans, and are the namesake of the term "Ogre" used to describe any man-hunting youkai. You are so powerful that your spiritual pressure alone can be used to tear apart the land about you, and your vast strength lets you casually upend loaded semi-trucks without exerting yourself.

For **-600 CP**, you are on the level of Fuyuho, the true Hateful Cat of the present day. Fuyuho was able to overwhelm even a True Ogre with raw strength, possessed all the powers Natsuho demonstrated, produced optical illusions from her spiritual energy, and fought nonstop against the god of the land for three days and nights before killing and eating him. If you choose to be a youkai like the Hateful Cat, however, you will not actually gain the nine lives that Fuyuho had. Those are reserved for the head of the Nekogazaki clan.

Regardless of what kind of youkai you are, you will be capable of assuming a human form, although in times of emotional distress you might show aspects of your inhuman youkai self. This also happens when you use your powers as a youkai; depending on what sort of youkai you are, you will receive different abilities, with their strength determined by the tier you purchased. Many youkai are also able to assume the form of a normal animal of a type associated with them, such as a Ten turning into a normal weasel. Furthermore, all youkai develop a "sixth sense" allowing them to sense spiritual energy, and which will eventually grow to allow them to see through illusions created from this energy, and can expend their spiritual energy to heal their wounds at a faster rate.

God (Varies):
You are an existence similar to a youkai, being only partially physical, with the rest of your self being made up of divine energy. This makes you weigh only half as much, but your strength and durability haven't suffered at all. Furthermore, as a

god you are empowered by the fear or worship of other people, which is the deciding factor in determining the cost of this perk.

For **-200 CP**, you are a minor god, such as a god of a tree. Not a specific kind of tree, but of a single, individual tree. This still puts you well above humans and many youkai.

For **-400 CP**, you are a more important god. You might be the god of a river or a mountain, or perhaps the god of an entire species of trees.

For **-600 CP**, you are an even greater god. You could be god over a large stretch of land, or perhaps a god of an entire category, such as the god of all trees. You'd probably lose to the Hateful Cat in a fight before you'd be able to take even one of her lives, but you'd make her work for it, and would definitely be able to kill even a True Ogre.

For **-800 CP**, your power is truly astounding, on the same level as the god of the land—and not just any territory, but a place as spiritually potent as Twelve City. As a reference, the god of the land fought Fuyuho as the Hateful Cat for three days and nights, and killed her five times before he was eventually killed himself.

As a god, you have a host of powers, such as hearing prayers directed at you, and the ability to communicate with other gods through the divine network that connects shrines. You also have the ability to influence and control whatever you're the god over; but as you won't exactly be bringing your mountain with you into future jumps, you may establish a territory as "yours" at the start of each jump, to be the god over until the jump is complete. If another god already claimed that area, however, you may have to fight them for supremacy.

Furthermore, as a god you are able to give people blessings. Like the god of the land did to the twelve clans, you can give duplicates of your perks and abilities to other people; instead of functioning normally, they are powered by divine energy, which you can enable other people to generate. However, as divine energy weakens as the physical body grows older, it is most powerful in children and teenagers. Those who receive these blessings can pass them on to a family member with a short ritual, or indirectly pass them on by dying.

Finally, you cannot be harmed by your own powers, even if they are wielded by someone else, or are duplicates of your powers. Unfortunately, if someone were to steal your godhood, this would also grant them this immunity.

Power Independence (-100 CP): [Free with **Youkai** or **God**]
Becoming more powerful with fame is great, but it becomes a problem if you go someplace where you aren't well known. While True Ogres are extremely powerful in the vicinity of Twelve City due to their long history with it, if one were to go to, say, Somalia, they'd be reduced to a minor spiritual being because there just isn't enough fear of them to sustain that level of power. But with this perk, you are no longer limited by the whims of the public. Your abilities that are dependent upon your reputation, renown, approval, or worship, have a level that they can't be reduced under, even if you were forgotten by the entire world. This is at half the level of your most famous/feared/worshipped/etc. that you've ever been, and this minimum increases should you eventually beat this record.

Rites of the Clan (-100 CP): [Free and mandatory with purchase of 600 CP Clan perk, except for **Hateful Cat**]
The powers of the clan heads aren't reserved to those individuals, but something meant to be passed down the family. You can accomplish something similar. With a few moments of focus and skin contact, you can gift a blood relative with any power or perk that you possess. This disables that power/perk for you until the jump is over, but in exchange the person you gifted it to receives its benefits forever. However, they can also choose to pass this power on to a relative (who can then do the same, and so on), although this leaves them with only faint vestiges of that ability. Unlike you, they do not recuperate the ability to use the full power once the jump is over.

Furthermore, because the clans were meant to share power, each clan head receives a large boost to their divine and physical power for a single year out of every twelve, according to their position in the zodiac. This boost is strong enough to allow the Masaka clan head to single-handedly take on an angry True Ogre and survive, while trying not to kill it… although that wasn't enough for her to win. This twelve-year cycle is determined by the time of your chain as a whole, rather than time spent in a single jump.

If you are of the clan of the Weasel, then you can instead choose a single day out of every year to receive the same power boost. In exchange for this lesser duration, you can select which day this is each year, keeping your choice in reserve until you decide you need it.

Although you may have purchased one of the 600 CP perks, you will not be the clan head, despite the power normally being reserved for that position. Additionally, people will be able to tell when you use the power of that perk, as it causes a spiritual manifestation of animal features to appear on your body, mostly consisting of temporarily growing animal ears (or horns, for the Ushigura and Tatsuga) as long as you use that power, along with a pattern of glowing lines on the face.

If cats purchase this perk, they only receive the benefits of the first part, allowing them to gift their abilities to others. In exchange, they have a more powerful 600 CP perk than the other clans do.

Hateful Love, Love, Hateful Love (-100 CP):
Hate and love are sometimes said to be two sides of the same coin, but as this world shows, sometimes they're instead two colors in the same portrait, something indelibly interwoven into one another and both needed to give the full picture. The love you feel for someone, or the love they feel for you, does not prevent the two of you from hating each other. Likewise, the hate you feel for someone, or the hate they feel for you, does not prevent the two of you from loving one another.

This doesn't guarantee that you'll love (or hate) someone just because you also hate (or love) someone, but it does guarantee that the emotions won't interfere with or contradict one another. Of course, if you make someone hate you enough, loving you won't be enough to stop them from wanting to kill you. If you want a relationship with both hatred and love, it's up to you to ensure that the hatred is present without reaching the point that it becomes the deciding factor in your relationship.

Martial Prowess (-100 CP):
Possessing some degree of skill in combat is common among the clans, but especially expected of the clan heads. Because Ogres are a constant threat to the

city, and are so much more powerful than ordinary humans, each clan relies on its clan head to supplement their fighting forces with their incredible god-granted abilities. Oh, they aren't helpless—the guardian forces of the city train extensively in group combat to make up for the differences between youkai and human—but when a large group of Ogres attack, their clan head's presence can make the difference between death and victory.

You might or might not have the power of a clan head, but you do have the ability to fight. Now, this isn't on the level of Masaka Haruna or Inuhara Sen, but you are more than capable of defending yourself against mundane threats. But your specialty comes in fighting those who are more powerful than you; you know how to survive against someone who is stronger, faster, and/or tougher than you are. Furthermore, when fighting in a group, you and your allies will naturally synchronize your movements and won't get in one another's way, even if you've never fought side-by-side before.

Horns of Hunger (-300 CP):
Youkai horns come in two types. The first are from those types of youkai that are born with horns; the second type comes as a consequence of eating other youkai or humans. You have now grown a horn—or horns—of your own, because you are now an eater of the flesh of youkai. By eating someone, you can absorb their power into yourself. Eat a bunch of youkai to grow stronger, or eat a god to not only gain divine power, but an immunity to the powers that god had gifted to its followers. Your growth is only limited by how much you can eat at once.

Cat Perks

Hateful Shyness (-100 CP):
Maybe you're shy. Maybe you aren't. Maybe you can barely function in public without being reduced to a stuttering mess. But that doesn't change the fact that crowds are awful. It's a good thing that you always know where they are, and are able to sense large congregations of people before they approach. The more you hate crowds, the longer the reach of your senses.

