Samurai X/Rurouni Kenshin
(Jumpchain-compliant CYOA)
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Version 0.2

"A sword is a weapon, and swordsmanship is learning how to kill. That is the truth. What Miss Kaoru says is play-talk that only those that have never stained their hands can say. However, I prefer Miss Kaoru's play-talk more than the truth. And I wish that in the world to come, her play talk shall become the truth." - Kenshin Himura

The year is Meiji 11, or 1878 A.D. in the eyes of the West. After the fire of change that was Meiji Restoration had passed, Japan had settled into an uneasy peace. However, after the Satsuma Rebellion one year prior made it clear their time was over, many samurai who had earned their living as warriors were now displaced and without purpose. Some join the new society Japan has created gladly, giving up the sword or finding different ways to use their old skills. Others, however, are restless and seek to carve their own path through this so-called 'peace'.

On the day you arrive, legendary assassin Kenshin Himura, now a wanderer and under a self-imposed oath to never kill again, will meet Kaoru Kamiya as her dojo is assaulted by hoodlums. Whether or not you will involve yourself with them or find your own way...as always, that choice is in your hands, Jumper. This is a land of romance, exceptional warriors, and an uncertain future.

Here's +1000 points to carve your way.

Location: You may start anywhere in Japan for free.

Backgrounds:
You start at 20+1d8 years old, and your gender remains as it was before. You may spend 100 to choose both yourself.

Wanderer [Free]
You're nobody special in this world, just a wanderer from a distant land. Nobody knows of you or your purpose here, nor do you have memories of the bloodied turmoil that led to this era of uneasy peace. Whatever your purpose here, I hope you strive to find your distant sky.

Citizen [Free]
You are an ordinary member of Japan's populace. Perhaps you once wielded a sword or called yourself a samurai, but those days are long behind you, and you've taken to the change quite well. You work an ordinary trade in this era of change, or make a living through enjoying peaceful days. Of course, even so, there may yet be trouble in your part of town...or a cause to protect with your old skills.

Traditionalist [Free]
This whole ‘Meiji Restoration’ is but a passing moment in history, and a dream of stubborn fools who would throw away centuries of tradition and history. But not you. You cling to the samurai ideals and the way of the sword, working as a mercenary or a self-styled ronin. You still carry your weapon even after it was declared illegal, and search for a battlefield worthy of your skills...perhaps you will find it, someday.

Revolutionary [Free]
This era is a lie, forged by the fat and the greedy. You haven’t forgotten the blood that was spilled to make this new decade a possibility, and how corruption now runs deeper than it ever did. Whether for your own treachery or because they simply had no further use for you, you were thrown away by the government and those you served before. You survived, and whether you seek vengeance or to forge an era of your own, you are without a home or place in this new world. Will you make one in fire? Or perhaps some sort of atonement?

[Perks]

Distant Sky [100, Free for Wanderer] – The world is not a happy place filled with simple black-and-white, and the world doesn’t get better just from the use of violence. You’ve learned this, or perhaps realized it long before this place. What matters is that you don’t lose sight of yourself or your way. You have learned to temper cynicism and idealism together, able to look at the world with a realistic point of view while still maintaining whatever kindness or pragmatism you wish to hold in yourself. Perhaps one day, those childish fantasies will become reality?

A Wandering Fool [200, Discount for Wanderer] – There’s no reason you can’t enjoy the simple things in life, even for someone who’s seen the things that you have. You have learned how to relax without letting your guard down, giving you a ‘civilian’ personality that you can switch to and from at will. You will experience a reduction of stress or worry in this mindset, and it isn’t at all separate from your ‘real self’ - it’s just a way to finally stop fighting and enjoy life for a little bit. You are more amicable and enjoyable to be around in this mindset, and switching to your ‘real’ self in combat tends to be jarring, unexpected, and a terrifying surprise for those who expected you to be easy pickings.

