Okami Jump

Version 1.1

You start in Ancient Japan, called Nippon here. A land of beautiful cherry blossoms beside the sea, Nippon is currently quiet and peaceful. Yet a century ago, it was covered in cursed darkness that threatened to swallow it whole. Orochi, an eight headed snake demon, terrorized the land, holding its people hostage and demanding yearly sacrifices of young maidens from his favorite village. The rest of the country faired little better, and where the darkness had not consumed all, other demons haunted the land. All seemed hopeless until the great hero Nagi and the white wolf Shiranui slew Orochi and freed Nippon. Two centuries later, few regard the story as more than a fairy tale or a story of a savage world that's no more. All of Nippon is united under the benevolent Queen Himiko, who guides the country from her capital of Sei'an City. However, all is not well, the people have forgotten their faith in the gods and spirits who protected them, and in the northern lands a greater evil than any known of before stirs. Even now, in the less traveled corners of the land, the legacy of the dark times two centuries before near victory in the long-fought battles they've waged since.

You arrive just one year before the foolish swordsman Susano unleashes the legendary serpent Orochi and the engulfing darkness of his Cursed Land onto the world once more. It's only a beginning to the tragedies that will rapidly befall Nippon in the future, as great demons will seek to destroy it once more.

Location

Roll 1d8 to determine your location.

1. Kamiki Village

A small village on the river in Shinshu Field, Kamiki is a quiet and friendly place. Home of the descendent of the legendary hero Nagi and the sacred Konohana tree, Kamiki was once the site of annual sacrifices to the dreaded demon Orochi, and also the site of his eventually demise. It's also famed for its saki and its annual Kamiki Festival.

2. Kusa Village

Home to the Gale Shrine, Kusa Village is a mountain town, located high up on the cliffs of Mount Kamiji and connected with a series of bridges. Despite this, bamboo and other plants grow in abundance, supporting the village's agriculture. Connected to Taka Pass by a single staircase, it's fairly isolated here. The demon Crimson Helm haunts the area, warring with the Satomi family in hopes of taking over the shrine.

3. Sasa Sanctuary

Essentially a luxurious resort owned by the Sparrow Clan, who are literally a family of sparrow people. Reachable through a tori in the important Taka Pass area, the inn and its famous hot springs would be making tons of money, if it wasn't for the fact that only the good of heart are allowed to be customers. Whether this is true of you or not, you've managed to have a room booked for you here, for a full month.

4. Sei-an City

The capital of Nippon and home of Queen Himiko and the former Emperor of Nippon. Set on two islands in the middle of Lake Beewa and heavily walled off, Sei-an City is filled with canals and bridges, often used for travel across the settlement. The city is divided into two major sectors, one for each island, the Commoner's and the Noble's quarters, though both are faring fairly well. Accessible only through a pass over a cliff into the Ryoshima Coast, a beautiful beachfront area occupied by fishermen.

5. Dragon Palace

Home of the Dragonians, this grand palace is located deep beneath the sea off the coast of Nippon. Just as luxurious as anywhere on land, the Dragon Palace is ruled by King Wada and his wife Queen Otohime, both of whom are devoted to the peace and protection of their home. Despite being underwater, some kind of magic allows surface dwellers to breath. Normally only reachable with the permission of the King or Queen and on the back of one of their envoys, you have either earned the right to be here or should quickly come up with a satisfactory explanation.

6. Oni Island

A lost island that disappears daily only to appear in a new location, inhabited only by demons. With a stormy sky and a moat of lava, Oni Island is every bit as ominous as its inhabitants like it. The only structure here is massive, dark temple, filled with deadly traps and the home of the demons that live here. Currently undergoing some sort of build up, the demons seem to be preparing themselves for war. While no doubt the demons' plunder is valuable, one would do well to escape as soon as possible, before they're noticed by the evil army. Oni Island is surrounded by a barrier that protects it from any kind of invasion, but does nothing to stop the demons from coming and going as they please.

7. Wep'Keer

To the north of the rest of Nippon lies the village of Wep'Keer. Home to the mysterious and reclusive Oina people, who always wear masks to hide their faces. For most of the year, Wep'Keer is covered in snow. However, a period of summer does exist when the elder invokes his Volcanic Incantation, causing the twin peaks of Ezofuji to erupt and causing the island of Kamui to temporarily heat up. The Oina tribe itself are as a whole mostly happy to keep to themselves, and suspicious of outsiders, but once their trust is earned are welcoming to those in good faith.