Hateful Determination (-200 CP):
The Nekuni think their divine powers are enough to stop you. They think they can prevent you from taking what they owe you. But nothing can stop you, as long as you have enough hatred. Even the power of a great god who can command

people to do his bidding with absolute authority would be unable to keep you from attacking. It doesn't matter how injured you are, or how much it hurts, or what powers they might use to stop you. As long as you're still alive, and as long as you still hate, you cannot be stopped.

Hateful Vengeance (-400 CP):
The Nekuni… the Nekuni did this to you. They're why everything went wrong. They're why everyone hates you. It's only fair to have your revenge. And what a spectacular revenge it will be. If someone wrongs you, all actions you take in the name of getting back at them are amplified in effectiveness. If you're sneaking around to spy on them, you're almost impossible to notice even if you have no experience in stealth. If you're fighting them and their champions, you will excel at combat even if you've never been in a real fight in your life. If you strike at them, your blows will sink deeper into their flesh.

This ability is increased in effectiveness the more you hate your target, and the further you are willing to go in order to spite them. If the man you love chased you off because you posed a threat to his city and family, then you'd be able to subvert and weaken the entire city with ease, your tricks and deceptions nearly impossible for anyone to see through until it's too late.

If you also possess **Hateful Love, Love, Hateful Love**, then this also applies to less violent forms of "getting back" at someone or making things "even", including balancing out romantic gestures they've given you with love of your own.

Hateful Cat (-600 CP):
You might not be a match for Fuyuho as a youkai, but you do have the same ability as the head of the Nekogazaki clan, although you don't actually have the same position. You now possess nine souls instead of just one, each one just as potent. Every time something kills you, one of your souls is extinguished and you are returned to life, fully healthy… although still just as tired as you were before. But that's not all—you are also able to remove one of your souls and create a body for it, giving it independence as a new entity, possessed of a mind of your design and as many of your perks and powers as you care to share with it. It is for almost all purposes considered to be "you", and unlike Natsuho, yours are perfectly willing to carry out your will. You can reabsorb them pretty easily, too, just in case you want your soul back.

If any of your souls are outside of your body when the jump ends, then at your discretion they can be made into a new companion. Any souls that you lack at the end of the jump, be it due to being outside or being killed, will be replenished at the end of each jump or after ten years pass, whichever comes first. Unlike with Fuyuho's souls, you don't have different parts of yourself in each soul, so you aren't going to suffer from losing pieces of your mind when one of your souls is killed.

Rat Perks

Let Me Bear Your Hatred (-100 CP):
To avoid the Hateful Cat massacring his family, Kyoichi offered to be the subject of all of the hatred the Hateful Cat felt for his entire clan. Now you can do the same. If someone hates a category of people that you are a part of—or even simply dislikes or fears them—you can narrow their focus down to hating only you, instead of the entire category you're in. This doesn't intensify their hatred in this focusing, only narrows down *who* they hate.

It's up to you to either overcome or endure this hate. Maybe try convincing them not to kill you, first?

Love and Hate (-200 CP):
It is an inherent part of the Hateful Cat's very nature to hate the Nekuni. Even falling in love with Kyoichi wasn't enough for Natsuho to overcome this, and if her hatred ever disappeared, her nature as a youkai would take over and return her to her purpose, making her kill him. Both to save his own life, and to spare Natsuho the grief of having killed him, Kyoichi set out to make her hate him, even as she loved him.

After spending only a short amount of time with someone, you will have a complete understanding of their metaphorical "buttons", what you can do to trigger them to react with a specific negative emotion. This makes it pitifully easy for you to make some hate you—and you have an understanding of other people that allows you to never push this hatred so far that they want to act on it and get rid of you, keeping it to such a low level that it can easily intertwine with and live alongside love without ever posing a risk to your health… beyond maybe getting smacked a few times.

Speaking of love, you have an incredible affinity for it. Not an understanding like you do for how to invoke negative responses, but your personality and empathy for other people make it very easy for them to fall in love with you. What's more, the hatred you inspire in other people doesn't serve as an obstacle for any emotions of affection for you, but rather serves to amplify the love they may feel.

If you possess **Hateful Love, Love, Hateful Love**¸ then your ability to intertwine love and hatred is improved even further. It would only take a few encounters for someone who truly hates you to fall in love with you, and you have a remarkable ability to make people who hate you hesitate to kill you, giving you a chance to win their heart in the first place.

Undying Will (-400 CP):
When Itachizuka Toya became a youkai, it took him an entire day just to be able to move his body again. Kyoichi's will to protect Natsuho was such that he was able to move against after only a few short minutes. When the woman Goichi loved started killing his family, he found the willpower to shoot her, even as it broke his heart. Your willpower might not be infinite, but it's definitely far beyond what any human should be capable of, and you have the determination to force yourself to do things that you shouldn't rightly be able to do. If your body is paralyzed, with sufficient will you can make yourself move again. If you're in a form with powers you don't understand, you can make them work just by focusing hard enough.

Rat's Execution of Enforcement (-600 CP):
The Nekuni have long been the head of Twelve City, and they have at times been opposed in that. But they've always won, because the head of the Nekuni has the most powerful of the divine gifts granted to the families by the god of the land. The "Execution of Enforcement" allows the user to channel a great deal of divine energy in order to issue a verbal command. This command cannot be disobeyed, no matter how powerful the victim is or how strong their willpower. And the command doesn't have a time limit, either; the order you give will last until it is completed—or, if it doesn't have a time limit, then it will remain forever. Only if this power is ever lost to you for some reason will the compulsion fade, and even then it takes time for it to do so. You can also end it immediately, if you so desire, and it is vulnerable to interference from outside spiritual forces, such as being dispelled by the head of the Dragon clan.

If you use it on someone with their permission, and order them to perform a task they were already intending on doing, it can even be used to augment people's bodies to the very peak of what is physically possible, causing their body to slowly break down in exchange for an effectively superhuman level of performance.

There are only two weaknesses to this ability. The first, is that the command must be both heard and understood by the intended recipient. If they can't hear it in person, or do not speak the same language, it will not take effect. Secondly, is that the user cannot feel any empathy for the target they are using it on (at the time of activation). Because he felt empathy even for the person attacking them, the young Kyoichi was unable to save his parents' life from their assassin.

You won't have this problem, because now you are also capable of turning off or on your ability to empathize with specific people.

Ox Perks

Fast Friends (-100 CP):
Kyoichi might have opened up Natsuho's heart, but it was Ayaka who became her first friend in town (well, first friend *ever*, to be more accurate). You have an easy time meeting new people and making friends, and tend to make favorable first impressions regardless of the circumstances of how you met. Something about you gives shy people more courage in social matters, letting them interact with you more readily and making it easier to befriend them.

Furthermore, when you are friends with someone, small things like both of you falling in love with the same person and becoming rivals in romance won't get in the way of your friendship. You and your friends are able to separate feelings of jealousy from feelings of affection, and will continue to care about each other regardless of how your love life unfolds.

Childhood Friend (-200 CP):
While Kyoichi was abandoned by his clan, they didn't quite leave him to die. He was left with a bodyguard to keep him safe, who became Kyoichi's best friend. At the start of each jump, you can designate a single person of roughly similar age to yourself; history is edited so that the two of you were close friends in childhood, and have maintained a close relationship up to the time the jump begins.

However, this relationship is, at least on their part, completely non-romantic and non-sexual, and it will be ten times harder to start such a relationship with them than it should be.

Sorry, but childhood friends don't have a winning track record when it comes to love.

I'll Come Flying (-400 CP):
That's metaphorical flight, not literal, in-the-air flying.

When you're emotionally close to someone and they need your help, you'll always know. This isn't a sixth sense or anything (unless you possess a sense that could detect them in need). Rather, circumstances will align to make you aware of any danger they may be facing.

Strength of the Ox (-600 CP):
The Ushigura are one of the best clans in the city when it comes to Ogre extermination, because their clan head is able to mow through small armies of Ogres all by herself. That's because the blessing given to the clan of the Ox was the gift of strength, the ability to call upon divine power to enhance their musculature. With this, it's even possible for a teenaged girl to throw an Ogre from one mountain to the next one over.

Tiger Perks

Underworld Understanding (-100 CP):
Crime can't be stopped, but it can be controlled. That was the role of the Toraiwa; they served Twelve City as much as any of the other clans, but from the shadows and in the darkness. To help you with that, whenever you enter any sort of civilized location, you will gain an understanding of the factions at play in the local criminal underworld. You'll know who's claimed what territory, where to go to fence stolen goods, what gangs to avoid the most, and similar details to help you navigate the underbelly of society.

