

❤❤A Kiss for the Canine Princess❤❤

A JumpChain Compliant Document

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This world outwardly appears to be like so many others. A modern day Earth calmly sitting in its normal place in space, inhabited by billions of people who assume there's nothing strange about the world around them at all. They just go about their lives content in the knowledge that the fantastical is quite firmly relegated to the world of fantasy. Of course, if that were true, you wouldn't be here, would you?

The Lucky Clean company is a moderately sized organization with head offices in Tokyo and Osaka, Japan. They don't get much attention, but a company that manages janitors and cleaning crews rarely makes the front pages of the news. They employ hundreds of people directly and thousands more as independent contractors. If one looked into it, it would be rather startling to discover just how wide of a reach this relatively unknown company has. They even have a remarkable number of government contracts for their services.

Inside the company appears much the same as any other. Men and women shuffling paperwork, pushing pencils, and calmly going about their day. However, there is a special department that rumors circulate about. One that houses the problem employees of the company. The lazy, the feckless, and those with problem personalities are all shuffled off to The Special Pollution Disposal Section and rarely heard about again. The gossiping employees refer to it as the Garbage Dump and privately wonder why the company even keeps such people on the payroll.

The truth is much wilder than anyone would be willing to believe. For starters, the department's real name is The Exorcism and Spirit Removal Expert Squad. Or The Broom, for short. Each member of the department is tasked with disposing of wild and dangerous spirits before they cause ordinary people harm. They do this by using their special talents and spiritual abilities, each as unique as they themselves are. Strong personalities and spiritual powers tend to go hand in hand here.

It is a dangerous job, but one that pays well and allows them to use their unique talents to save those who would otherwise be eaten, drained, or otherwise molested by rampaging spirits.

They really are an odd bunch though.

So first, you have a choice to make. A very straightforward one. You see, there are clairvoyants in this world in addition to the number of more physical kinds of spiritual powers. Some of them act as "talent scouts" for those with spiritual powers. They do not force anyone to do anything they do not wish to do. Still, they can at least make the offer. And the business of spirit removal is always booming.

The Lucky Clean cleaning company invites you to tour their headquarters in Tokyo, Japan.
Or, if it is more convenient to you, our auxiliary branch in Osaka.

You can accept their offer, or not. You are free to do as you wish. But if you are interested in a highly paid, dangerous, heroic, action-packed job without any requirement to do silly paperwork, you will find few better choices in Japan. It's unknown what lies outside of Japan, but considering the world itself, there are likely to be similar businesses in operation all over the world.

Whatever path you choose, please take these before you continue onwards.

+1000 CP

Locations

You may freely pick your starting location from the list below.

1. **Lucky Clean Headquarters, Tokyo**

On the surface, this place is nothing but the headquarters of a company that organizes cleaning crews for some of the largest businesses in Japan. But if one were to look into the basement, or any of the hundreds of hidden rooms below, one would understand that Lucky Clean offers a much more valuable service than sanitation. Just don't expect to gain access to those sealed areas easily. They've got more than security systems keeping their secrets tucked away.

2. **Lucky Clean Auxiliary Branch, Osaka**

While not as well known as the headquarters in Tokyo, the auxiliary building of Lucky Clean is a key staging ground for crews in that part of the country. Which is to say that they have their own Special Pollution Disposal Section and a motley crew of spiritual power users to handle local problems. They'll even have their own Spirit User and Spirit Vessel soon.

3. **Grown-Up Hot Springs Land, Outside Sekigahara**

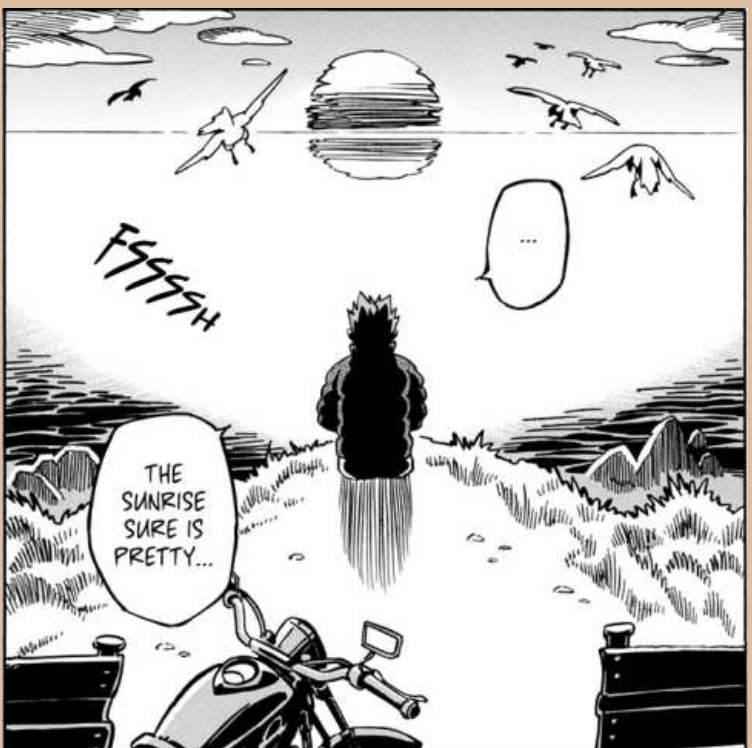
This hot springs hotel is situated just outside the smallish town of Sekigahara. The major selling point is the scenic vistas that allow visitors to overlook a historically significant battlefield. Unfortunately, ancient battlefields often play host to warrior spirits who search for a way to continue the battle by stealing the bodies of those with spiritual power. This one has been calm lately, so Lucky Clean hasn't finished mopping it up yet.