8. Free Choice

Start anywhere in Nippon that you wish.

Background

Roll 2d8+10 for age. Brush Gods completely disregard this roll, as their age is likely centuries beyond it at the least.

Drop In (Free) - No background, no new memories. You're a foreigner in ancient Japan without any kind of identity, knowledge of the locality, or innate ability to speak Japanese. I pity you.

Warrior (100) - You can at least pretend you know how to use a sword, and whether you were actually trained or simply claim to have been, you have a background in fighting against various threats and challenges.

Priest(ess) (100) - A follower of Shinto or Buddhism, you've trained for most of your life to combat demons and evil spirits, and to appease deities and good spirits. You've also been taught to perform the more mundane task of handling rituals and the occasional festival. You're highly respected for the work you do, and despite lacking in material wealth hold a high position in society.

Brush God (200) - You're not human, you're a minor god or goddess representing an aspect of nature or reality, a constellation, and a piece of calligraphy. By drawing your symbol in ink, either via a brush or a similar part of your own body such as your tail, you're capable of summoning or altering that aspect of nature. Or at least you could, as the ages have not been kind to your power and few if anyone worships you or is aware you exist, which is bad as prayer (or at least veneration) makes up a good part of your power. Choose any one mundane animal (preferably one from Japan) or one mythological animal that in this case MUST be present in Japanese myth and can't be one of a kind (no, you're not going to be Orochi). You are now a large, white version of your animal bearing glowing red celestial markings on your fur, scales, or skin, mostly swirls, lines, and circles. You also get a thematic accessory or two if you want.

Skills and Abilities

Calligraphy (50) - You're an expert calligraphist. A very basic but very important talent in a land where ink on the page is power. You know your kanji, the proper stroke order, the meanings, and everything else besides. You can easily dash out a quick print or painting of unmistakable quality, though real art would still take some dedication. Very few outside of ministers will have any idea what you're doing in this day and age, and in that, calligraphy is also a powerful tool for secret communication.

Space Invader (100) (Free Drop-in) - Nippon has always had its spirits and monsters, its gods and demons, but the children of Yami are a bit different. See, they're aliens, accidentally brought to this world from the Moon. As an alien to this land yourself, you've been contacted and blessed by Yami with the least of his gifts; the basic, natural strengths of his offspring. Yami's demons do no die of old age, and are stronger and faster than mortals. While they can still bleed, their resilience is impressive, and even a lesser demon will not be bothered by this as much as they should be. It takes more than a severed artery for Yami's ilk to bleed out and die. Divinity, its instruments, or any holy power, however, completely bypasses this resilience, and tears them apart just as well as a normal sword would a human.

Swordsman (100) (Free Warrior) - You know the basics of swordplay, like which end is the pointy bit and how to embed said point into your enemies. A simple power with a simple description, but an effective one.

Priestly Wisdom (100) (Free Priest) - A priest must be calm and wise, clever and knowledgeable. Through training or natural talent, you have all of this in spades. Most of your expertise is focused on local religion and mythology, including the proper methods of exorcism and appeasement of spirits, but common are the priests that hold the ear of the nobility, and the intricacies of politics and subtle manipulations are quickly added to their more worldy talents.

Ink Bullet (100) - A simple brush technique that directly translates specks of ink into projectiles. The more dots are drawn, the more ink is consumed, though each bullet increases the power of the barrage. Just as capable of harming spirits as any greater brush technique, but requires the permission of no particular deity or technique of your own to use. You have to know the basics to use this first, though.

Cursed Land (200) (Discount Drop-in) - Yami's Cursed Land drains the energy from living beings and the divine power from gods, even rapidly sapping the strength of the sun goddess herself. Living beings are frozen in stone and the land becomes gray and wrapped in inky darkness. Yami grants the ability to spread this to his greatest servants, and now to you. One method is to hex the land slowly using an object as the focus, which results in a small but growing cursed area that increases in strength from simply causing misery and being the size of a room to taking over an entire field and petrifying its inhabitants over the span of a month. Another, quicker method is to directly attack and slay or cripple the natural spirits in an area, which rapidly plunges the area under their protection into darkness. Either way, the curse is highly visible and obvious to all as something unnatural, and must be bound to some specific object or a representative vessel of the downcast spirit, allowing the curse to be lifted by destroying or healing the focus.