Yakuza Princess (-200 CP):
It's all too easy for people to dismiss those who commit crimes as wicked, but a genuinely evil person is a very rare thing. Even criminals still care for those close to them, and you have a knack for becoming one of those people. Something about

you is just appealing to lawbreakers, particularly those who are a part of organized crime. It would be so easy for you to wiggle your way into the hearts of hardened yakuza that you might do so accidentally, and in so doing earn yourself a small army of protectors even as a child.

Extra-Plausible Deniability (-400 CP):
In the end, the Toraiwa fell because they tried to kill Goichi for his dictatorial ways, and in response he crushed them. That wouldn't happen to you, simply because nobody would be able to make the connection between you and the assassin you sent. As long as you have a decent alibi, it isn't possible to prove a link between you and any agents you may have used to commit a crime. What's more, people seem to grant you the benefit of the doubt, and you will be considered innocent of wrongdoing in people's eyes until you have actually been proven guilty.

Claws of the Tiger (-600 CP):
The Toraiwa clan's gift from the god of the land was a tricky one, given to traps, ambushes, and one that relies on tactics and preparation to make the most use of—so you might want to study that sort of thing. By making a scratch marking on an object, you can at any later point in time make that object emit a shockwave that follows along the path of the cut. This shockwave can be blunt, explosive, or even razor-sharp. The depth of the marking doesn't matter for the strength of the shockwave, only the amount of divine power you're willing to invest into your attack; even the faintest scratches on the metal of a blade could be used to activate this trap.

Rabbit Perks

Attack at the Crossroads (-100 CP):
Despite stabbing many people in his sister's attempt to discredit the Nekuni clan's leadership, Masaki didn't actually kill anyone. Neither will you, unless you actually want to. No matter how dangerous an attack you use, it will never kill its target unless you actually intend to kill them. They may be left wounded, but it is something they'll be able to survive, and they'll recover without maiming or permanent injury.

Twin Sword Style (-200 CP):
Masaki might not be on the same level as Haruna or Sen, but he was nonetheless skilled enough to require two clan heads working together to take him down. You

have improved skill in combat, and have a heightened sensory awareness that allows you to quickly respond to changes in the environment, such as one might experience when teleporting. Furthermore, you become truly ambidextrous—anything you can do with one hand, you can do just as well with the other hand, and you can manipulate each hand to perform separate tasks without either interfering with the other.

Urban Renewal (-400 CP):
The Tonogake family has performed extensive levels of improvement to the parts of the city they had authority over, as well as portions belonging to other clans that permitted them to work there. You excel at city planning, and avoiding the sorts of design flaws that lead to traffic congestion, unsanitary living conditions, and insufficient transportation, among a host of other problems. But what's more, is that you have a supernatural affinity for correcting flaws in pre-existing urban areas. When you're working on it, be it on the designing and planning level or actually assisting in construction, work gets done faster and takes up fewer resources. Somehow, the work you put into urban regeneration never disrupts life for the citizens who live there.

The Rabbit Leaps Through Space (-600 CP)
The power gifted unto the head of the Tonogake clan was the ability to produce portals connecting two points in space through the application of divine power, something you can replicate. The cost increases the further away these points are, putting a limit on the distance you can travel, but as the Tonogake twins showed, even with that limitation it makes for a potent ability. Masaki was able to increase his mobility to attack from unexpected angles, while Kiyoha would ensure that her rifle always hit by putting one portal in front of the bullet, and putting the other at point-blank distance to her target.

Dragon Perks

Well of Memories (-100 CP):
A long life, like that lived by the head of the clan of the Dragon, leads to a great many memories. For some people, there's simply too much information and they can't store it all, leading to such disorders as dementia. You'll never experience such troubles, as your capacity for storing memories and knowledge is now infinite in scope—and to go with it, you can easily and swiftly recall anything that ever happened to you, no matter how old it is or how deeply it's buried in your

memories. And if there's something you'd rather not keep in your now-excellent memory, you can voluntarily forget it.

Beast Speech (-200 CP):
Like Yuzen, you are capable of communicating with and understanding animals. This is, of course, limited by the intellect of the creature in question, so they may not be particularly stimulating conversationalists. But animalistic youkai or other monsters are another story—there are those that cannot assume a humanoid form or speak a human language, and this would allow you to speak with them.

Eleventh Hour Superpower (-400 CP):
Ayaka would have been lost to possession by the True Ogre, and the city would have been forced to put her down, were it not for Kyoichi's last-minute powerup, which was discovered and caused by Yuzen. You are able to induce powerups in other people by knocking them unconscious in a specific way, allowing them to meet with their inner selves. By communing with—or sometimes, just outright fighting—this inner self, they will be able to augment their powers and bring them to their full potential. But this isn't a permanent increase, and will only last for the duration of a single battle. Once they are given this powerup, they will wake up from unconsciousness.

Guaranteed not to result in possession by their inner self.

Communion of the Dragon (-600 CP):
It is the role of the Tatsuga to commune with nature and keep the city's relationship with nature healthy. As such, you have more control over divine power than the other clans, and can use it to keep apprised of the health of the local natural world and "speak" to it, finding out what is troubling nature, locate potential threats to nature (or threats to you that are passing through natural areas near your location), and generally communicate with the natural world. As a side effect of channeling so much divine energy, your body has become unaging.

But this ability to use divine energy manifests in other ways, too. You are now capable of causing accumulated energy to disperse, even energies other than divine power. This can serve to dispel effects with a duration, such as breaking a compulsion over someone, or it could force a spiritual being out of the body of whoever they're possessing.

You can also pull off the inverse, gathering divine energy into your body in order to enhance your strength and speed. This isn't as big an increase as you'd see from an Ushigura or Masaka, but it has the advantage that you can do both at once… although it is also more expensive in terms of energy costs.

Snake Perks

Spiritual Knowledge (-100 CP):
The Mikawa clan is responsible for maintaining the worship of the god of the land, and as such have a deep understanding of matters relating to the gods and spirits. Now, this knowledge will come with you to future worlds. At the beginning of each jump, you will gain a deep understanding of how the nature of divine and spiritual matters; you will know what gods exist, understand the nature of the gods and spirits as well as a mortal can, and will comprehend what the local afterlife is like, if it is even real in whatever setting you're in.

Leading the Faith (-200 CP):
The priesthood is vital to the functioning of any deity, because they are the ones who ensure that people continue to worship them, which fuels their power. You would make for an excellent priest. You are persuasive and charismatic, and have a keen understanding of the human mind. You could persuade all but the hardest atheist to spend more time praying and giving thanks to the gods, and you always know the right words to pull someone out of a crisis of faith.

Calling the Departed (-400 CP):
The powers of the head of the Snake's clan are held by a dead person; it is one of the duties of the priestesses of the clan to summon her to possess their bodies. To enable this, you are capable of sending spiritual messages to the deceased, and to hear them in turn. However, you need to have some sort of connection to the dead whom you wish to speak to; you might be their relative, their friend, or simply have in your possession something that was very important to them, but there needs to be some sort of link there for you to reach them.

Once you can communicate with them, you can invite them to possess your body. You temporarily lose control of yourself and consciousness, but your body will shift to be closer (although not exactly the same) as the body the dead person had in life. This allows them to use any powers they may have once possessed, with as

much ease as if they were still willing. The duration of this blessing is based on how frequently you invoke them; if you call them only once a year, they could be summoned for a whole day. But if you did it for a shorter period of time, it might only last a few hours, at most.

Your body will be very sore once the possession ends, though, so take note of that.

Prayers of the Snake (-600 CP):
The Mikawa clan is the clan closest to the gods, the inheritors of the will of the people to give praise to the god of the land, who made life in Twelve City possible in the first place, and who nurtured the once-desolate land into a place where life can flourish. The gift given to the Mikawa clan head in exchange for their services is the power to charge objects with divine energy. Of course, "object" is a rather vague term, as it can even apply to a city-long stretch of a river at once. When imbued with divine energy, the object becomes harmful to those you wish to be harmed; for instance, the aforementioned river became effectively impassable to the army of Ogres who were seeking to invade the city (impassable from that direction, at least). This can also be used to attach spirits to items; a piece of shed snakeskin was imbued with the obedient spirit of a serpent to guide Natsuho to the god of the land, for instance.