-At some point in your journey, you will come across a young and spirited pickpocket who mistakenly believed you to be easy to steal from. After you proved them wrong, it was obvious they were starving and trying to cover up their own hardships through mischief and a smile. They don’t seem to have much in the way of natural talent, but perhaps you’ll find a home for them...or teach them something that will help them survive beyond stealing?

The Will to Live [400, Discount for Wanderer] – Dying or pointless sacrifice isn’t an act of bravery or something to admire. The truth is, the will to keep on living is true courage. There is some promise or idea in your mind, and it has given you both a sense of purpose and almost superhuman willpower. Despair from hardship or supernatural power holds little power over you, and you can power on through the most harrowing of injuries and hardships.

-A young warrior lost all sense of purpose and hope for life after both their comrades and family were killed in circumstances they couldn't have prevented. They seek to atone by challenging you to a one-on-one duel to the death, hoping to die in the process. Will you grant them their wish, or help them find another way?

Man Slayer [600, Discount for Wanderer] – There are times when there's no choice but to fight, to use violence to overcome adversity. In a moment that it's certain you can't end a conflict peacefully, you may channel a combination of killing intent and primal instincts into crystal-clear clarity. Your emotions become temporarily muted, your skills and practiced abilities focused with superhuman potency. For a time, you become the perfect warrior – decisive, pragmatic, undistracted. This does little for supernatural skills, but gives you a perfect idea of how to use them to kill your opponent in the fastest, most efficient way possible. It is difficult to snap out of this in the middle of combat or conflict that made its use necessary, but your sense of self is strong enough that slapping yourself across the face would do the trick. While you are in this state, if you so desire, your eyes may change to a color of your choosing to match your change in mindset.

-Early into your journey, you meet someone who brings out the best in you. Whether they're a more idealistic version of your old self, or someone who seems to speak to your heart in some way, they're an unbloodied soul that can soothe the violence within you – and they seem drawn to you as well. Will you push them away to keep them safe, or will you let them stay close to you…?

Honest Work [100, Free for Citizen] – This isn't an age of the sword anymore, and the future lies in the future of industry. Or in your case, a simple trade. Pick a simple trade or crafting skill available in the current era of Meiji Japan. You now have about five years of training in experience in that field, enough so you could make a decent living off of that alone.

-You have an assistant, a little bit younger than you, who's all too happy to invite you out drinking and partying after a hard day's work. You later discover they're having a bit of debt trouble involving some particular shady types...maybe you can help them out?

Like A Fox [200, Discount for Citizen] – You may not be a warrior or a frontline fighter, but that doesn't mean you should be underestimated. Your mind is as deadly as a sword, after all. That statement shouldn't be taken literally, but your ability to observe and process events around you has increased considerably, and you gain insight on how to trip up stronger opponents or disadvantages to their styles or powers. More elaborate or complicated abilities need more observation time to find gaps in, but you'll find difficult fights easier to escape from or turn the tables on. Be warned – this doesn't create weaknesses that don't exist. Incidentally, this can be used outside of combat and in other forms of competition...like shogi. Or matchmaking.

A Doctor's Care [400, Discount for Citizen] – Even in this time of peace, the ability to save lives is valued almost as much as the ability to take them. You have years of medicinal practice behind you, perhaps even a century ahead of the times compared to your peers, though without the technology to support you. The true power of this ability is a greater potency in whatever healing abilities you have, mundane or extraordinary, and being able to

perform complicated medical procedures using only herbs and rudimentary tools on hand. You may even be able to conduct life-saving surgery with naught but things like kitchen items, a table, and a wooden chair leg for your poor patient to bite down on. You even seem to miraculously avoid infecting or further damaging your patients using such improvised methods...lucky you. Expect to be known far and wide.

-One day, someone with a sword at their side collapses at your doorstep from severe injuries. Should you nurse them back to health, you will find government officials visiting you soon after saying they're looking for a criminal who matches their description. They've been polite to you, if melancholy, and refused to speak to you of what led to their circumstances. Are they the criminal, or is there more going on here? And do you turn them in, or keep them safe?