Miracle Clumsiness/Flowing Swordplay (200) (Discount Warrior) - Pick one per purchase. Either you're an unpredictable buffoon who still manages to cut your enemies down through surprise and unpredictable movements, or you're a supernaturally graceful and skilled swordsman who instead uses his dexterity and perfectly aimed cuts to fell their foes.

Prayer Slips (200) (Discount Priest) - By drawing certain symbols and kanji on a slip of paper and infusing it with prayer, you can create magical tags. These can have any number of effects, from sealing demons to exploding, though there are limits on their individual strength, and many tags must be combined for greater power. All of your tags, however, have increased effect on spirits and demons, and ignore any intangibility they may have.

Dextrous Oral Telekinetic Acrobatics (200) (Free Brush God) - By some miracle, you're capable of wielding weapons seemingly with the power of your mind and engaging in expert weapons-based combat using only your mouth or any other weird appendage or orifice you care to use. Said weapons will also, with an insignificant application of energy, float behind or around you at rest. Are you a giant talking fish? Then you need this.

Picture Perfect (200) - Funny thing about myth is that the majority of the women are beautiful and nearly flawless. This give you the same advantage, staggering earthly beauty. There's nothing supernatural about it, but expect to get a lot of suitors and heroes sworn to rescue you, and watch out for one very pervy flea. Men who take this and can go in the same direction with it if they really want or become a dashing hero figure instead. Not many of those in Nippon, for some reason.

Devotional (300) (Discount Brush God) - Gods need devotion and prayer to fuel their powers. If nobody knows they exist, or if they do and simply don't consider them worthy of veneration, then the god withers away to almost nothing, a weak spirit devoid of their divine might. With this, you inspire true gratitude and praise for your righteous actions, fueling or empowering any godly abilities you may possess in this world, and earning you great respect here and elsewhere.

Brush Up (300) - Brush Gods aren't the only users of Brush Techniques in the world. Highly rare and unheard of in this faithless age, those who know the proper symbols and have enough faith or power of their own can utilize brush techniques using normal ink and paper. Even a demon or evil spirit could do this, flying in the face of the gods themselves. All it requires is the knowledge of the proper method. This knowledge is almost exclusive to the Brush Gods themselves, and they will rarely tell mortals of their technique unless their respect has been earned through great respect. You start off knowing only the Rending God Tachigami's Power Slash technique, the power to unleash a cutting force by drawing a line through an object.

Godhood (300) - The cooler your moves, the faster your strikes, and the longer you can go without being hit, the greater your Godhood score. Godhood transfers awesome into protection, building up to three layers of attack nullifying shields that can sustain almost any attack and leave your enemies quaking as you wail on them. Almost. The really, truly powerful stuff, like 'boss level' tough, will just be weakened significantly yet still only take out one shield. Anything with enough force, like say, enough to squish you into paste, well, that's still going to get through. On the bright side, leaves and cherry blossoms appear from nowhere whenever one of your attacks connect. Not manly enough for you? Feel free to fluff the visuals however you want instead.

Oina (300) - Either fully-blooded or a descendant from a single Oina parent, you're a blood member of a tribe native to the frozen land of Kamui. Though still (probably) human, you have the ability to transform into a large and powerful wolf at will while retaining your intelligence and personality, remaining yourself in all ways. The wolf-ly senses of this form are partially retained in your human form as well. You also get a free mask that depicts an the face of an animal or the leaf of a plant. Culturally, this mask is worn at all times outside of the home and in front of people outside of your close family, but you would only face derision in Kamui itself if you chose not to wear it.

Moon Tech (400) (Discount Drop-in) - While you aren't granted a full of understanding of everything the Moon Tribe could do, you've been blessed with the basics, including the method to make the metal used in their constructions, and an intuitive understanding of the way the machinery functions. For the most part, the inner workings are mostly a mystery, though what is known is that they can run infinitely on their power source and are controlled by the spirit or divine power of the user. Examples of the greatest of their technology includes Yami's nearly unbreakable transforming robot body, a machine that generates freezing blizzards, and spaceships. Lesser works include most non-divine creations in the item section. This talent could quickly grow into so much more if you could only get your hands on enough Moon Tribe relics to experiment with or an expert to learn from. Indeed, this is all promised to you by Yami, along with dark power unending and rule in Nippon if only you swear fealty to him and devote yourself to his goal. After all, he has already granted you so much, and without even demanding your loyalty. As a bonus, Yami will even throw in the right to manifest his markings on your body. In appearance, they're simply a blue mirror of the celestial markings worn by Brush Gods. Try not to show it off to those few who've dealt with him before, as none will hesitate in slaying an agent of Yami. I'll leave the choice up to you.