Horse Perks

Let Me Help You (-100 CP):
Some people are just prideful, and won't accept help unless browbeaten into it. You've never had that problem; when you want to give someone assistance or take care of them, even the most stubborn and prideful individual will let you have your way (as long as it's better than what they could do on their own). What's more, you'll find that taking care of someone is an excellent way to get closer to them, and the person you're helping will be sure to open their heart to you in response to your help.

Police Practices (-200 CP):
The Masaka have traditionally been the clan to take care of policing the lands of Twelve City. You have knowledge and training in all law enforcement practices, from shooting to martial arts to conflict de-escalation to bomb defusal to

investigation, and more besides; this updates with each new jump you go to in order to keep you on the cutting edge of police performance.

But you're more than just a faceless enforcer of justice, you're also a pillar of the community. Just by going out into the world and engaging with people, you'll find yourself becoming more liked and respected by locals, and your approval ratings would skyrocket if you actually went out of your way to help the people around you.

Responsible and Reliable (-400 CP):
There's nothing like being a dependable senpai other people can rely on for help! When people are relying on you to do something—whether that be to play a certain role in combat, to keep them safe, to represent their rights, or just about anything else—you find that your physical stats are amplified in proportion to the degree of responsibility laid upon your shoulders.

Legs of the Horse (-600 CP):
A horse's legs are good for more than just running away—they make a potent weapon, too. The Masaka clan's head was gifted with the ability to imbue their legs with divine power. This serves to give you a potent boost in speed, to the point that untrained eyes can't even follow your movement. In order to handle this speed, your legs also become significantly stronger when filled with energy.

Just note that you won't always be able to go as fast as Haruna did when she fought the True Ogre-possessed Ayaka—that level of speed and power was only because this story all takes place in the Year of the Horse, when the Masaka clan's abilities are amplified.

Goat Perks

Let Me Take a Nap (-100 CP):
Due to the powers of the clan head, it's easy for Hitsuno to fall asleep when they want to. As long as you want to fall asleep, it only takes a few seconds for you to doze off, regardless of the circumstances or how uncomfortable you might be. Furthermore, you are always guaranteed to get a full cycle of sleep, no matter how short your nap might be—even if it compresses the entire sleep cycle into just a few minutes.

Unless for some reason you don't want a full cycle, in which case you can just toggle that off.

The Good Doctor (-200 CP):
You might not have a doctorate, but you are fully trained in everything needed to practice medicine! You gain knowledge and skills in all medical practices that might be performed in a hospital (and a few that would be performed outside of a hospital, as long as they provide a valid benefit to physical, mental, or spiritual health). You know medicine inside and out, have the knowledge needed to safely prescribe and make medication, can perform any sort of surgery, have training in every sort of therapy, and are equally skilled in working as a nurse and as a doctor. This knowledge set updates with every setting you go to, to ensure that you know the most effective medical treatments (both the most effective available to you, and the most effective according to local beliefs).

Take Your Medicine (-400 CP):
Tatsuga Yuzen might be a wise old man, even if he does have a child's body, but as a patient he's grumpy, obnoxious, and irritable. Hitsuno Miko would probably have liked to have a perk like this to help deal with people like him. As long as you're in a position of authority over someone else, people who are supposed to obey you will always do so. Even if they hate their medicine, your patients will be sure to take it on time

The Goat Drifts Off to Sleep (-600 CP):
The Hitsuno clan's head was gifted powers of healing by the god of the land, in a way that befits their laid-back and lazy nature. When you go to sleep next to someone, your body expends divine power to heal that individual of any wounds they might have. You can only affect a single person at a time with this power, but your healing is powerful enough to take someone on the verge of death and make them fighting fit after only a single night in bed with you.

Monkey Perks

Record Keeper (-100 CP):
The Sasamichi clan is responsible for keeping the records of the city and its history, and are the ones who run the library. You have a sixth sense for when information you encounter is going to be relevant in the future, with a stronger reaction if it will be relevant to you rather than someone else. This lets you know

what needs to be recorded for posterity. You also become a deft hand at writing, both in terms of word choice and sentence structure, and in terms of writing and typing with a high words per minute count.

Good at Some Things, Not Good at Other Things (-200 CP):
Everybody has things that they're good at and things they're bad at, but just because you're better in one category doesn't mean you should abandon the others. When it comes to your skills and abilities, you'll find that your "weaker" skills and those you don't have a good affinity for will grow at twice their normal rate.

On a side note, this also gives you knowledge of how to wield a staff in combat, and gives you ample experience in the Monkey Staff style favored by the Sasamichi clan. Maybe, like Chie, you put in the time to learn something you don't have a natural talent for?

Mighty Mind (-400 CP):
Like Chie, your greatest asset is your head. You are brilliant, naturally taking in information at an accelerated rate and sorting it, correlating it with the rest of your knowledge, and drawing conclusions that other people simply miss. Whether you turn your mind to scientific or investigative pursuits, you'll find your prodigious brain more than able to handle the task. You don't only think things through thoroughly, you think *swiftly*, able to put your mind to use in combat to anticipate your enemy and plan out your next moves in battle.

Conjuring the Monkey (-600 CP):
The Sasamichi clan was gifted a uniquely useful and versatile gift from the god of the land; the power to summon and dispel a staff-wielding spiritual monkey. This monkey is a purely spiritual being, and thus has no weight; it can be seen, but can also render itself invisible. Although spiritual, it can apply its spiritual energy to apply physical force, which it can use to fight alongside you in combat, with its speed and force determined by your divine power. Because it is created from your divine power, you can always sense its presence; by attaching the monkey to someone with a teleportation or invisibility trick, you can keep track of them even in the midst of a chaotic melee. The greatest trick of the Sasamichi clan allows the spiritual monkey to imbue itself into your weapon to increase the force of its impact.

Rooster Perks

Jumper Sensei (-100 CP):
You know how to teach. You have an inherent understanding of the most effective ways to impart information so that your students will absorb it in a way conducive to their particular learning style, and can present your lessons in an entertaining and interactive way that encourages your students to participate in the learning process, as well as memorize what you're teaching.

Furthermore, you gain an instinct allowing you to know what your students are about to have a fight before it happens, so that you can prevent conflict between your students.

Fine Hands (-200 CP):
The divine power-infused items crafted by the clan of the Rooster can't be made carelessly. It requires fine attention to detail and precise movements. Although you might be taking this to extremes. Your control over your own movements is precise to a seemingly infinite degree. You can keep your hands perfectly still, or move them with a degree of precision measured in nanometers—and if you had better vision than a human, that precision would increase appropriately. What's more, your kinesthetic memory is improved. As long as you know how to perform an action, you can always perform that action perfectly, without flaws or deviations.

To the Highest Bidder (-400 CP):
Keitaro Toridera's loyalty might be based on whoever pays him, but nobody seems to hold that against him. They don't hold it against you, either. People are more willing to offer you money to do things, and nobody gets particularly mad at you if you change jobs halfway through because someone gave you a better offer. Even if this turns you against your original employer, nobody will take your betrayal personally. People who kill or otherwise dispose of, or replace, the people who originally hired you won't see you are a co-conspirator or ally of your original employers, as they know you're just working for whoever paid you—which might very well be them now.

Rooster Works Its Magic (-600 CP):

The Toridera clan is amongst the most valued in Twelve City, because their head was gifted with the power to infuse items with divine power to create what might be considered “magic items”. This includes items such as seals to weaken or capture Ogres, spell tags that can be used for a single-use invocation of divine power (such as to create binding ribbons of light or smite for extra damage), and even the great magical barrier that protects Twelve City from invasion by Ogres… although as Fuyuho showed when she worked a flaw into the barrier, and later when she broke it from the inside, even a protection as mighty as that isn’t invulnerable.

Dog Perks

Bloodhound (-100 CP):
Even before she took on the position of clan head, Sana demonstrated that the Inuhara had a superb sense of smell. Your nose is like that of a dog in its precision and the amount of information you can absorb through scent. It allows you to track Ogres by their scent, or tell whether someone is human or not from how they smell.

