In/Spectre Jumpchain v1.0

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V 1.0

Ah, modern day Japan. On the surface, this is a normal place with normal problems. Yet beneath the surface lurk inhabitants of a secret world.. Hidden in plain sight, spirits known as y*ōkai* inhabit where they may hide from mortal eyes. While most are benign, a certain subset threatens the tenuous peace between y*ōkai* and humanity. Ever since she agreed to become their "God of Wisdom," Kotoko Iwanaga has served as a mediator between the two realms, resolving any supernatural problems that come her way.

At a local hospital, Kotoko approaches Kuro Sakuragawa, a university student whose long-term relationship ended with an unfortunate breakup. Kotoko suspects that something supernatural lurks within his harmless appearance, so she asks Kuro for his assistance in helping her solve y*ōkai*-related problems.

Two years later, news of an idol who was accidentally crushed to death by steel beams flooded the press. Months later, sightings begin to tell of a faceless woman who wields a steel beam. As is the case for any supernatural problem, Kotoko and her partner set out to stop this spirit from wreaking havoc—but this case may prove to be far more sinister and personal than they could have ever thought.

You begin six months before the steel lady makes her first appearance in one of the following places:

Makurazaki City – You show up somewhere in this large city. In pretty much all respects, it's your typical Japanese urban center.

Police station – For one reason or another, you've found yourself beginning the jump in one of Makurazaki City's police stations.

Hospital – A large, well-staffed hospital that treats a variety of patients is perhaps not the typical jump starting point, but it's where you've found yourself.

Sukuna Swamp – A small pond at the top of a large hill just outside of the city, rumored to be the home of a serpent weather god.

Age and Gender

Age and gender are origin dependent.

Origins

Any of these can be taken as drop in.

Human? – As far as you're aware, you're a regular human, maybe a NEET or office worker or something. Gender is free. Age is somewhere between 18 to 40.

Goddess of Wisdom – You act as a mediator and problem solver for yokai and other supernatural entities. Age is 15 to 23, and gender is set to female.

Police Officer – You are an officer of the law or a detective, with no ties to the supernatural. Here's to hoping you're not the ex of someone who does. Age is 25 to 50 and your gender is your choice.

Yōkai – Almost all supernatural creatures in Japan are called y*ōkai*, and they come in a variety of forms. You may choose from any seen in Japanese folklore to be here. For most *yōkai*, age is anywhere from 1 to 100 years. For those that are specifically the ghosts of the recently dead, your apparent age and gender can be anything reasonable and you have been dead for anywhere from 1-10 years.

Perks

100 CP perks are free for their origin. The rest are half off.

Human?

Healthy Life (100)
You have an expansive and always accurate knowledge on what to do to live a long healthy life, from what to eat, to how you should sleep, to how to cook healthy but delicious food, etc.

Monstrous Aura (200)
Whether it's because you ate monster flesh or simply because of your power, monsters and other supernatural entities will regard you with wariness or fear. Those with enough willpower, power, or simply uncaring enough will not be affected.

Immortality (400)
You ate mermaid flesh, causing you to gain a unique power. You can heal any damage done to your body within a few seconds, no matter how severe. You also became immortal, never aging from the point that you ate it.

Almost Absolute Prediction (600)
You ate the flesh of a kudan, allowing you to determine the future with 100% accuracy. You do this by dying and grasping the future you want. You can only choose a future with a fairly high probability of happening. You cannot determine the future past one year.

Goddess of Wisdom

Make Yourself Comfy (100)
You find benches and other normally uncomfortable seats very comfortable and relaxing, you will always have a peaceful rest. Doubly so if it's raining.

A Regular Sherlock (200)
You have excellent deductive reasoning skills, on par with some of the best, this also comes with a high degree of wisdom.

Stronger Than You Look (400)
You have strength and agility beyond what you should. This is boosted the less you look like you are capable of these feats. The greater the disparity, the greater the benefit.

The Trust of the *Yōkai* (600)
You've made a worthy sacrifice and gained the trust of the local benign supernatural entities. They will seek you out for advice regarding mortals, help dealing with their problems, and to give you information on other supernatural entities in the area. As a reward for your help, you may find that small blessings often find their way to you and weaker malevolent supernatural entities will at least hesitate before attacking or moving against you.

Police Officer

Grit (100)
You gain a great willpower boost, allowing you to act in spite of your fear.

Liver Punch (200)
By punching or striking someone with an open palm in their lower abdomen, you can knock them out almost instantly, as long as they are roughly human sized.

Going to Be the Very Best (400)
You have all the skills necessary to be the best in your current police department and allows you to easily gain a senior position in law enforcement, which transfers to later jumps.

Networking (600)
You find it easy to create and maintain large networks of informants and contacts of both legal and dubious occupations. They will give you information on your enemies or targets, provide direct or indirect assistance so long as it doesn't put them in too much danger, and generate leads on new and interesting cases or adventures. No matter who you are or where you are, at least part of this network will be accessible to you in some fashion. The nature of these contacts changes in relation to your occupation.

Yōkai

Intangible (100)
You cannot be touched by a normal human. You can hover off the ground a few feet and choose not to appear to either a particular person or anyone in the vicinity.

Something Special (100/200/400)
You can gain a special ability related to your nature.
For 100 CP, this is something minor, along the lines of weak telekinesis or telescopic vision.
For 200 CP, this is something major, like making objects you touch phase through others and making them invisible, or limited telepathy.
For 400 CP, this is something great, like teleportation of yourself and others, or a pocket dimension you can store stuff in indefinitely.