Brush Technique (400) (Discount Brush God) - What's a brush god without their celestial brush technique? By writing a certain symbol or flourish in ink, you can effect reality in one specific way. Modifications to this drawing have the opportunity to alter the effect, like changing from using previously existing ice to freeze a foe to summoning an entire blizzard at a whim to do the same to all in range. Such evolutions of your technique require some practice, as well as sufficient amount of recognition as a god to power them. A brush technique has an elemental or nature-based theme, though those based on a (tenuous) aspect of reality exists. Sun, moon, explosions, electricity, plants, ice, walls, mist, wind, fire, water, rending, and restoration, along with guidance and magnetism, are all canon examples you may choose, replacing the previously existent brush god associated with that element, though you are also allowed to choose your own, original element and technique as long as it fits into the guidelines. On a lesser level, possessing a brush attribute imbues your other techniques and body with said attribute, though good luck in imagining how wall would further effect enemies. It's also possible to grant the ability to use your technique when they draw your symbol to anyone you wish.

Pins and Needles (400) - You're more than capable of standing your ground and striking back against larger foes. Specializing in combat against those more than twice your size, you know just how and where to stab them to still hurt and the proper time to dodge and run away from their titanic counterattacks. Your (relatively) small size even gives you some advantages, letting you use the environment and even an enemy's own body to your own advantage as hiding places or weapons. Even when you're nothing more than a flea and your sword a glorified pin facing off with a colossal giant, you still have a chance to win as long as you use your ingenuity to its fullest. If you fail, then squish goes the bug.

Demon Blood (600) (Discount Drop-in) - The greatest of demons don't really die. Blood spilled can give rise to new monsters to torment the world. Even while you're still alive, your blood, if spilled, can give birth to demons. The strength of the demon is proportional to how much blood is spilled, with a few droplets creating little of worth while a pool can create a true terror. It's also a factor of time. While a small group of imps can spring immediately from the blood of a single wound, and an entire court from a small puddle, it'll take days for greater servants to be born. Boss monster level? You're going to need a nice pool of the stuff, and at least a month to let it sit and stew just right. Thankfully, this blood doesn't need to be shed all at once. These demons are loyal to your will, even to the death, but aren't under your direct control, and may slack off or go on an unwanted rampage if your orders would allow it. The greatest application of this power, to strike against the world after death with a demon of rage reborn from your corpse, is entirely within your purview as well. It just requires you to, you know, actually die for good.

Divine Interference (600) (Discount Warrior) - No matter how botched or weak your attack is, it somehow strikes harder, more accurately, and cleaner than it possibly could have. The blows themselves are more powerful than they have a right to be, tearing through armor or material that should shatter them. Tripped over your own feet and threw your sword at your enemy? It stabs them straight through the heart. Slashed a giant boulder with a wooden sword? It's cut clean in half. Even if you just close your eyes and swing wildly, you're bound to at least get something out of it. This won't always make up for a clear miss, you can't cut through everything, and you have to at least put real effort into it, but it's almost like the gods are watching over you, nudging your weapon into the proper position and e ensuring that your ego remains unbruised. Of course, that couldn't be what it is. You're just that good of a swordsman, right?

Foxy Babe (600) (Discounted Priest) (Incompatible with Faithful Shield) - Turns out, you weren't even a priest or priestess in the first place. Long ago, you slew one and took their place. You gained their memories and talents along with their looks, and have comfortably blended in with society. However, your true form is that of a powerful youkai, a shape you can freely assume again any time you wish. From tengu to kitsune or any other creature your evil little heart desires, there's a lot to choose from, gaining all the inherent powers and flaws of your true nature. But hey, this is your story. Maybe your victim something to deserve it, and you've been unfairly maligned. If you're a drop-in, you didn't even kill anyone, your human form just happens to look like a recently murdered religious figure. Either way, people will generally assume the worst if you're found out.