4. **Middle of Nowhere, Kiso Mountains**

Well this seems to be a spot of bad luck. You've been dropped into the snow-covered heights of the Japanese Alps. While scenic, this stretch of mountains are home to a number of ice spirits who prize privacy over all else. Hopefully you won't stumble across any of them on your way back to civilization.

5. **DreamLand Amusement Park, Yamanashi**

A family-style amusement park with a very unfocused theme. There are thrill rides and roller coasters next to a gentle ferris wheel and super-hero themed action shows. It is a rather popular attraction despite its general nature. Perhaps that's what some people like about it. And probably why a particularly clever Yadokai has their eye on the place.



6. **Drainage Tunnel , Somewhere Under Tokyo**

Not the most picturesque of views but at least nobody will notice your entrance into this world until you want them to. At least, nobody that's living. Lots of spirits and demons make their homes in the dank tunnels that run under cities. It offers them a place to hide and move around without being spotted.

7. **By The Sea, Onomichi**

Searching for a bit of soul, perhaps? Or maybe you just got dumped and need to unwind. Both types commonly end up on the coast, looking out towards the vast sea trying to find some perspective. Just watch out for the local wildlife. There are reports that the crabs are growing obscenely large and aggressive.

Backgrounds

*All Backgrounds receive their **100 CP** Perk for **Free** and a **50% Discount** on their others.*



Drop-In (Free) [Age: 18 + 2d8] [Gender: Free Choice]

You have been set into this world of spirits and spiritual powers without a connection to another soul, living or dead. There are no memories to absorb, no family or friends to bind you, and nothing to link you to this world. You are an outsider, a mystery, a walking enigma. You are like the Yōkai themselves. Untethered except by their own drives, ambitions, and urges. And so, you will be unique. The only human in this world to be granted access to the power of the Yōkai themselves. Be careful how openly and for what reason you use such powers. There are those in this world who would see your uniqueness as an opportunity.

You have access to the Yōkai Abilities section and may buy as many powers from there as you wish.

Spiritual Power User (Free) [Age: (10, 20, or 30) + 2d8] [Gender: Free Choice]

You are one of a minority of people in this world who have enough Spiritual Power to put it to practical use. There are many ways this could have happened. You could have been trained from birth as part of a long-standing family tradition. Or perhaps you suddenly and accidentally discovered your power one day, then took the time to develop it yourself. Then again, maybe you were someone who just chunibyo-ed yourself hard enough that you actually developed powers. The precise details of your history are up to you, but you will have connections to and memories about this world.

You have access to the Spirit Powers section and may buy one power from it.



Spirit User (300 CP) [Age: 20 + 2d8] [Gender: Male Only, Free Swap to Male]

Yōkai may be out of control, rampaging spirits bent on harming anyone they can, but they are not the only kind of spirits in this world. After all, where do you get corrupted spirits if there are no ordinary ones in the first place? Animal souls lingering after the death of the flesh is not uncommon, even without special steps being taken. The souls these animals can be, and regularly are, harnessed by certain bloodlines to serve the greater purpose of helping mankind. While these Spirit Users control the animal spirits, it is more a partnership than direct commanding. Though some relationships tend that direction. A Spirit User may not make use of a spirit on their own. Instead they serve as an anchor for the spirit and they can channel it into suitable hosts, called Spirit Vessels, with a kiss. They then command the Spirit Vessel while they are infused with the animal spirit to keep it from running amok.

You may choose a modern Earth animal. It may be something as common as a cat or dog, or as uncommon as a komodo dragon or snow leopard. You gain the ability to communicate with spirits belonging to that animal species and house a single spirit inside your body. You will begin your time here already bonded with a spirit (*See Companion Section*). You may still communicate with the spirits of your chosen animal species while bonded and can even swap your bonded spirit if you wish. Just keep in mind these are souls with thoughts, emotions, and feelings, not mere beasts.

Spirit Vessel (300 CP) [Age: 18 + 2d8] [Gender: Female Only, Free Swap to Female]

In this world there are a number of women who have a great capacity for channeling spiritual energy, but lack the training to do anything useful with it. Many of them become victims of Yōkai who find them especially tasty snacks. The lucky few are those discovered by a Spirit User and agree to fight alongside them. While a Spirit Vessel can do nothing with their power on their own, they are perfect spiritual batteries for a Spirit User to channel their animal spirit through. This causes the Vessel to transform, gaining massive physical power, senses, and even spiritual claws or teeth themed around the animal spirit now inhabiting them.

The downside to all that power is that while the Vessel is inhabited by a spirit their own mind is somewhat submerged. The instincts of an animal take over and can cause some… embarrassing results when they mix with the hidden desires of the Vessel. It is the job of the User to keep the Vessel under control, motivated, and pointed in the right direction. The Vessel mostly just hangs on for the ride. There's also the matter of spiritual fatigue that grips the Vessel after each transformation. Even Vessels can only transform for several minutes at a time and transforming repeatedly without rest dramatically shrinks that capacity.

Thanks to your unique nature, you are going to find yourself more capable than most of thinking past the instincts. They'll still be there, insistent and demanding, but you'll be able to keep more of yourself intact. Spirit Users will be quite surprised at the level of control you'll have even when channeling a spirit. It will mark you as unique if the knowledge of it gets spread by the rumor mill. There might even be competitions for your service.