A Tender Heart [600, Discount for Citizen] – Innocence is not the same as foolishness, kindness is not being weak-minded. There is a genuine amount of will and well-meaning to your words, enough so that even the most cynical or broken of minds will see you as a light in the darkness. Your presence dulls emotional pains and makes good memories all the brighter, and corruption from violence or some darkness from another world retreats from your presence. Others are easily drawn to you, whether romantically or a desire for your friendship, and your words might even turn a villain's heart half-circle. There is beauty to life – and you're part of it.

-A skilled warrior, peer to some of the legends that appeared during the Rebellion and the war before that, has somehow entered your life. They are tired of fighting and have little desire to draw their weapon again, seeing you as their key to a fresh lease on life...though, it seems they won't hesitate to fight to defend you or your own goals. Will you help them grow out of their lifestyle, or forge them to a new purpose?

Legacy of the Samurai [100, Free for Traditionalist] – You're no stranger to the idea of warfare. In addition to whatever sword skill you will gain in your past or your future, you are adept at the art of war and tactics and strategy. This gives you both education and experience over the common fool or large mobs who think themselves invincible.

On My Honor [200, Discount for Traditionalist] – The idea of samurai honor and chivalry is more a romantic dream than a reality. Even so, there honor among soldiers and murderers. You will find your enemies more willing to play by rules and guidelines you set – not enough that they'd stop trying to kill you or fight, but they'd be willing to make small exceptions. They will let civilians in your care pass by unharmed, the leader will duel you by themselves instead of gang up on you with all of their minions, and so forth. This plea to honor is useless if the target lacks such martial pride or care for morality, and you'll find attempts to create obvious tactical advantages for yourself in a tight spot is less likely to work...still, if you push the right buttons…

-Either in your past or in your near future, a bandit lord is defeated by you, making you a local hero to the town they terrorized. That selfsame bandit now follows you and seeks to emulate you, wanting the praise and seeming fulfillment that comes with being a 'hero'. In truth, they may simply be trying to find something to do with themselves, and previously turned to banditry out of desperation. Will you show them another way?

A Wolf Is Always A Wolf [400, Discount for Traditionalist] – It doesn't matter how 'peaceful' the current era is...there will always be war, and warriors to fight them. You are no exception. You will find any combat skills or tactical ability you acquire will not deteriorate from lack of use – you will always be in your mental and physical prime in terms of fighting and tactical ability. In addition, opportunities or occupations befitting a capable fighter or strategist will always be open to you...especially those of the criminal variety. You will find the underworld and closed doors of certain politicians always open to you...whether or not you take the job or simply steal what you needed from them, who can say?

-Sometime along the way, you will be offered a chance to become the bodyguard to a wealthy heir...who seems to have a rather large amount of people who want them dead, and you suspect members of their own family are among those. Though they act proud and spoiled in the open, inside they're beginning to collapse from the stress of so many wanting them dead, and having nobody to trust. Will you let them confide in you, or just take what wealth you need from them…?

Pack of Wolves [600, Discount for Traditionalist] – Do not let talks of peace or foolish idealism fool you: The strong are the ones who survive to see tomorrow. Disciplined use of violence is what carries the future. You are naturally tempered to such a warrior's way of life, so much so that it reflects in your actions and your stance. You become better at exercising martial charisma or intimidating others, especially against those who have never once tasted true combat or taken a life. However, the warrior's way of life also resonates within you, drawing the like-minded to your cause. Lost samurai, mercenaries, and other individuals talented in the ways of warfare and bloodshed will be drawn to you, and create strong bonds that only brothers-in-arms could provide. It's you against the world, Jumper – but you won't walk that bloody road alone.

A Knife in the Dark [100, Free for Revolutionary] – The ones who decisively affect the future of a nation are the ones who know how to dispose of opposition. That's when they called in someone like you. You now have 5 years of experience and knowledge in the art of assassination, both subtle and overt, along with the use of stealth and infiltration.