Dedication (-200 CP):
An Inuhara’s devotion to their master is absolute, no matter their personality or morality. You, at least, have the guarantee that your loyalty won’t go unrewarded. When you serve or follow someone, you have the assurance that your loyalty to your leader or cause will be appreciated by your higher-ups, and you won’t be seen as a mere tool or means to an end. Through your service they will be further moved, and you will occasionally be given boons in gratitude for the service you have given.

Youkai Hunter (-400 CP):
Although the clan of the Ox guards the Ogre Gate and fights the most youkai out of anyone, it is the Inuhara with their keen sense of smell who are best known for exterminating individual powerful youkai, or hunting down the youkai already inside the barrier who choose to devour humans and become Ogres. You can prodigious skill at swordsmanship, to the point that you rival Sen. You have achieved such mastery of the blade that you can fight against an enemy several times faster than you, while you’re injured, with a very real possibility of winning.

What's more, you are able to move in sudden, flash-like bursts of motion. This isn't a general speed increase, but rather a technique that allows for sudden explosively fast movement, enough that you could cross a hallway to cut through someone's throat before they even realized you moved. Although do be careful—some youkai have enough of a healing factor that such a wound is only an inconvenience.

Dog Tears the Curse (-600 CP):
The other reason that the Inuhara clan excels against fighting youkai would be the ability gifted upon their head by the god of the land. They, and now you, are able to see that which exists, but is immaterial—divine power, spiritual energy, curses, spirits of the dead, blessings, lingering spells… all of these things can be seen clear as day to the second sight of this second sight. This is useful in combat, too, because you can follow the movement of this energy to predict when your opponent is going to attack, even if they're much faster than you.

Furthermore, you are now able to expend divine power to directly attack such immaterial things. Besides the obvious usefulness of being able to attack incorporeal entities, by striking something like a spell or curse, you are able to break it—which doesn't only end the effect, but is agonizingly painful to the person who originally cast the spell or set the curse. Directly attacking a source of energy like divine power is possible, but is like trying to cut water; it just isn't solid enough to be broken. At best it could be disrupted.

Pig Perks

Food Service (-100 CP):
Kenji might be the clan head, but to most people he's just the guy who runs Inoyama Dango. Your skill in the kitchen is something amazing to behold, as you have refined skill in every aspect of cooking. Flambéing, slicing, grilling, chopping, frying, grinding, roasting, mincing, baking, rolling, smoking, stirring, infusing, stewing, sautéing… if it's a method of preparing food, you don't only know how to do it, but excel at it, able to do it swiftly and skillfully… although for something like boiling or steeping, this just means you can set it up quickly. This isn't a magical degree of skill—you aren't able to simmer water any faster than anyone else. What *is* supernatural is the way your knowledge of cooking expands with every jump to accommodate the new methods of cooking and new foods that may exist in that world.

Vehicular Manslaughter (-200 CP):
Well, Ogreslaughter. But then again, if you hit it on purpose it would be murder… but because to be an Ogre means you attack people, that kind of youkai doesn't really have protection under the law, so I suppose that means you're in the clear? The point is, you might not have any fancy-schmancy divine powers, but what you do have is a truck and the ability to mash the gas pedal. This doesn't actually give you a truck, but if you had one, you'd be great at hitting people with it. When you deliberately hit something with a vehicle, it inflicts damage as though it was going 12 times as fast and had 12 times as much mass than in reality. Furthermore, neither you nor the vehicle itself will ever be damaged by such impacts. Not so much as a scratch on the paintjob.

Persistence Pays Off (-400 CP):
If at first you don't succeed, try, try again. This is something that applies to just about everything in your life now, as long as a second (and third, and fourth, etc.) try is possible in the first place. You become more effective at things the more you try them. If you punched a rock over and over, then even without super strength you would eventually be able to break it; if you kept trying to start new businesses and they failed, then each one would be more successful than the previous until one of them actually does well. This even works for asking someone out, as with each failed attempt to ask someone out, you'll figure out why they said no and what you could do to be more appealing to them. They won't even get mad at you for repeated attempts to date them, although this gives no guarantee that their friends won't get upset.

Pig Gets a Second Chance (-600 CP):
Huh. This is unique… you see, the power of the Inoyama clan is entirely unknown, as the clan somehow lost it (presumably through having no direct blood relatives in the main family). But you? For some reason, you've been given another chance by the god of the land. You may design your own supernatural ability to represent this, with the caveat that it requires divine energy to use and that it is weaker than the Execution of Enforcement used by the Nekuni clan.

Weasel Perks

Hesitancy (-100 CP):

Toya was misled to believe that the Nekuni clan had been exploiting his clan for ages, and that his father was killed only to protect the reputation of the Nekuni and clean up loose ends. But despite being faced with the man who he believed came to kill his father, he couldn't actually bring himself to land the killing blow. Despite going to the Nekuni clan home to kill the elementary schooler Miyako who was set to inherit the position of leading the clan, he allowed himself to be distracted by fights and engage in conflicts he could easily have ended in only moments. In the end, Toya didn't actually kill any of the Nekuni… which, when he discovered that his father was the one who tried to kill Goichi, turns out to have saved him from making a terrible mistake.

You will find yourself hesitating before you do something that you would truly regret. This hesitancy isn't based on your present knowledge, but on what you will learn in the future that gives your current situation new context. Perhaps the person you intend to kill will turn out to be framed, or perhaps in an effort to kill what seems to be a bandit, you discover that they're actually a mind-controlled victim. This hesitation won't prevent you from protecting yourself, but it can stop you from taking actions that you might not be able to forgive yourself for.

Sacrificial Offering (-200 CP):
Many humans live in towns around Twelve City, often in places that would ordinarily see them attacked by Ogres. But Ogres only want to eat people, they don't care how they get them—so by carefully sacrificing a small number of people, the clan of the Weasel was able to prevent the mass slaughter that would otherwise have happened. Now you can make the same offerings in future worlds; by sacrificing a portion of the population of any group, you can protect the whole from the depredations of those who would hurt them. Perhaps a regular sacrifice of virgins could prevent a dragon from just burning your town to ashes, or giving up some of a village to slavers prevents them from just attacking and enslaving everyone.

Cunning Plan (-400 CP):
Even if Fuyuho proved herself to be the more cunning one in the end and failed only due to a betrayal from one of her own souls, Toya's planning abilities can't be discounted—especially considering that he managed to actually kill Fuyuho, even if it didn't stick. You have an exceptional proficiency for plotting and making plans, especially in regards to attempts to sabotage, trick, or bring low your enemies.

You can clearly see potential flaws in your own plans so as to best mitigate your disadvantages. Your allies will always have a perfect understanding of the role they are meant to play in your ploys after even an insufficient explanation, and you are blessed by the greatest advantage a schemer can have—your enemies tend to underestimate you.

Inheritance of the Weasel (-600 CP):
While the Itachizuka clan didn't receive a blessing from the god of the land, they got the next best thing, as the Rat clan gave up some of their divine power to imbue a special ability into the Weasel. You are capable of using a variation of the Nekuni's Execution of Enforcement, but it has limitations that the Rat clan's ability doesn't—namely, it also requires you to touch the person you're giving orders to, and it doesn't have a permanent effect.

But it would be a shame to just give you a watered-down version of the power of a different clan, so let's look back to the powers demonstrated by the Rat clan in the pilot chapter of what eventually became the story of this world. In addition to the above, you gain the power of "Confrontation of Equality", which forces two people to become equal in power level. This can either average how strong they are, or it can reduce the stronger one to the level of the weaker. However, this ability is still limited to touch.

Items

You receive two discounts of the 100, 200, 400, and 600 CP price tiers, with the 100 CP items instead being free. You receive **+300 CP** to spend on items alone. If any items are destroyed, lost, or stolen, it is returned to you in perfect condition after 1 week. You may import any existing weapon to obtain the special properties of one of the items here upon purchase.

Melee Weapon (-100 CP):
You gain a single melee weapon of your own design. This might be a katana, an axe, a staff—just about anything you want, as long as it doesn't have any technological advantages. This weapon has two advantages; firstly, it is indestructible. Secondly, it serves as an extra-effective conduit for any of your abilities that might reasonably be able to be imbued into a weapon, enhancing the effectiveness of whatever power you're using.

Pipe (-100 CP):
A pipe for smoking tobacco or other substances. Whatever you put in this pipe seems to last twice as long as it ought to when you smoke it, and neither you nor other people will suffer health complications from inhaling smoke produced from this pipe.