Yōkai Abilities

Only Drop-Ins may buy from this section. There are no Discounts.

Deserters' Thirst (100 CP): The dead warriors from ancient battlefields are usually content to remain in the ground. However, in the presence of a person with a powerful aura, they rise and attempt to possess that person to live once again. Just like them, you have got an excellent nose for spiritual energy. Strong sources are easy to detect even when you're not paying attention. When you concentrate, you can track even faint sources at close range.

Gold Eating Bug's Armor (100 CP): These spirits are said to belong to the souls of beetles who have survived a hundred years. While their true origin is still unknown, their ability to devour and control metal makes them dangerous enough that they can't be ignored. You've gained some of their sheer defensive prowess and have a natural resistance to physical attacks. Your enemies will need more than a glancing blow to harm you now.

Swarming Gravekeeper Beetles (200 CP): These skull-like bugs are normally solitary pests that burrow into graveyards and feast upon the residual soul energy of the dead. But when a graveyard has been completely picked over, they rise in a mighty swarm to find a new feeding ground. If they get hungry enough they will even attempt to feed on the living. You can summon these flying menaces out of the ground around you and direct them to harass your foes. The closer you are to a graveyard, the more beetles you will be able to summon.



Yadokai's Slippery Step (200 CP): These child snatching spirits are known for their ability to lure children away and disappear without a trace. Particularly powerful ones have been known to capture dozens of kids at a time. Just like them, you have a talent for appearing and disappearing. You make very little noise when you move and your aura is dampened unless you wish to be noticed. Additionally, you gain a small boost to your overall speed when nobody is looking at you.

Dream Realm of the Baku (400 CP): This small, greedy, elephantine spirit is known to feast on the desires of others that wander too close to its lair. It does this by putting them to sleep and drawing their spirits into a dream-like realm it maintains where any desire can become reality, then eating them as they appear. A subtle spirit, and not really that dangerous unless left unchecked. Like the Dream Eaters, you can put those in close proximity to yourself to sleep and create a mental land of desires. Eating the desires of others will restore and increase your spirit power while draining them of their most sinful urges. But only to a certain point. Indulge too much too quickly and you'll find yourself violently sick, unable to maintain your realm, and weakened until you recover fully. If you'd rather just nibble instead of feast, you might try setting up a shrine instead.

Chilling Yuki-onna Presence (400 CP): While commonly disguised as beautiful women, these moth-like spirits delight in draining the essence of those who wander into their territory. The colder parts of the world attract these “snow women” and make it easy for them to snatch separated hikers or even entire groups at once. Most credit them with the ability to manipulate ice, but in truth their powers are much more devious. Like the Yuko-onna you can fire a needle made of ice from your palm at startling speeds. Any flesh struck by the needle begins being covered in a sheet of ice that spreads to cover an entire limb. If a person is struck in the heart they are instead coated in ice instantly. This ice does not kill, suffocate, or even harm those completely coated. Instead it allows you to manipulate their movements, turning those affected into golems dancing on your strings. Additionally, you gain the ability to stride across ice, snow, and other cold-affected surfaces without the danger of slipping or fallings.

Lucky Zashiki Warashi (600 CP): Definitions on exactly what kind of spirit the Zashiki Warashi are vary depending on which stories you give credence. Most consider them minor gods of luck while others simply consider them house spirits. Either way, they are known for granting great fortune to the members of any household they decide to reside at, only to have it rebound into great misfortune when they abandon the residence. Thankfully, you’ve got more control than that and can actively direct good and bad luck. But it is always a balancing act. Giving yourself good luck means you’ll have some equivalent amount of bad luck at some point in the future. The further you stretch your luck, the harder the snapback. A very important thing to remember should you happen to influence the luck of other people.

Akujiki’s Growling Stomach (800 CP): There exists spirits even those in the “cleaning” industry talk about in whispered tones. Those so rare and powerful that they truly deserve being called demons. The Demon Eating Demon is not unique for its intelligence or ability to speak to mortals. However, it is one of the few that preys upon, and is hated by, its own kind as well as humans. It’s cannibalistic tendencies are not a matter of taste or hunger. The Demon Eating Demon gains the powers and memories of any spirit it consumes. It is theorized it could do the same to mortals with spiritual abilities, but no record of such an incident would be allowed to exist. It offers too tempting an idea for those without morals.

Like the Akujiki, that which you consume grants you power. Feast upon the core of a tentacled spirit and you will discover the ability to warp your body into having those extra tendrils. Chew up a king Gravekeeper Beetle and the swarm will be at your command. And just imagine what powers you would unlock if you happened to get your jaws on something more powerful. Say, a carefully cultivated spirit of one of the Spirit User families? Of course, managing such a thing would require an excellent plan, some amount of surprise, and a decent helping of luck. Just remember to swallow your food properly.



Spiritual Powers

Only Spiritual Power Users are allowed to purchase from this section.

They may purchase only one.

Weapon Channeling (Free)



Weapon Channeling is a very straightforward spiritual power primarily suited to those who have the bare minimum of energy or talent towards battling spirits. You pour what power you have into your weapon, which is often specifically prepared to accept the energy, which allows it to inflict harm on spiritual creatures. While you may lack the sheer impressiveness or versatility of some of the other spiritual powers, you can keep fighting as long as your own body holds out. Most Weapon Channelers choose melee weapons of some kind to add the force of their muscles to their blows, more modern solutions to the ghost hunting problem have been appearing lately.