Blank [200, Discount for Revolutionary] – It's important to keep your own intent and demeanor hidden from the wary, especially when you plan to drive a sword through someone's heart. Your facial expression and body language can now be completely segregated from your actual emotions and intent, letting you keep a calm and cheery smile while tearing your opposition apart, or looking incredibly angry and intimidating when you're just thinking about what to eat for dinner that night. This doesn't actually affect your own capacity for emotions, and severe amounts of stress can break this facade.

-As it turns out, being able to control your expression so easily has given you a talent for gambling. Whether you dabble on a boring evening or have an addiction, you'll eventually meet a cheery gambling buddy who will become a friendly rival to you, should you allow it. Something you will notice after a while is that they also have a talent for sneaking about and getting into places they shouldn't…

Lord of Hell [400, Discount for Revolutionary] – Spilled blood speaks volumes for a cause more than anything, and you've become a master of applying this. You may choose to represent a single ideal or cause, receiving instinctive knowledge on how to further said cause through violence without necessarily damaging how you appear in the eyes of those who follow it. You can overturn a government with a few select assassinations in representing order, or know exactly who to kill to bring the entire structure down when representing chaos. Naturally, those who represent such a cause will rally to your banner...or at least look to you as their champion. Be wary, this may only create opportunities instead of doing the work for you...but the red carpet will be rolled out for you, if you just seize it.

-In a village, distant from the eyes of others, the scent or signs of blood will get your attention. Entering a small home, you will see someone with a bloodied weapon in their hands, and several dead people around them who bear a passing resemblance to them. Family? They stare at you, blankly, almost like they were a corpse themselves. What happened here, and why? Do you console them, or turn them in?

Killing Intent [600, Discount for Revolutionary] – The presence of an assassin or a warrior is one that brings shock and horror to those who gaze upon them. You can now project your own bloodlust or killing intent forwards, creating a powerful aura of intimidation. This is strong enough that the weak-willed or inexperienced combatants will experience paralysis or suffocation, the feeble likely collapsing within seconds of being introduced to your overpowering presence. A practiced warrior or a strong enough will can overcome this, but even then, you will unsettle and disorient others with your presence, making them more prone to making errors in a straight fight. This may not matter if your foe is incapable of fear...but even then, your blows are more deadly, more vicious, and harder to predict. Kill them all.

-You're in the middle of putting some upstarts in their place when someone marches up to you and bops you on the nose with their sandal. They look at you and vocally scold you for scaring the customers and the locals, wagging their finger at you all the while. Despite whatever you do or were doing, they don't seem to be scared of you. Do you put them in their place, strike them down...or perhaps you're impressed?

[General Perks]

Identifying Scar [Free] – If you so wish it, you may have an aesthetic scar or 'keep' one from a past wound that will become associated with you when you build a reputation or are identified by others. It will compliment your appearance and remain as long as you wish. This goes for any wound in the future as well, and you may choose whether it will heal and fade, or remain as a reminder of some past battle.

Warrior's Spirit [Free] – Regardless of your background, you are prepared to deal with dangers that come with this new era. You know how to wield a common weapon available in Meiji Era Japan, and have years of experience with said weapon. You also receive a minor willpower boost, enough so that you won't freeze or be helpless against the more notable swordsmen in this setting. Incidentally, this can include martial arts or hand-to-hand combat.

Unique Style [Free/100] – It's not just skill that's thrown around a lot in this world, it's techniques that combine both your physical capabilities and learned abilities into a fighting style that combines their best qualities. You may either make a custom-built fighting style with any mundane skills or martial arts you know and techniques to match, or spend 100 to know the style and techniques of a single individual from this jump. This can be bought multiple times. Know that you will still need to gain the skill, strength, and speed necessary for the style on your own, but you will have complete mental knowledge of what you need to use it. Blatantly supernatural skills or techniques are not counted or valid for this – you'll have to make that on your own time.