The Perfect Box (-100 CP):
Turns out that what they say about cats and boxes applies to feline youkai, too. This is a box large enough for a human being (or human-like youkai) to curl up and fit into. It's also specially made to be extraordinarily comfortable to lie down in, with soft-yet-durable materials and hinoki cypress scent. When you are in this box, your fears and insecurities seem weaker, although they'll return to full force once outside the box.

Motorbike (-100 CP):
A motorcycle with a sidecar, this vehicle is comfortable to ride in even for hours at a time, and weather effects just seem to slide away from the driver and passenger while riding it. It comes with an infinite supply of fuel, although it fades away once it is removed from the vehicle.

School Bag (-100 CP):

This is a simple shoulder bag, normally used to keep school supplies in. However, it has a better use—hiding a cat. Well, any small creature. While your friend is in this bag, they won't make noise that other people can hear, will be perfectly comfortable, and won't start to ache, get cramps, get bruised from bouncing around, and nobody will ever find the bag suspicious.

Catnip (-100 CP):
A jar full of powerful catnip. Any being with feline traits can be affected by this 'nip, not just cats.

Ranged Weapon (-200 CP):
This is a ranged weapon, such as a bow, rifle, or shotgun, that is guaranteed to never break, misfire, or jam. It has an infinite supply of ammunition, each shot of which is enchanted to convey increased force on to the target, enough to knock down even a powerful Ogre.

For an additional **-100 CP** (which is not discounted), your ranged weapon can be upgraded to also fire darts. These darts have a potent tranquilizer that automatically adjusts its dosage to affect any target you hit with it, ensuring that even the most powerful of youkai will be put to sleep for a few minutes after only a second of exposure to the tranquilizer.

Snakeskin (-200 CP):
This is a hand-sized fold of snakeskin containing a snake spirit. By unfolding the skin, it will release this spirit, which will proceed to travel in the direction of whatever it is you seek to find. However, once it has guided you it will disappear, and cannot be summoned again for a month. Should you ever become a spiritual body, be incorporeal, or be absorbed into someone else, it will still be with you and able to guide you, for instance if you wished to meet a specific soul that had been consumed by the one who absorbed you.

Scent-Hiding Bottle (-200 CP):
This is a bottle of alcohol and citrus, with a bit of jumpchain power added into it. When this is destroyed, it completely hides any scents in the area with the overwhelming smell of alcohol and citrus; even the finest of equipment or the most sensitive of noses would be unable to follow a scent trail through this mess.

Clothing Store (-200 CP):
This is a shop dedicated to selling clothing of all kinds, with an attached tailor to make whatever customizations to the clothing you (or any paying customer) might need. If left on its own, it will make a pretty penny doing business, keeping its stock up to date with the latest fashions of the jump, although they will have a supply of clothing from older jumps kept in their seemingly endless storage room should you decide to purchase them—do note that the storage room is one of those "bigger on the inside" rooms, and won't actually take up any significant space. At the beginning of each jump this shop is an attachment to your Cosmic Warehouse, but you can "deploy" it into any property you own. The people managing the shop count as followers, and will allow you to take any items from their shop without needing to pay for it.

Inuhara Whistle (-200 CP):
This is a whistle used by the Inuhara clan that emits a sound outside normal human hearing, but that is perfectly audible to the Inuhara or those with similarly sensitive ears… but it's also audible to you, even if you have an un-augmented sense of hearing. This whistle isn't especially loud, but it has a ludicrously long range, able to be clearly heard from miles away. But it has another secret; it's been enchanted by the Toridera family. If you give this whistle to somebody, and something happens to break the whistle, you will immediately become aware of it.

It looks like a dog whistle, but it's not! Really!

Death Button (-400 CP):
A button attached to a casing you can stick onto any surface, it has the words "Don't press the button, no matter what" written clearly beneath it, with a skull on the button. Pressing this button drops an item on top of the person who presses it, even if there's nowhere for the item to have come from. It's up to you at the time of placing the button whether what falls is small enough to be painful, large enough to knock someone off their feet, or big enough to actually kill someone. Only you can remove this button.

Challenge Set (-400 CP):
The Inter-Twelve Clan Duel is a duel held between members of the clans when words aren't enough to resolve conflict, but death is going too far. But certain

clans have major advantages in such a duel—a Nekuni could just use the Execution of Enforcement to instantly win, while whatever clan is currently benefiting from the yearly power boost would have a big advantage over the competition. Not to mention how much damage people using their special powers could do to each other. As such, there are a number of limitations set on clan members, found in the form of these items.

To begin with, each combatant is equipped with weapons made from enchanted paper. These are incapable of leaving wounds on whoever you hit them with, despite being as hard as steel otherwise; instead, when you land a hit on the enemy, their paper weapons start to fray and become weaker, until they completely fall apart after a "lethal" blow. For this reason, those who fight unarmed have their limbs wrapped in these papers.

Secondly, both sides of the argument have a special spell tag placed on their body. These prevent personal divine energy from being used, only allowing a single source of "outside" divine power—the faith and trust that the people of Twelve City have in that person.

Furthermore, this tag allows the wearer to transfer their divine power to someone else—this is how the Nekuni fight, selecting a champion (typically an Inuhara) to fight for them, and empowering them with their divine energies until their champion's divine power is equal to that of the Nekuni. The use of divine powers is allowed, but the Execution of Enforcement can only be used to augment your own champion.

If you get someone to agree to resolve conflict through the use of the Challenge Set, the loser of the fight will accept the result of the battle without complaint or attempts to sabotage the workings of the winner.

Ashen Iron (-400 CP):
Ashen Iron is a gigantic sword, both broader and longer than a full-grown adult. What's special about it is that it has been around for hundreds of years, and has awoken its own consciousness as a result, having a primitive mind and being able to perceive and understand the world around it. This allows it to be commanded by the Nekuni, letting it float through the air and do the bidding of the head of the Nekuni clan, should they ever need to enter combat. You will find that Ashen Iron

can be targeted by any sort of ability to have to command, possess, or control people as though it were a person, and that it understands anything you say. That said, it isn't very intelligent and can't do much more than follow orders.

Pipe Fox (-400 CP):
This is a bamboo pipe a bit longer than your hand. Contained within is a kudagitsune, a weasel-looking fox said to live within pipes. By invoking the kudagitsune, you can summon it forth—and once it emerges from the pipes, it grows to full size, far beyond any normal kudagitsune, being longer than several people standing on top of each other and almost as thick around as a small car. Not to be satisfied with its physical abilities, it is also capable of draining the life force from enemies nearby through the use of curses. It can easily fit back into the pipe once it's finished whatever job you assigned it.

Hot Springs (-400 CP):
This is a hot springs facility located someplace spiritually potent. Soaking in these waters will not only physically refresh you, but will provide spiritual healing and balance. Because divine and spiritual power is so dependent upon the spirit, this will improve the functioning and energy efficiency of such abilities for days after your time in the hot springs. The facility itself has a small convenience store, massage chairs, and a host of fun games to play with friends.

Magic Tags (-600 CP):
This is a continually-refilling supply of paper slips that have been created by the Toridera clan. This can allow you to utilize divine power even if you don't possess any of the 600 CP perks, harnessing the power in the paper to produce an effect. Your Magic Tags have one of four effects. Firstly, they can empower a weapon to be more effective against spiritual beings such as youkai. Secondly, they can be used to produce streamers of energy that you can control, that can be used to bind an enemy as long as that enemy has some sort of supernatural power, although it's more effective against spiritual entities. Thirdly, it can be used to bind the supernatural abilities of a defeated foe, preventing them from using whatever powers they possess. Fourthly, at least five tags used together can also be used to immobilize a being, preventing them from moving from their location… although this doesn't prevent someone from using their powers to destroy the tags, should they have the means.

Slice of Town (-600 CP):
Twelve Town is split up into 12 sections, each ruled over by a different clan. You now own one of these sections, giving you authority over what people are allowed to do there and giving you payments from the land people are renting from you. In future jumps, you may select one city; you will now own 1/12th of that city the same way you do here. The people and the section of the city don't actually come with you, just your right to ownership.