Energy Channeling (100 CP)

The ability to channel spiritual energy directly into some other, more useful, form is often seen in brash, loud individuals with a lot of stamina. Fire, ice, and electricity are some of the most common elements seen in this type of spiritual user but more exotic expressions have been recorded. Few who have this kind of spiritual power have words to describe their own process of doing so. They seem to have some instinct, some natural connection to their ability that guides them towards their intended use of the power. Make no mistake, Energy Channeling can be far more subtle than simply throwing around fireballs with a little imagination. It does, however, eat into the stamina of its user fairly quickly.

Postcognition (100 CP)

A rare expression of spiritual powers and one that is not much use actively hunting down spirits. Still, the ability to see into the past without error and from nearly any distance is valuable in other ways.



Postcognition users only require a date, time, and location known to them to be able to see that spot at that instant. Modern postcognicants will discover the addition of technology allows them to display what they see to others, as well as even make recordings of what they see. A rogue postcognicant who uses their power to gain control of others is not allowed to run rampant for long, for obvious reasons. A very tiring ability that can usually only be used in short bursts, but 100% accurate in what its user sees.



Buddhist Monk (200 CP)

Few would guess that the peaceful Buddhist Monks were actually packing a surprising amount of spiritual power. These spiritual users are usually trained, but some are born with a natural inclination towards channeling their spiritual energy directly into personal muscle power. This isn't just a raw funnling like with Energy Channelers. Those with this ability are able to ramp up the power of their body significantly efficiently, allowing them to punch spirits into pieces with a single blow without even getting winded. Their spiritual endurance is something to be admired. They also have a talent for manipulating electricity, turning devices large and small on or off, though this requires much more practice and effort than punching things does.

Clairvoyant (200 CP)

A rare and much coveted spiritual power that usually sees those with it courted by one spiritual entity hunting group or another. It allows the user to search for objects, entities, and even people known or unknown to them and see them as if there were a camera watching that very spot. Unlike divination, this is current sight, not future sight. While weather and certain spiritual pressures can interfere with your ability to find what you are looking for, and spiritual barriers can bar you entirely, there is otherwise very little that can avoid your gaze. Like Onmyouji, Clairvoyants can use modern technology in coordination with their gift to improve their spiritual energy efficiency, range of view, and even display what they are "seeing" on screens for others.

Onmyouji (300 CP)

Typically understood as a system of fortune telling and divination, this spiritual power has a number of specializations even among users of the same style. They are often split between those who have a talent for fortune telling and those who have a proficiency with identifying and detecting spiritual entities. You will need to choose one of these two specializations when you choose this power. There are also a number of powers all users of this spiritual power share. Both can use talismans to produce a wide variety of effects, given time and some effort (Note 1). Additionally, they can channel their power into dolls, enabling them to attack spirits. However, this is not this art's speciality and can tire their spiritual energy quickly.

Talismancer (300 CP)

This versatile art has been passed down through generations of female practitioners who commonly call themselves "witches". While it is not an exclusively female spiritual power, it does appear far more frequently in the fairer sex. This spiritual power focuses around the use of metal bracelets, amulets, and necklaces that "fold out" into interlocking metal plates that can be manipulated in a wide variety of ways. They grant the user greatly enhanced strength as well as the ability to channel spiritual energy into weapons of all shapes and sizes. Despite this versatility, shifting the plates takes a moment and concentration in the form of a short chant. This can leave the user vulnerable to surprise attacks.

Spiritual Power User Perks

*Spiritual Power Users gain **We're A Team** for **Free** and a **50% Discount** on their other Perks.*

We're A Team (100 CP): You don't always get to choose your coworkers. Especially in the spirit extermination business. Usually you just have to work with whoever is at hand, despite their faults and weaknesses. Even if their very existence annoys every nerve in your body. Thankfully, when the fighting starts and all the chips are on the line, you're especially good at shoving aside those feelings of annoyance and working together with those around you to bring out their, and your, best.

Driving Spirit (200 CP): One of the greatest advantages humanity has over the spirits and demons of this world is their sheer determination. If people set a goal for themselves, a realistic one, more often than not they find a way to achieve it. Sometimes just out of stubbornly bashing their head against the wall of impossibility long enough. Your spirit isn't merely the headbutting type, it's the kind that breaks through and finds solutions even when the odds are long and resources low. Simply put, your determination is out of this world, especially when you're backed into a corner.

Just In The Nick of Time (400 CP): Plans never survive first contact with the enemy. Those who hunt spirits and demons learn this rule early or wash out quickly. It's not uncommon to end up separated from your allies and halfway across a building while an ally is getting chased. Thankfully, you've developed your sixth sense to the point that you can sense when those you care about and other allies are in danger, even at a great distance. While you will still need to reach them, your danger sense will allow you a serious fighting chance to battle, race, or ride your way to your allies before the worst happens.

Spiritual Excellence (600 CP): Nearly all spiritual entities have a finite amount of power they can draw on. Nobody is entirely sure why some entities get more than others despite many theorists arguing and decades of research. Humans, on the other hand, always seem to have just a little bit more than they should. Even when their spiritual powers are tested in laboratory settings, measured precisely, and carefully tabulated, when placed into the field they always seem to exceed their limits. While not something that can be controlled, you have a talent for overshooting the traditional limits of your powers when in true danger.