Heart of the Sword [100/200/300] – You're not just any swordsman, however. Your skill with your chosen weapon above is the stuff of legends, making you both feared and desired by those who know of your prowess. The price you buy this perk at determines your starting skill level. 100 puts you above the human average in sword skill, able to fight defensively against some of the stranger foes in this setting without immediately being cut down. 200 places you above that and enters into the realm of fiction, where the common man can be cut down by you in a swing, maybe two if they're armored, and lets you fight all but the most skilled in Japan evenly. 300 puts you in the realm of Kenshin Himura and other legendary warriors, able to use your weapon with enough skill that you can end a fight against most opponents within seconds after drawing it.

Shinsoku [300] – That roughly means 'Godspeed' in English. Before you get too excited, it's not literally the speed of a God, though some may disagree upon seeing it in action. This enables the user to move at fast enough speeds in combat to appear as little more than a blur, almost invisible to the naked eye. This combined with enough skill in a weapon or style can let you end fights before the opposition has had a chance to ready themselves, and is a supreme assassination skill. However, this skill works best with the intent to kill – holding back your blows or being careful to avoid a lethal attack will make you move slightly slower than this perk's full potential, but still quick enough that the common foe will have little time to defend themselves. Secondly, it does not protect you from the long-term damage a human body will suffer from moving at such a speed, especially with long-term use. You will either have to build up some muscle or surpass this limitation in order to overcome it, lest you ruin your bones and muscles in the long run.

Ogre [100/200] – It's not just natural speed that wins a battle, but strength as well. For 100 points, you have a good amount of muscle on your body, plainly visible if you so desire. You can lift and wield a weapon like a Zanbato and be a dangerous foe with such a weapon, or break bones easily with your punches. For 200, you're a freak of nature, standing at nearly seven feet tall and able to smash an unarmored fool like glass with a well-placed strike.

[Items]

A Good Blade [Free] – You receive a single weapon that matches your chosen style or weapon specialty in Warrior's Spirit. It is of good craftsmanship and will be replaced the following day if it is broken, but is otherwise nothing special.

Meiji-Era Clothing [Free] – You also receive an era-appropriate set of clothes to wear and blend in with the locals. Like the weapon, these are replaced the next day if destroyed, but are otherwise nothing special or unusual. They perfectly compliment your appearance, at least.

Traveler's Bag [100, Free for Wanderer] – A simple bag you can sling over your shoulder when you need to carry things on the road. It has a little more space than a bag this size should have – you can fit an entire human arm in there before reaching the bottom.

Reverse Blade [200, Discount for Wanderer] – You receive a copy of your free weapon, or import another weapon you own to have this quality. In short, you now wield a variant of a reverse blade sword, which is unable to actually kill a foe except through bludgeoning force – a strangely unlikely occurrence with this weapon, as if some force prevents it from truly taking a life. This quality can be 'turned off' – turning the blade, as it were. This can be bought multiple times to import more than one weapon.

Hermitage [400, Discount for Wanderer] – Your home away from home. You own a modest cottage or small house located far away from civilization, difficult if not impossible for anyone else to track down. You know where to find it, and while it doesn't come with modern luxuries, there's enough local flora, fauna, and freshwater to live there your whole life. You know where to find it upon entering the jump, and in future jumps you may either drop it into similar locations near where you start or attach it to your Warehouse.

Heavy Coat [600, Discount for Wanderer] – It's a coat that compliments your appearance and is slightly bigger than your body. It also weighs a lot, just enough to require you extra effort to move about. It can, at your discretion, suppress any amount of powers or skill you have. In return, wearing this coat in this state will steadily improve your physical abilities as though you were performing regular exercise. When you see fit to remove the coat and go all out, you will enjoy a temporary but potent boost in skill and power as your body adjusts to having the glorified training weight removed.

Basic Cooking Gear [100, Free for Citizen] – You receive some basic kitchen and cooking equipment available in Meiji Era Japan, as well as a week's supply of rice. The rice will restock the following week.

Medicinal Supplies [200, Discount for Citizen] – Similar to the above, but it provides a much-needed commodity in this time and place. You receive some basic herbs and first aid supplies available in the era, all of which is in top notch quality. Nothing like the medicine available in the later centuries, but enough to make do without killing your patient.