Spectre (400/600)
For 400 CP. you can upgrade to a monster of the imagination, making you immortal as long as enough people believe you exist. Every jump, you have to spread a new story for the ability to manifest.
For 600 CP, you can gain new powers and abilities, as people talk about you and your story changes. Though it won't happen here, this has the potential to make you godlike given enough time and

changes. It also lets you take your story with you as your legend is woven into the history of all future worlds you visit.

Items

Items may be imported into similar items, weapons to weapons, clothes to clothes and such.

You get one 100 CP item free and the rest are discounted to 50%. All of these can be purchased multiple times. You get a 300 CP stipend for this section.

Human?

Bouquet of flowers (50)
Anytime you need a bouquet of flowers, you will find a shop nearby that is giving them out as a special promotion. They are always fresh and smell amazing, they will never be damaged or wilt before you give them to their intended recipient.

Sweater (50)
An old sweater that doesn't fit you anymore but will protect any who wears it from getting a cold, no matter how chilly.

Monthly Stipend (100)
A moderate monthly allowance equivalent to 2000 USD. Any unspent money is kept.

Apartment (200)
You have a nice little apartment in the city, completely furnished and containing a small assortment of electronics for home use.

Goddess of Wisdom

Staff (50)
An intricate and beautiful staff, very light and strong. Perfect for walking, when you need some additional support, and possibly for whacking an idiot on the head.

Pork Miso Soup and Rice Balls (100)
A thermos full of pork miso soup and a box of rice balls and other various snacks, both refilling after 24 hours.

Bike (100)
A nice sturdy bike with adjustable seat height. Can easily carry 2 people.

***Yōkai: A Primer* (200)**
A book in both physical and electronic editions that contains thorough information on local supernatural entities. Updates as your location changes.

Police

Badge (100)
A police officer badge, you will always be recognized as an officer of the law if you are one, even if contradicted by someone or something else. It's the same if you aren't, but you can be proven wrong.

Police Car (200)
Legally recognized as yours, anyone you flash the lights and siren at will pull over and stay pulled over long enough for you to walk up and question them. Remember, look both ways before you speed through red lights with sirens going.

Case Files (400)
A plain manilla envelope. Once every month you can choose to have it be filled with all information pertaining to one police investigation case. It will have all documents, drives, and video pertaining to that case. The documents will disappear when you choose a new case. This includes any information from foreign countries.

Yōkai

Hidey Hole (100)
An out of the way spot that you can always find if you are running and need to hide quickly. You are guaranteed not to be found if you stay quiet.

Quiet Spot (200)
A quiet spot you like to inhabit, can be a library, the place where you died, or any other publicly accessible spot. You generally won't be bothered here unless someone starts something.

Steel Beam (400)
A thick 8 foot long steel beam, unusually light when wielded by you. It is capable of smashing a human's head into an unrecognizable splatter in one hit.

Companions

***Yōkai* Friends (100)**
You gain several small *yōkai* as a single companion, they are small and cute of varying shapes, they are not very smart but are very friendly and helpful.

Saki Yumihara (200)
A very brave, professional police officer. But she is terrified of the supernatural. Has all the Police Officer perks

Kotoko Iwanaga (400)
A kind 15 year old girl who is surprisingly strong, fast and agile. She lost her right eye and left leg to become closer to the gods, becoming their goddess of wisdom. They were both replaced with prosthetics. Has all the goddess of wisdom perks.

Kuro Sakuragawa (400)
A stern faced caring man, he ate mermaid and kudan flesh as a child, and gained the ability to heal from any wound and to determine the future by dying. He is a bit of a tsundere. Has all the human? perks.

Drawbacks
No limit.

Early Start (100)
Instead of starting at the usual time, you start 2 weeks before Kotoko meets Kuro. Careful what you do, as you may butterfly away the only duo that can stop Steel Lady Nanase, barring your direct intervention.

Amputee (100/200/400/600/800)
You lost one or more limbs or an eye. For 100 CP, it's one limb or eye. For 200 CP, you've lost a combination of either two limbs or a limb and an eye. For 400 CP, you lose two limbs and an eye. For 600 CP, you lose a combination of a leg, eye, and two other limbs of your choice. Finally for 800 CP, you lose both arms, legs, and eyes, leaving you blind and limbless.

You are a Goat (100)
People keep comparing you to a goat, even if their description doesn't match you at all.

Memory of a Chicken (100)
You forget stuff easily, even if it was told to you 2 minutes ago.

Flat (100)
You have a flat or nearly flat chest and you feel very insecure about it. You cannot increase your chest size by any means. If male, this applies to another part of your body. Yes, I'm talking about that.

Chased (400)
Steel Lady Nanase chases you down above all others, she cannot be killed or reasoned with for at least one year. You will be chased for 5 years before she gives up or moves on.

Feast for Power (400/600)
You lose all supernatural powers, you must eat the flesh of various y*ōkai* who have your powers to regain them. You will know what they look like and have a vague idea of where they are. For an extra 200 cp, you don't know what the y*ōkai* are until you meet them face to face or where they are, but they are guaranteed to be in Japan.

As this chapter closes, do you:

… *Go back to old haunts**?*** You've had enough of this jumping business. Time to go home.

… *Stake a claim here?* This place isn't so bad. Maybe stay here awhile.

… *Seek new haunts?* The allure of new destinations, new challenges, and new friends beckons. Time to move on.