Spirit User Perks

*Spirit Users gain **Cool and Calm** for **Free** and a **50% Discount** on their other Perks.*



Cool and Calm (100 CP): Spirit Users most often appear in families that have displayed the spiritual power over many generations, sometimes through purposeful manipulation of intermarrying between families. So those who eventually inherit an animal spirit aren't just well trained, they're as accustomed to the world of spirits as any one person can be. This familiarity allows you to keep a calm exterior and lets you think clearly despite how many demons may be threatening you at that very moment.

Plans Within Plans (200 CP): Of course, familiarity with the spiritual realm offers more than just a calm facade. You understand how spirits tend to think, how they'll react to certain situations, and even what rules they'll follow, or break, when giving promises. This allows you to anticipate the motives, reactions, and next moves of spiritual entities with a startling degree of accuracy. You can still be surprised, but it would take a pretty clever demon or a particularly well planned assault to pull that off.

Pranking Machine (400 CP): Sometimes you just have to blow off tradition, duty, and rules to have a little fun. It's a key part of mental health that far too many people ignore. A couple of silly jokes, teasing the cute girl in the office who likes you, even rigging up an elaborately trapped chair to tickle one of your coworkers are all ways to help relieve the tension that can build up in your dangerous line of work. You have a true talent for coming up with inventive pranks that catch your victims by surprise, as well as a natural charisma that lets you get away with teasing those you find attractive in the workplace. Better still, those who view your pranks will find their stress melting away and are more easily able to relax after enjoying a hearty laugh.





Spirit Vessel Perks

*Spirit Vessels gain **Perfect Vessel** for **Free** and a **50% Discount** on their other Perks.*

Perfect Vessel (100 CP): Spirit Vessels aren't just perfect for animal spirits. These young women overflowing with magical energy make perfect hosts for just about any spirit who stumble across them. Sadly, this is one of the major reasons they are so rare. You have taken this natural talent just a little bit further than most and turned it to your advantage. You have an easier time channeling spirits of all kinds through your body while maintaining control of yourself. A sufficiently powerful spirit may still be able to control you while being channelled, but it would take a lot more effort and power than before.

Bigger Battery (200 CP): Spirit Vessels are already huge batteries of spiritual power. It is the primary reason they are able to sustain a spiritual channeling and transformation at all. Any normal spiritual power user would run out of juice within seconds. You, however, are something special even among this group of unique young women. Most are able to hold an animal spirit transformation for five or six minutes. You can go fifteen and still keep going. Simply put, your reserve of spiritual power is absolutely astounding.

Tripartite Body (400 CP): Most Spirit Vessels can only partially manifest their spirit's powers. Claws, ears, and a tail are usually as far as it goes. In most cases, this is still more than enough to dispatch a hostile spirit with impunity or access any special senses the spirit may possess. However, there is a deeper bond than can be achieved whenever the vessel and spirit achieve a harmony of spirit. Whether through companionship, total dominance, or a mutual goal, you have learned how to best align yourself with whatever spirit you happen to channel. And while this may take a little time to pull off with a new spirit, the end result is well worth the effort. Channeling a spirit with this technique actually transforms your body fully. It melds flesh and spirit together into one harmonious unit. Your reflexes, strength, speed, everything you would normally gain from the spirit gains a huge increase in power while the strain on your spiritual reserves lessens significantly. Should you happen to know other forms of spirit channeling, you could easily discover ways to apply this technique to them as well.



Items

*No Discounts. Each Background gains **200 CP** to be used **only on Items**.*



Fake Glasses (50 CP): This pair of highly stylish eyeglasses actually have regular glass in them and don't help poor vision in the slightest. They're just face accents. Of course, should you actually need a pair of glasses, these can become true correct lenses easily enough. Should you happen to lose or break this pair, you'll find another one waiting for you at home inside a day.

Ballroom Clothes (50 CP): For those who insist on looking like a million dollars no matter what is happening. You gain your choice of a tuxedo or stylish dress, either of which would fit your frame impeccable well. Additionally, these clothes will be able to stand up to a ton of wear and tear. You could wrestle with a transformed tanuki without even tearing a seam.

F5P Gaming System (50 CP): This small, portable gaming system looks oddly like a Gameboy 3DS. It absolutely isn't for legal reasons, but it does use the same cartridges, electrical charger, and has the same technology as the 3DS. But it absolutely is the F5P for sure. Comes with a small collection of games that are definitely not merely relabeled versions of 3DS games.

Mecha-Bender Box Set (50 CP): A complete 52 episode run of the adventures of Mecha-Bender! It's a classic tokusatsu hero show like so many others. This set of 14 DVDs includes the entire show in an enthusiastically designed collector's box as well as an action figure of the titular hero himself. Buy this a second time and you can get the same deal with the less popular show featuring Gigabe-X as well. But less popular doesn't mean less entertaining.



Danger Seals (50 CP): A set of four paper seals that will hover a short distance away from you upon command. They will act as early warning systems to spiritual dangers and sound off with a loud "Warning" call as it approaches. The only downside is that it won't do more than warn you of the direction. They won't be able to tell you what kind of danger or how fast it's coming. Should they be lost or destroyed, you'll get a new set within a week.