Dojo [400, Discount for Citizen] – What better place to practice your own fighting ability? It's a comfy training dojo located out of the way in the nearest part of civilization, or somewhere out in the outskirts. Anyone who trains or learns there will receive a boost to the speed at which they master said skills being practiced. You know where to find it at the beginning of the jump, and post-jump, this dojo may be dropped in a similar spot existing in future jumps, or become a Warehouse attachment.

Sakura Garden [600, Discount for Citizen] – Do you like cherry blossoms? How about a serene and tranquil garden full of them, where they're almost always in bloom? If all of this sounds appealing to you, don't worry – one will manifest either on a property you own, or in a secluded location only you know how to find. The sakura are always in full bloom, and the area has a soothing effect on those who rest within it. Those who meditate or rest there will receive pleasant dreams and mental or sanity damage will steadily heal. In addition, this provides health to the spirit and the heart – spiritual and emotional abilities and skills receive a temporary boost after two hours of resting within the garden. It's also a nice place to be alone and talk to someone – emotional bonding seems to come a bit more naturally here. Post-jump, this becomes a Warehouse attachment, or can be 'dropped' in a property you own.

Legacy of the Samurai [100, Free for Traditionalist] – This hasn't seen much use in a while, but maybe you're going somewhere it will be useful? It's a full suit of Japanese-style armor. Good for a conversation pieces or a time where gunpowder and gatling guns are less common. Comes in any design you like, but remains a mundane suit of armor.

Esoteric Weapon [200, Discount for Traditionalist] – You have something of a...strange choice of weapon. A Zanbato or a huge blade that's too big for a normal person to wield? A blade that functions like a long-range whip, yet has just as much cutting power? You now own one of these weapons – though lacking in supernatural or impossible qualities, they tend to be strangely functional in your hands even if it would otherwise be improbable. Your Unique Style may adjust to reflect this new weapon.

Armory [400, Discount for Traditionalist] – Why just one weapon? Why not...many? You now have a complete stock of Meiji-Era melee weaponry and bows and arrows. It doesn't seem to include gunpowder or what firearms have become available, but there's enough here to mob a disciplined group of mercenaries...or an angry mob.

Palace [600, Discount for Traditionalist] – Well, it's more like a fortress, really. But you own something similar to Edo Castle, impressive in its size and scope. You own this wealthy estate and it can be anything from a popular tourist attraction, a museum, or a still-in-use military base for you and whatever band of mercenaries you have. This can become a Warehouse attachment or be set down in a populated area in future jumps.

Assassin's Gear [100, Free for Revolutionary] – The appropriate tools for breaking and entering in this world. Some civilian clothing with hidden pockets for small weapons, a fake police uniform, rope, and darker clothing for moving about at night (though it obviously doesn't work very well in a well-lit area). Always adjusts into something fitting, but mundane, for the world that you're in.

Opium [200, Discount for Revolutionary] – Sometimes, a little bit of vice is what you need to make money. This is a fresh batch of opium, several small boxes worth. It's a very common addiction around this time, especially across the sea in China. Restocks weekly. Try not to get caught dealing it...or using it.

Gunpowder and Guns [400, Discount for Revolutionary] – Now THIS is what you need to win a war. A stock of some commonly used guns by modern infantry in this era – not really that reliable, but still invaluable in combat. More than that, it comes with several crates of gunpowder, free for you to use as you please. Restocks weekly.

Gatling Gun [600, Discount for Revolutionary] – It will be many years before this sort of artillery is truly perfected, but in the meantime, this weapon of mass destruction rolls on a pair of big wagon wheels. Has enough ammunition to take down several rows of a modern regiment, but is unwieldy and cumbersome. Restocks on ammo weekly.

[Companions]

Destiny [Free] – As you may have noticed, many of the perks above will draw you towards notable and interesting individuals. These individuals vary depending on their origins and the context in which you meet them, but should you wish it, they will eventually become loyal companions or followers. You may only gain one individual per 'hook', and while many of them are or can become skilled warriors, you won't see much in terms of superhuman ability or supernatural power in this world, and the former involves great exceptions indeed.