Faithful Shield (600) (Discounted Priest) (Incompatible with Foxy Babe) - Your raw faith is strong enough to form an invisible bubble with but a prayer, protecting you from those who wish you harm. This shield is particularly powerful against anything that could be considered a demon, being nigh-impenetrable to their blows and tearing away at their life and bodies if they attempt to approach you, though the greatest and most powerful can resist this and potentially overcome the shield. However, this protection is fueled by holy power and must be maintained with constant prayer; any interruption will result in the shield dissolving away, and it would be a difficult task to raise it again while being attacked.

Natural Nature (600) (Discount Brush God, Requires Brush Technique) - Once a god has fully come into their own as a deity, they can manipulate their attribute innately, summoning the sunrise with a mere howl or a swirling tide by simply wishing it so. It's harder than drawing your symbol, and only a truly recognized god could hope to have the power to use it effectively, but it's also much speedier, and shows a mastery of your attribute beyond the level of lesser spirits. Don't expect to destroy any cities or use it with impunity and no consequence to your stamina, but if a minor violation of physics is all that's standing in your way, it will gladly step aside to change day to night instantly, or summon a thunderstorm on a clear day. The long term consequences of this are not fully understood. If all the plants die because you abused your power, moon god, it's your fault.

Items

Yen (50) - ¥10,000 , a decent sum of money to be spent however you wish.

Sake (50) - An infinitely refilling jug of amazing sake, brewed by Kamiki Village's own legendary brewer Kushi.

Oina Mask (50) (Free Oina) - Aforementioned free mask. Carved from wood and shaped like a stylized animal face or a leaf. Painted in appropriate colors.

Magic Ink Pot (100) (First Free For Brush God, Further Purchases Discounted) - A simple but large ink pot in appearance, this one in particular bears an enchantment that refills the ink slowly over time, returning to full within a minute or so. Ink is necessary for the use of any Brush Techniques, and a lack of supply can be deadly. Equivalent to three of Amaterasu's, this can be purchased up to four times.

Reflector (100) - A Divine Instrument, a type of weapon infused with holy power. A Reflector is decorative mirror or disc, ranging from fairly simple to highly ornate in appearance. Its main method of attack is to simply be swung at an enemy, harming foes with blunt force, the bladed edge of its decoration, or the magical force of its enchantment. The Reflector can also be used as a nigh-unbreakable shield, and is ideal for performing counterattacks after a foe is temporarily staggered by this.

Glaive (100) (Free Swordsman) - A Divine Instrument, a type of weapon infused with holy power. A Glaive is a massive sword, at least as long as a man is tall and half as wide, always ornate for a sword but usually less so than other Divine Instruments. Obviously used as a normal sword, the Glaive is also capable of being 'charged'. When held in position for a brief amount of time, a wield can collect the holy power of the sword into a particularly deadly blow or a vicious series of enhanced attacks. The amount of power gathered is related to the amount of time spent charging, but has an upper limit of five seconds. Glaives may also possess magical enchantments themselves.

Rosary (100) - A Divine Instrument, a type of weapon infused with holy power. A Rosary is a 'string' of floating beads in the shape of a magatama, though the shape may only be vaguely related in its ornateness. The Rosary is used as a whip, its divine enhancement slicing into demons and other foes, the unbound nature of the beads allowing it amazing range and flexibility. These beads can also be fired like bullets, either rapid-fire like machinegun or as a shotgun blast. They always return immediately to the 'string' after firing, of their own power, navigating around obstacles to do so. Like all Divine Instruments, a Rosary can be enhanced with magic and possess an elemental nature.

100 Prayer Slips (100) (Free Priest) - 100 pre-made Prayer Slips, infused with a mix of different effects. Most common among them are simple explosive and demon sealing tags of low power, enough to handle any personal defense situation or an impromptu exorcism.

Water Tablet (100) - Though possessing no greater enchantment, this Moon Tribe artifact allows the wielder to walk on water indefinitely.

Pillow Talk (200) - What appears to be a functional wooden flute, Pillow Talk is secretly a Moon Tribe artifact. When a hand is ran along the handle and an imaginary blade extending from it, a laser forms from the flute, turning the instrument into a beam saber. Roughly the equivalent of a Glaive in cutting power but lacking the Divine Instrument's special power against demons, Pillow Talk is still far lighter, faster, and more maneuverable, as its the length of a normal sword and nearly weightless.