Tea Set (50 CP): The perfect gift for anyone who enjoys a cup of hot tea to help them get through the day. It comes with a simple brown tea kettle, ten white cups with a pleasing floral pattern printed on them, a small bamboo tray, and a whole assortment of different tea bags that are perfect for a group with wildly different taste preferences for their tea.

Office Supplies (50 CP): While this box of office supplies isn't exactly exciting, they are important to anyone actually trying to run a business. Ledger books by the dozen, several hundred pens, a solid gross of pencils (as well as an electric sharpening), along with an obscene number of erasers. Also, one stapler. Yes. Just one. You're just going to have to learn to share.

Paper Seals (100 CP): A staple for anyone who intends to battle spirits with more than their bare hands. These seals can be slapped directly on spirits to disrupt them for a short time or placed on doorways to bar spirits from entering through them. Inventive users could probably come up with more interesting ways to use them as well. This stack of twenty always seems to appear in your pocket just when you need to reach for them.

Spirit Computer (100 CP): Gone are the days of crystal balls and tarot cards. The digital age has come, so you might as well take advantage of it. This laptop has been tuned for maximum battery life as well as the ability for those with the talent to focus their scanning and spiritual analysis abilities through it. Comes filled with data on spirits of all shapes and sizes, so even if you're not using your powers to cross reference aura matrixes, it's a great study aid for those in the business. Or if you just want to browse the web on your time off.



Masking Pendant (100 CP): This simple necklace of gold chain has a thumb-sized chunk of dark stone hanging from it. Most people would mistake it for obsidian, but it is far more valuable than that. When worn by those with spiritual powers this necklace completely masks their aura from being detected by spirits. While this is especially useful for those with powerful auras, like Spirit Vessels, it is sometimes worn by others to hide from slippery spirits hoping to avoid a fight.

Spirit Channeling Weapon (100 CP): This specially prepared weapon has been created to act as an amplifier for spiritual power of all kinds. Even those who are not Weapon Channellers will be able to funnel spirit energy through this weapon and have it damage demons and spirits effectively. It is primarily found on those who have other powers and are looking for a secondary weapon. For Weapon Channellers specifically it still acts as a power amplifier and increases the damage of your blows against spiritual entities of all kinds. You may import a weapon you already know into this weapon. You must choose what type of weapon this is when you are buying this option.

Prankster's Kit (100 CP): For the grown man who never bothered to stop being a little kid. This collection of rubber snakes, fake spiders, and spring-loaded cans of nuts is perfect for tormenting your coworkers, friends, neighbors, strangers, and even your boss. Of course, there's more in this collection than just those novelties. In fact, at least once a week this kit of pranks transforms into a collection of entirely different ways to torment those you care about. Which works out great for those times when your friends burn your toys.

Devil Bike (200 CP): This motorcycle looks utterly badass. Bones and black chrome make up a majority of its body while its seat is an electrifying blue that's sure to catch the eye. It's engine isn't just powerful, it roars, cheers, and yells obscenities. Oh, did I not mention it is haunted? Maybe don't spread that around. The local cleaners don't take kindly to rogue spirits tearing up the roadways. This remnant of a Seven Pilgrim Spirit has lost most of its power but kept all of its awesome personality. Think of the spirit as your personal chauffeur and wingman. Getting it to drive itself isn't the trick, it's getting it to stop again. The Devil Bike is faster and tougher than any normal motorcycle by a wide margin. Perfect for enjoying long rides down the coastal highways at insane speeds. Just try not to leave it in the garage for too long. It might take itself for a spin.

Van (200 CP): A pretty standard box van that comes with four rows of seats. While not impressive on the outside, the fact it can hold eleven people comfortably tends to surprise people. It really doesn't look like it should hold so many. This van can also take a fantastic beating without breaking down. Even rolling it over a few times or having a bird spirit land on it wouldn't be enough to keep this van from starting up again on the first twist of the key.

Spirit Doll (200 CP): This creepy, articulated mannequin wouldn't look out of place in a haunted house. Especially with the swords where its forearms and lower legs should be. Thankfully, this doll is totally inanimate without spiritual power fueling it. One needs the training of an Onmyouji to animate it, but those that do will discover this doll was created to allow even those without a strong talent to have their own personal whirling dervish of wooden death. Should this doll happen to be destroyed, an unlikely occurrence in the first place, you will discover the same doll waiting for you when next you wake up.

Clairvoyant Laptop (200 CP): While functionally identical to the Spirit Laptop, this version has been upgraded to allow Clairvoyants and Postcogniciants to project through it. The input device is a rather odd looking helmet that covers both eyes. Despite its appearance, it is unfailingly accurate at gathering whatever the Clairvoyant or Postcogniciant sees with their spiritual power. You will find it even works with other forms of similar powers.

Spirit Blade (400 CP): Not to be confused with a Spirit Channeling Weapon, a Spirit Blade is a weapon made specifically for exorcising spirits that are possessing people. It can also "cut" out other forms of foreign spiritual energies from people. Unfortunately, it is a little too good at its job. If used incorrectly, it can kill the people that one is trying to save in addition to the spirit during the exorcism. It also happens very rarely even when it's used correctly. One should be very careful wielding this against both spirits and people.

Hot Spring Hotel (600 CP): Grown-Up Hot Springs Land is a very silly name for a hot springs hotel. Thankfully, you now own the place, so you can rename it whatever you want. This hotel is a great place to relax between missions. It will also provide you with a modest amount of spending money and you can be assured there will always be a room available for you, as well as your guests, whenever you drop by. This property follows you between worlds unless you would like to attach it to another piece of property you already own.