Blade of the Malevolent Realm (-600 CP):
This katana stands at the crossroads between the physical and the spiritual, serving as the point where the differences between the two are blurred. If someone is killed with this sword by being stabbed through the heart, their soul will wander between humanity and spirituality until the distinction between the two fades, which will turn them into a youkai. This process can take most of a day, but for individuals with particularly strong will (or with the intervention of someone they know in the afterlife) this can be cut down to a few minutes.

However, it will only bring people to life as youkai if they are killed at a "site of ill omen", someplace where bad things have happened, or with which terrible things are associated. For instance, if someone has been stabbing people at crossroads, eventually crossroads will be feared, and from the rumors surrounding the attacks will become sites of ill omen (although it would probably be simpler to just stab someone in the middle of a graveyard).

The type of youkai someone is turned into is determined by their "associations"—this can be anything from their personality to their hobbies to their actions, but can also be decided by things like their name or family. It can also be influenced by outside factors—for instance, by stabbing both Ushigura Ayaka of the Ox family and Toraiwa Torako of the Tiger family at the same time, Fuyuho was able to turn Ayaka into a True Ogre, which itself has association with both oxen and tigers. Meanwhile, Nekuni Kyoichi was killed with this sword, and came back as a rat youkai, while Itachizuka Toya became a Ten, a kind of weasel youkai. People with some manner of connection to the gods become more powerful youkai.

Companions

Clan of the Jumper (-100 CP):
It's a lonely world without someone to watch your back. If you'd rather not enter this world on your own, you can invite a pre-existing companion to join you. Alternatively, you could create a brand-new companion from scratch. Regardless of your choice, they belong to a clan of your choice and possess 600 CP with which to purchase perks and items.

Canon Companion (Free):
If you've seen anyone in this world that you'd like to bring with you, then as long as you get their permission you can bring them along your chain as companions.

Scenario

You are free to take the scenario or avoid it; taking it and failing will just send you on to the next jump, not serve as a failure of your chain. This scenario will occur after your ten years is over, and will last until you either succeed or fail.

Averting a Hateful Fate

When the young Nekuni Goichi and Nekogazaki Fuyuho first met… well, it wasn't love at first sight, but it didn't take all that long to grow into love. They made each other happy, but Fuyuho felt a growing urge to hate him, which she resisted with all her soul. Because she loved him.

Eventually this became the urge to kill him—but a chance meeting with another Nekuni showed her that if she killed a Nekuni, her urges would die down for a while. Then she discovered that if she killed any member of the twelve families, the need to kill him would lessen, just not as much as killing a Nekuni. Goichi was horrified, and begged her to hate him alone—but she refused. Because she loved him.

Eventually, Goichi was forced to shoot her ear off and used the Execution of Enforcement to demand that she leave, killing his own heart to do so. Just about all of the negative things to happen in this manga can be traced back to this incident. In the end, the only way they could be happy together was by being joined in death.

You are sent decades into the past, on the very day that Goichi and Fuyuho first met. Your goal in this scenario is to ensure that the two are able to freely love one another. How you do this is immaterial—you could teach Fuyuho to both love and hate Goichi. You could convince Goichi to let her periodically kill off a member of the tribes and love her despite this. Or you could let the canon events unfold, when they were both freed of their burdens by death and became eternally united even during their punishment in Hell, and stayed together throughout their following reincarnations.

Reward

For joining together the first loving couple of Rat and Cat, you get to take **Goichi and Fuyuho** with you as companions. If you took the long way around to do this,

then they are returned to life, and each is reduced in age to their younger self, like when they first met.

Furthermore, you gain the special perk **Together Forever**. When your long existence eventually comes to an end and you pass on into the hereafter, you have the guarantee that you will rejoin with the souls of those who love you and whom you love in turn. Perhaps you'll spend time together in Paradise, or it could be that you're tortured together in Hell—your beloved will even be able to visit you, should you end up in separate afterlives. And in any following reincarnations you may have, you're guaranteed to meet and fall in love all over again.

Drawbacks

If you need extra points, you can get more by bearing however many drawbacks you feel comfortable with taking.

Alternative Zodiac (0 CP):
The zodiac myth is a common one through large portions of Asia, and there are many local varieties that use different animals. You can use any variant you like, changing up which animals are represented among the Twelve Families. If you choose one of the zodiacs that replace the Rabbit with the Cat, then the Cat will be a part of the 12 Families while outside of Twelve City will prowl the Hateful Rabbit.

Youkai Nature (Varies):
Certain youkai have a specific condition inherent to their nature that they must fulfill. The Makura-gaeshi must flip pillows. The Azuki Arai must wash beans. And the Hateful Cat must hate the Nekuni. When a youkai starts to go against this condition, they start to develop extreme headaches, and hear an increasingly insistent voice demanding they act according to their condition. Eventually, this voice will completely overtake the youkai's mind, compelling them into certain actions and behaviors.

Choose a single action to be your "condition".

Something that is relatively easy to fulfill, or that won't have major consequences if you're taken over by your compulsion, is worth only **+100 CP**. An example of this would be pranks from a prankster youkai, or simple chores from a youkai such as a Makura-gaeshi.

For **+200 CP**, this is something that is harder to fulfill, or could have dangerous consequences if you succumb to your needs. For instance, the Hateful Cat's need to hate the Nekuni family. If you gave in to the need, it would result in you committing murder unless snapped out of it, and it can be hard to consistently hate someone without actually trying to hurt them.

For **+400 CP**, this is a condition that will be extremely hard to satisfy, or that could be disastrous to those around you if the voices take control. Examples include the Kuchisake-onna's need to maim and kill.

> **Fade Away (Doubles value of Youkai Nature)**:
> In exchange for doubling the CP you receive from **Youkai Nature**, you can instead operate by the rules of the pilot chapter. If you fail to fulfill your condition, you will start to fade into nothingness, disappearing entirely if you go too long without it, which will kill you and fail your chain unless you have a 1-up of some sort.

They're Not on the Same Page (+100 CP):
Your skill at nonverbal communication takes a nosedive, because people will always misinterpret your "cues". This doesn't apply to subconscious things like natural facial expressions, but if you're wordlessly trying to get your friend to help you with something, expect them not to.

Hateful Lack of Poise (+100 CP):
You get easily flustered when things don't go the way you expect them to go, resulting in a lot of stammering and possibly some panic.

So Sleepy (+100 CP):
You now require 16 hours of sleep a day in order to function healthily. If you go more than a day without sleeping, expect to fall unconscious on the spot.

Perverted Monkeys (+100 CP):
You keep getting groped. It could be a "friend" who does it to say hello, like Chie does to Sana, or it could be random strangers. You can never tell when it's going to happen, and will always be surprised by it.

Hateful Homelessness (+100 CP):
You don't have a place to live, and will never be able to get a house of your own. The best you can hope for is to be allowed to live in other people's homes, or to find a box to sleep in. But if you live in someone else's house, expect them to have jobs to do for a freeloader like you.

Spewer of Secrets (+100 CP):

You just can't keep your mouth shut when it comes to secrets that you should be keeping. Even if the consequence of telling that secret would be swift and harsh punishment—or even death—you'd open your mouth and blab about it unless someone takes action to shut you up before you can say anything incriminating.

Shrimp (+100 CP):
Like Yuzen, it seems that for some reason or another you simply stopped aging while you were still a child. At the very oldest, you look to be about 10 years old. People will alternatively treat you as an adult or as a kid depending on how inconvenient it is for you.

Hateful Bullying (+100 CP):
It's not so much that people are intentionally mean to you, it's just that it seems like the world itself is out to pick on you. People will be accidentally insulting to you, play pranks on you at inopportune moments, and maybe do a bit of well-intentioned picking-on.

Osananajimi (+100 CP):
You are like the childhood friend in a rom-com; you have absolutely no luck in finding (romantic) love. Things will happen to make you think you have a chance, but then the rug will be pulled out from underneath you. Furthermore, you can't import any companions that you have romantic interest in.

Rotted Support (+100 CP):
Through the steady manipulations of some youkai that you're never able to catch, people's faith and trust in you will slowly fray over time. This is especially a problem if you use divine power of any kind, as it will be reduced in effectiveness as time goes by.

Never Owe a Debt (+100 CP):
It's perfectly fine for other people to owe you a debt, but for you to owe someone else? Never. Should you ever owe someone, you'll insist on giving them reparations as soon as possible, even if it inconveniences or even cripples your own plans.