Lucky Mallet (200) - When shaken twice over the head of the wielder, the Lucky Mallet shrinks itself and its user to a size small enough to fit through the eye of a needle. When shaken again, it and its user regrow to normal size. Refuses to work inside of something's body, for some reason.

Moon Tribe Hat (400) (Discount Swordsman) - You appear to have glorious white hair that can split into a pair of wings. It's long, soft, beautiful, and well-groomed, but on closer inspection, it's actually just a hat. Far from just a beautiful headpiece however, this hat grants you all the powers of the legendary Moon Tribe through a special magical enchantment or extremely advanced lunar technology. It isn't really clear which. This includes the ability to fly using your hat as a pair of wings, float a foot off of the ground at rest, walk on water (or anything else that shouldn't support your weight), and minor teleportation abilities. Think aftermirages. Whether or not you're granted their extreme longevity or fortune telling talent is up to you to discover.

Satomi Orbs (400) (Discount Priest) - Or, at least, a similar artifact. Satomi is a family name, after all, and nothing says you have to be a member of said family. Regardless, the purpose and effect is the same. The Satomi Orbs are a set of eight large, colorful orbs painted with a kanji that float in a circle behind the owner under their own power, following the owner without need of further guidance. They choose their master, and if stolen, refuse to function until returned. When their owner is attacked, the Satomi Orbs will each, one by one, fly into the path of the attack, absorbing it before shattering, only to reform a week later.

Fire Tablet (400) - Ever been bothered by fire? Magma get you down? With this, never be worried again. The Fire Tablet makes you immune to mundane fire and lava, to the point where you could even swim in it if you want. Weak fire attacks are also rendered inert, but anything strong enough or infused with magic or any sort of spiritual power can still harm you, and nothing about this will protect you from the physical force of an attack.

String of Beads (500) - Made up of 100 (imitation) Stray Beads, this prayer necklace gives the wearer effectively infinite ink. While it might not seem like much, and it doesn't increase your power in any way, an infinite supply of resources is invaluable to technique-spamming Brush God. Could also be useful if you're a miserly writer.

Companions

Companions (100-800) - Bring your friends. 100 points for one, up to 400 where you can take up to eight. Each gets a free background, including the free skill and any discounts, and 300 CP to spend on anything. Importing a companion as a Brush God costs an extra 100 points, but also gives them an extra 100 CP of their own to spend. Can be brand new or imported.

Celestial Envoy (100) - A Poncle, basically a wingless fairy, has decided to follow you around. An up and coming artist and calligraphist with an (very basic) understanding of how to properly perform brush techniques, but no knowledge of any specific ones as of yet. They may take on any task assigned to them that their small size would allow, but working as an envoy is where they're particularly talented. For Swordsmen and Drop ins, this means they'll spread word of your deeds using art and stories, helping to make you famous. For Priests, they can help you spread the teachings of your gods. For a Brush God, they'll tell of your kindness and majesty as a deity, helping earn you praise. Certain Foxy individuals may also desire to do this. Can be of any gender, age, and disposition that you wish.

Canine Warriors (Free With Satomi Orbs) - The Satomi Orbs are also bound to a set of animals, specially bred guardians faster and stronger than any normal member of their species. For the Satomi Orbs, these are dogs, though you pay pick any animal you wish. Each individual represents the concept inscribed in kanji on an orb, again, in the case of the Satomi Orb these are the eight virtues. Any sort of pets you own may also take this role, gaining the appropriate powers and a human level intelligence, though not the ability to speak. The possessor of the orbs may call to its guardians from anywhere in the current world if they're companions, though they must travel themselves to reach you. If left behind in this world, they can be summoned for five minutes an hour to defend the orbs and their owner.

Drawbacks

Drunkard (+100) – You're hopelessly addicted to alcohol. Luckily for you, all you want to do when drunk is laze around and sleep, but when you can't get your favorite sake, you become broody, belligerent, and utterly useless.

Pervy (+100) – It's hard to be as amazingly, openly, repulsively perverted as you. You reflexively give all the women or men around you nicknames based on their assets, names that they hate with a passion, and would think nothing of trying to touch or leap between these assets whenever given the opportunity. You'll have to work hard to earn anyone's respect, as the best initial reaction even the friendliest person will give you is to slap you or push you around like comic relief.