Lucky Clean Auxiliary Building (600 CP): A branch of the famed "janitorial" company to call your very own. In worlds without magic or spiritual powers, it'll just be a janitorial company and bring in an impressive amount of cash for you. But in worlds with either, there will be a hidden department with a half-dozen highly talented people you can recruit to go on missions for you. Try not to get too many of them killed. It's bad for morale and it'll take time to find replacements.

Spirit Attracting Property (600 CP): This peaceful bit of property and spacious house is more than just a place to stay. It has a subtle spiritual aura that naturally attracts one species of animal. You will be allowed to choose which species that is. Just keep that choice in mind if you decide to set it down in the middle of a populated area. Animals of your chosen species that you care for, train, and live on the property for their natural lives will have a higher than normal chance of becoming Spirit Animals upon their deaths. Roughly one in three at least. The property also includes a small storage shed with jars for storing the Spirit Animals until you can find them a suitable, compatible master. This property can be attached to other properties you already own.

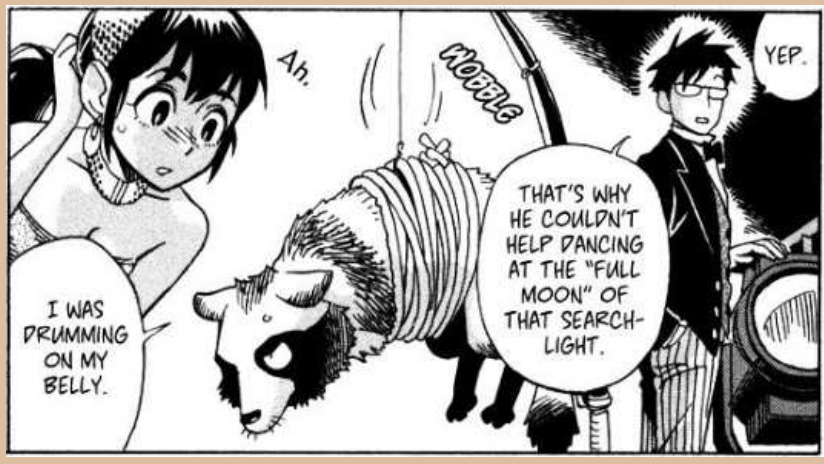
Companions

Your Own Broom Closet (50 CP/300 CP for 8): For those with Companions from previous worlds, or those who would like to meet someone new during their time here, this option will allow you to import or create new Companions into this world. This option allows imported or created Companions to choose either the Spiritual Power User or Drop-In Backgrounds. They also gain 400 CP to spend as they wish. Spiritual Power Users gain their 100 CP Perk for Free. Companions do not gain the Item Stipend, but may buy Items if they wish.

Spirit User (100, Spirit Vessel Only): For those who picked the Spirit Vessel Background, this will allow you to import an existing Companion or create a new one to be your Spirit User. They gain 400 CP to spend as they wish, as well as the 100 CP Spirit User Perk for Free. The Spirit User does gain the Item Stipend.

Spirit Vessel (100, Spirit User Only): For those who picked the Spirit User Background, this will allow you to import an existing Companion or create a new one to be your Spirit Vessel. They gain 400 CP to spend as they wish, as well as the 100 CP Spirit Vessel Perk for Free. The Spirit Vessel does gain the Item Stipend.

Canon Companion (100 CP): If one of the locals has caught your eye, this option gives you the opportunity to invite them along with you to other worlds. You will still have to convince them to go willingly, but this gives you the chance without them dismissing you as crazy. This option is valid for anyone who isn't a Spirit User or Spirit Vessel.



Tanuki (200): You've made a friend! A small and fluffy one to boot. This talkative little guy has an imagination that is only matched by his gift of gab. He's also quite a talented transformer as well, though he does enjoy getting into a bit of mischief now and again with his talent.

Sealed Spiritual Animal (200 CP, Free for Spirit User): This clay jar with a paper seal attached to the front houses the soul of a Spirit Animal of your choosing inside. While the personality of this animal isn't very strong, it is pretty powerful as Spirit Animals go. Should the soul be destroyed or lost in some manner that would render it irretrievable, you'll find a new Spirit Animal waiting for you inside the jar. You may choose the species of your Spirit Animal. It is an innately loyal spiritual beast.

Spirit Pair (400 CP): For those who have a pair of Companions with a special bond, or for those who would like to create such a bond, this option allows you to import two existing Companions, create new ones, or do one of each. The two Companions will be given the Spirit Vessel or Spirit User Backgrounds and linked together. This option also grants them a Spirit Animal of their choosing. Should you have your eye on an existing Spirit Pair, such as Inukai, Kazura, and Bentengou, you may instead use this option as a chance to recruit them. You will have to present the latter's demise roughly a year from now. Which I probably shouldn't have mentioned. If you'd like, you could shift this offer to Kouichirou, Itsuki, and Kitsushoutengou instead should you do the same for them.

Drawbacks

You may not gain more than 800 CP from Drawbacks

Huge Aura (+0, Mandatory for Spirit Vessel): Spirit Vessels all tend to attract spirits simply because of the massive amount of spiritual energy they have. While you don't have to find some way to mask it, it is generally a good idea. Otherwise random spirits will be drawn to you. They'll attempt to take over your body or drain you of your spiritual power to increase their own. There won't be constant attempts but enough to get in the way of you enjoying yourself most of the time.