Easily Angered (+100 CP):

You lose your temper easily, and are quick to resort to violence. Fortunately, one good punch is usually enough to assuage your anger. You have a modicum of constraint over this, but you're definitely going to lose control from time to time and smack someone.

Beastly Habits (+100 CP):
You have an especially close bond to the animal your clan represents, and will find yourself mimicking stereotypical behaviors of that creature—both real behaviors, and those associated with it due to culture. For instance, if you're of the Cat clan, you might have the urge to swipe at fast-moving things that come close to you. If you're of the Snake clan, you might become more manipulative. There are a host of behaviors or attitudes connected to different animals; pick one. This can be taken up to three times.

Hateful Faces (+200 CP):
People seem to think it's okay to talk to you regardless of the circumstance or how badly you don't want to talk to them. Your social skills take a dive, mostly because you can't look at people in the face when you talk to them. This is worth an additional **+100 CP** if taken with **Hateful Timidity**.

Loyal Unto Death (+200 CP):
You are wholeheartedly and completely devoted to the Nekuni clan. You can expect Goichi to take advantage of this for the sake of the city. You are incapable of acting against the wishes of the Nekuni clan, to the point that you'd wait for your own execution by the clan's hands instead of escaping.

Hateful Hatefulness (+200 CP):
Things you hate keep happening to you. Never anything truly disastrous, but you'll no doubt spend a good portion of the jump stewing in your anger and hate. Maybe people will keep forcing you into social situations despite being shy, maybe someone will keep doing things that make you flustered, or it could be that some rat bastard will steal your first kiss!

Please Take My Money (+200 CP):
Whenever you make a mistake of any kind, or even just weren't there when someone needed help, you feel the need to give those you wronged (or even just inconvenienced) monetary compensation. And things will keep happening to you

to force you into that sort of situation. Your spending money is going to disappear very quickly.

Hateful Timidity (+200 CP):
You're as shy as Natsuho. You're barely functional around only a couple of other people, and large crowds can make you completely shut down or perhaps resort to fleeing (or just hiding under a box). Like Natsuho, you can outgrow this… to a limited extent. You could eventually reach the point where you don't have panic attacks around other people as long as you have friends nearby (and as long as the crowd isn't dense).

Mercenary Attitude (+200 CP):
If someone pays enough money, they can get you to do just about anything or overlook any crime—and this is a well-known fact around town, so you can expect people to exploit this fact.

Confined to Town (+200 CP):
Pretty much the entire story is limited to Twelve City and the areas around it. Now, so too is your life limited. You are incapable of straying beyond the area surrounding Twelve City. You can go as far as the mountains, so you aren't entirely limited, but this is quite the handicap for Jumpers who prefer to roam.

Depend on Me (+200 CP):
Like Masaka Haruna, your powers and abilities will only work at half power if people aren't relying on you to succeed. You just can't give your all if you're the one depending on other people.

Rabbits Can Die of Loneliness (+200 CP):
Perhaps you're like the Tonogake clan, and one of your ancestors was affiliated with someone unsavory? Regardless, you have earned the enmity of the Nekuni clan, and this fact has been subtly made known to the public. Expect your businesses to fail from a dearth of customers, people to sell to you at higher prices, and have a hard time finding people to actually socialize with until you earn the Nekuni clan's forgiveness. But even then, your reputation will remain, and you'll have to deal with the consequences of that.

I Chose the City (+300 CP):

Once, you loved someone. But then they started killing your family members, and the other people of Twelve City. Despite this, you still loved them, but you had to make a choice—them, or the City.

Having made the most painful decision of your life, you need to stand behind it. Twelve City is the most important thing to you, and you will do absolutely anything to ensure its prosperity and safety. No matter who you have to crush or kill to get it done, no matter what political marriages you must partake in, no matter how much people hate you for it. Morality is only something you care about insofar as it allows you to manipulate other people.

If you're a drop-in, this is a drama that will play out soon after your arrival, with you falling in love and them becoming a killer—but your response to that is already predetermined.

Bigger Zodiac (+300 CP):
Sure, this manga uses the Chinese Zodiac, but there are a number of other zodiacs out there that use similar myths. This is a bit like the **Alternative Zodiac** option, but instead of changing around the animals in the zodiac, it combines all of the Asian zodiac myths into one. So in addition to the twelve animals listed here, you also have the Sheep, the Boar, the Water Buffalo, the Naga, the Turtle, the Tortoise, the Elephant, the Bird, the Deer, the Wolf, the Eagle, the Ram, the Leopard, the Crocodile, the Camel, the Hedgehog, the Snail, and the Mouse clans. The Cat, despite being part of the zodiac in Vietnam and Nepal, was still tricked and is outside of the families, however. Each family will have its own unique power, and the city will be divided into more portions. City politics will be much more intense like this.

Your Curiosity Betrays You (+300 CP):
Curiosity kills the rat… hm? Wait, are you saying that's not the right phrase? Well, it kills the jumper, at least. Maybe. Well, you might not die, but your curiosity is going to keep getting you into trouble. If you saw a button labeled "do not push", you would absolutely push it. And if, after having something fall on your head, you saw *another* button saying not to push, you'd be sure to push the next one just to see what will happen, because there's no way they'd pull the same trick twice, right?

Ogre Magnet (+300 CP):
Something about you is just incredibly tasty to youkai. The youkai living in Twelve City won't have a problem handling their hunger, but Ogres who catch a whiff of your scent will come from miles around. Outside the walls and mystical barriers of Twelve City, you can expect to be subject to frequent attacks from Ogres. If you prove powerful enough, entire hordes might form to hunt you down.

Grief (+300 CP):
One of your family members has been caught halfway between the transformation from a human into a youkai, corrupted by their hatred. In this state they can barely tell who you are, and will wildly lash out at anything that they view as a threat. You feel an overwhelming drive to not only keep your family member alive, but also either finish converting them into a youkai, or revert them back to human. If they're dead by the end of the jump, then you fail your chain.

If you can transform them before the end of the jump, you will be able to take them with you as a companion. As a drop-in, this will occur to someone who you will come to love as family after the jump starts.

Naught But a Spirit (+500 CP): [Requires at least one purchase of **Clan of the Jumper**]
Sorry Jumper, but you're dead. Don't worry though, this doesn't end your chain. You are reduced to a spirit, and although you can watch over the world, you're only capable of affecting it when one of your companions channels you into their body as a medium (which they are now able to do). However, they can only summon you for 2 minutes per day, which will accumulate when not used.

As long as you end the jump with at least one companion still alive, you will not have failed the jump. However, when your companions die they will join you in the afterlife instead of respawning, and will only return to life along with you once the jump is complete.

Fortunes of the Pig (+500 CP):
The Inoyama clan was quite unlucky to have lost their divine blessing… and so are you, to have lost your powers. All of your perks and powers from previous jumps are unavailable to you, and will only become available again upon completion of this jump.

I Hate You (+500 CP):
Fuyuho has decided that you're partially to blame for Goichi choosing Twelve City over her, no matter how little sense that makes. She will do her best to find a way to kill you, make you suffer, or make you suffer before killing you. This is the same youkai who fed on other Ogres until she became strong enough to kill the god of the land. No matter what point in the timeline it is, when you fight her she will have a full set of nine souls in her body, forcing you to kill her nine times before she'll finally stay dead.

Ending

Did you have a good time? Did you accomplish anything, or did you just try to survive out of the way of the plot? It doesn't really matter—what matters is that your mandated time in this world is at an end. Your drawbacks disappear, and it is time to make a choice.

Stay Here:
There are definitely worse worlds for you to stay on. Your chain is over.

Go Home:
Pity, but if you've decided to call it quits on the chain, then do as you will.

Continue On:
You continue the Jumpchain, and move on to the next jump.

Notes

The name of the story on manga hosting sites seems to be “Urami Koi, Koi, Urami Koi”, but the manga itself uses “Uramikoi, Koi, Uramikoi”. I decided to go with the latter.

Changelog:

- Version 1.0
    - Spelling and grammar corrections
    - Some general rephrasing and clarifications
    - Renamed the **Hateful Shyness** drawback to **Hateful Timidity**, so as not to overlap with the perk with the same name
    - Expanded on the **Snakeskin** item
    - Created the **Averting a Hateful Fate** scenario
- Version 0.5
    - Created jump