Scribbles (+100) – Your treacherous fingers can't draw. People, places, animals, none of it comes out right. And straight lines? Just forget about those, because all you can do is squiggles. Want to draw a little Power Slash? Can't even pull that off, somehow. Don't think those who don't rely on the brush get off easy, either. There's something wrong with your fingers. A sword, a throw, anything that involves your fingers is bound to end up going wrong. Miss completely, most likely.

Art Style Woes (+200) - You have no mouth. You feel like you should be screaming, but just can't seem to. Normally, your head sort of... pulsates and stretches when you talk in this world. It looks and works out okay until you really think about it. And now you can't help but think about it, because you can't eat or speak at all. As long as you're here, you'll suffer the full consequences of having no mouth.

Faithless (+200) – In Nippon, not only do the gods need faith to fuel their powers, but mortals need faith in the gods to see them at all. Or anything supernatural for that matter. But you don't believe in any of that hokey. The gods aren't real, there's no such thing as ghosts, demons are all just bedtime stories to scare children. Yet, no matter what you think, they're real, and can now torment you freely without you being able to do a single thing about it. If you're are or are in contact with greater powers yourself, this translates to a bad case of amnesia as well. Brush Gods think they're just a normal, if clever, animal, the Foxy can't imagine ever not being their assumed priestly identity, and those in league with Yami have no idea someone is pulling their strings.

Magnetic (+200) – Either they think your liver would make a good meal, or that your tears are delicious, or even t hat you just smell nice, you have all kinds of demons hunting after you constantly. From great to small, they would all love to torture, kill, and eat you, possibly not within that order. Expect bands of imps to raid your house weekly, and for something scarier to stop by once in a while. Don't expect any help, however. The majority of the population doesn't believe in demons anymore, and so you could be tortured right in front of their faces and nobody will have any idea. If any of the demons happen to spread out to your neighbors, you'll be seen as bad luck and cast out. If they see you fighting demons, you'll be seen as crazy and also cast out. It's hard to win with people here.

Bug Out (+300) – You get to be a member of the proud and knowledgeable Poncle race, and get paid for it too. Lucky you, right? It's really too bad that Poncle are all the size of a cricket and utterly incapable of threatening larger folk. Even if you've got Pins and Needles, you're just not acrobatic or effective enough to really stand a chance. On top of that, you're a bit of an annoying loudmouth, giving others the urge to squish, or at least swat at, you whenever you pipe up to say something stupid. It also doesn't help that animals all seem to think you'd be delicious, and will devour you at any given opportunity. As icing on that cake, Yami's servants all know that Poncle generally have great faith in the gods and have served as their envoys in the past, making you a prime target for any demons that may be about. You can sort of jump okay, but anything with a functional pair of legs is going to be able to catch up. Yeah, lucky you.

MacGuffin Container (+300) – A very important and very evil artifact has found its way inside you, somehow. Don't know how or why, but it's in there, in the pit of your stomach. The pain is almost unbearable, almost driving you mad and rendering those of weaker constitution bed-ridden. If that wasn't enough, the evil extends out from your person, filling the surrounding area with a deadly miasma that saps their strength and eventually infects them with a plague. However, for some reason, everyone seems to want the artifact for some reason. For the demons, this works like Magnetic above, and all of them want nothing more than to rip your guts open and take it for their own. Even the heroes get in on the action this time, though they'll be a lot nicer about it. This may in fact be your best shot at survival, seeking the goddess Amaterasu out and hoping she can help extract the cursed object. Yet Ammy isn't the most delicate or careful of deities, and even if she obtains a way to go inside of your body and retrieve the artifact, there's still a chance the pain and shock of having it ripped free from its resting place can kill you.

Ending

So you've had your adventures, slain your foes, had your fun, right? Well, as always, you now have three choices.

No Sequel – This was it for you. For whatever reason, you've just had enough of jumping, and wish to head home. You wake up in bed with all of your items, powers, and whatchamacallits intact and in your posession.

To the Celestial Plain – So you want to stay? Did you enjoy being a god, a hero, or a king? Did you meet a pretty girl? Is something left unsolved? Whatever the case, you may go on living here in Nippon for the rest of your days.

May the fresh scent of flowers protect you always! - This isn't the end, it's just another step along the way. You move on to the next world, keeping all that you've obtained here.

However, before you stay or go, as a little bonus for some of you, Brush Gods can now access their true form, that of a noble and beautiful (or handsome) human or mostly human god or goddess, that they can use at will along with their animal form. Bet you didn't know you had it in ya.