Crybaby (+100 CP): You're going to have some trouble controlling your tear ducts during your time in this world. You tend to tear up at just about every major burst of emotion. There will be happy tears and sad tears, angry tears and embarrassed tears. There may even be some tears over the fact that you didn't get your favorite meal for lunch and had to settle for simple buns instead. Okay, seriously, it's not that bad. Someone want to get this person a tissue?

Tiny Bladder (+100 CP): When will you learn that drinking a bunch of water just before and/or during a mission isn't the greatest idea? You will constantly forget this simple fact during your time in this world, which will more often than not lead to you dealing with the discomfort, and possible embarrassment, of a full bladder at its limit just when the action starts to pick up. Maybe you should invest in some adult undergarments.



Hidden Crush (+100 CP): Oh dear, you've got it bad for someone. And what's worse is that you can't seem to bring yourself to say anything about it either. So you're stuck in a good news/bad news situation. Good news, fate and circumstances are going to conspire to allow you to spend a ton of time around the object of your newfound crush. Bad news, they're likely already taken or have their own crush on someone else. Given some time (or maybe a lot of it), you might manage to get over it. Just try not to fall into the same cycle again with someone else.

Nearsighted (+100 CP): You're nearly as blind as a bat without your glasses on. Inconvenient, sure, but not exactly disqualifying in the spirit hunting business.

+Where Are My Glasses (+200): You tend to misplace, drop, or damage your glasses at the worst possible moments. In the middle of a fight? You just happen to catch a blow to the face or the clever spirit knocks them away. Need to drive somewhere in a hurry? They slip off your ears and fall behind the brake pedal. They also tend to fog up given the slightest excuse.

+Just Kidding! (-300 CP): What do you mean you're not actually nearsighted? They're fakes? Are you a child? Really? You went through all that just to play a joke?

Fan Service (+100 CP): It might as well be a law of the universe that your clothes are always going to come out the worst for a fight. Given a reasonable excuse, your clothes are going to shred like tissue paper and reveal far too much skin to those around you. Thankfully your undergarments are made of sterner material. Somehow, this is always going to strike you as embarrassing, even around people who have already seen you in your skivvies a hundred times.

Lovestruck (+200 CP) [Spirit User/ Spirit Vessel Only]: You've got a case of the hots for your Spirit User/Vessel. It's bad. So bad that sometimes you'll hesitate to kiss them in even the most vital situations out of sheer embarrassment. Which can cause all kinds of problems. Of course, getting struck with just how lovely and/or handsome they are while they are doing relatively ordinary things can cause problems outside of work as well. Your spirit animal is going to pick up on this and be… very affectionate towards them if given the chance. That's going to be embarrassing for multiple reasons.



Garbage Dump Personality (+200 CP): Man, you really belong here, don't you? The negative aspects of your personality, whatever they are, are exaggerated while you're here. And don't say you don't have any. We both know better. Of course, when danger comes calling you'll be able to set them aside long enough to get the job done, but otherwise you're going to be a handful in one way or another to everyone around you.

Let's Split Up Gang! (+300 CP): It is rarely a good idea to try to take on spirits or demons on your own. Mostly because the weakest travel in huge packs and those strong enough to strike out on their own usually need the power of more than one spiritual user to take them down. So, naturally, you're going to be spending most of your time battling alone for one reason or another. Even if you come as part of a group with the express intent of staying together. Something always seems to find a way to happen to separate you from your allies and friends sufficiently to keep them from helping you for most, if not all, of any fight.

Intense Possession (+300 CP): You tend to get possessed by various spirits every so often. While not dangerous in and of itself, getting possessed by stray cats or dog spirits can have its own host of problems. Acting like a canine is sure to raise some eyebrows at the office even if they overlook your new ears and tail. Very rarely a more intelligent entity will wander in and get up to some advanced mischief. Thankfully, the spiritual entities will always be ejected from your body after 24 hours. But until then you'll just be along for the ride.

Aren't You Delicious? (+400 CP): A Demon Eating Demon seems to have taken a nibble on you on your way in. You've lost your powers and abilities from other worlds. But don't worry, if you can find the Demon Eating Demon with only what you have here, you can have them back. Oh, and before you think about getting your Companions or other allies to help you out with this, if you can't do it alone, your powers will just slip off into another Demon Eating Demon. Don't worry, you'll get them back when this is all over if you can't earn them back yourself. Which may be the easier route. After all, how much trouble can a Demon Eating Demon get into with your power set?



The End

Sit!

Head back home

Stay!

Stay in this world

Good Dog!

Keep going onwards

Notes

1. Onmyouji really have a wide range of effects they can pull off if they have a little time to prepare the right paper dolls. They can be stuck to people to create disguises that work once for every pair of eyes that see them. They can be sent off as drones to spy on others or locations, though they burn up on contact with any sort of spiritual barrier. Paper dolls can be made that detect danger like early warning systems, even if they don't specifically report what danger is coming. And they can even be used as anchor points for barriers or bindings, which can be used in a huge variety of ways limited only by the user's own spiritual strength.
2. Typically, Spirit Users and Spirit Vessels are required to stay virgins to keep their powers intact. After reading through the series multiple times, I still can't figure out for certain if this is an actual restriction on their spiritual powers or something put in place to keep the family trees from being littered with spiritually powered bastards. It is most likely a real restriction though. So, for you and your companions, this fact is waived.