As followers, they do not take up companion slots, but cannot be imported or granted any companion-specific features. Should they die, they will remain dead until the next jump. If you wish to change them from followers to companions or make them companions to begin with, they will take one slot each, as usual. You cannot change a companion into a follower once this transition is made, however.

You will meet many fascinating people who will help shape your own legend, Jumper. If you wish, you may simply let them find fulfillment in this world or leave them to it...or, if such a thing is disagreeable to you, you may never meet them to begin with. The choice is yours.

The Eight Samurai [200] – Already have companions that you acquired in the past? You may import up to eight of them here, giving them 400 points each along with a free background. Unlike you, they don't encounter possible followers or companions, for obvious reasons.

X Marks the Spot [200] – Or maybe someone more...specific, intrigues you here. You may take a single canon character with you for each time you purchase this if you can convince them to come along with you. Be aware, the more superhuman individuals in this world are unlikely to tag along without a very good reason...or some very good food.

Drawbacks:
You may take up to 600 points in drawbacks. Extra ones can be taken, but you won't get points from them.

"I Know You, Jumper!" [+100] – Well, it looks like someone is using your name or reputation for their own gains. An imposter is imitating you and is causing trouble that just happens to interfere with your goals, or just your ability to avoid the police. You can deal with them easily if you track down the culprit, but expect another copycat to pop up the following month. This will get annoying.

Oro? [+100] – It seems, despite your own prowess as a warrior and a Jumper, you are constantly a victim of pranks and your own clumsiness, often causing you to trip and fall at inopportune times or slam into a wall when trying to do a complicated technique. This will never affect a serious life-or-death fight, but will happen enough to be an inconvenience and likely setback.

Oh, Come On! [+100] – Whether from your reputation as a warrior or criminal, people keep showing up to challenge you to fights. Very few of them are actually threatening to you, but you won't get much rest as their never seems to be any shortage of potential rivals...and just when you think you've gotten used to it, one who is actually difficult enough to require your attention will surface. When will it end?!

A Darker Shade [+200] – What is this? While this era wasn't without death or tragedy, things are somehow substantially worse. Your destined meetings are more grim, the battles more violent, and the likelihood of failing your goals is higher. Any victory will be hard-won, and not without sacrifice.

Rival [+200] – Someone has dedicated themselves to defeating you. Not necessarily KILLING you, but they're obsessed with one-upping you in any way they can. Unlike the previous drawbacks, though, they have some sort of technique or skill they can actually match you in. Losing to them at any point will create a serious setback or risk for you, even from an otherwise innocent contest. They will challenge you to a final duel – in combat or intellect – on the final day of your jump, and if you are victorious, you may take them as a companion.

The Oath [+200] – You have but one rule you must never break in this world: Never will you kill a human being. Reducing a foe to a pathetic, broken state or granting them a fate worse than death counts as violating this oath. Same if you intentionally pass the task onto your companions, followers, or associates. Should you break this vow at any point, your jumping days are over.

The Burning Times [+300] – Well. You don't start at the early years of the Meiji Era anymore, but instead during the bloodied times leading up to it as the Bakumatsu is in full swing. You begin in the year 1868 A.D., during the beginning of the Boshin War. A young Kenshin Himura is still an assassin for the Imperial side of the war, and many of the incredibly skilled and powerful swordsmen of the era are in their prime. This is a time of fire and blood, and you will inevitably be sucked into the clash, unable to leave Japan's borders until the war ends. The interim period that follows won't be very peaceful either, and you can expect powerful foes and turmoil to deal with during that time. Things will normalize around 1878 A.D., regardless of who wins from your intervention...and that's when the rest of the jump begins. Yes, you are staying here for 20 years.

"You have a successor, Jumper." [+300] – You have cast a shadow in this land, Jumper. Someone who has your skills, similar abilities, and enough potential to match everything you are, exists somewhere in Japan. They do not necessarily hate you, but whoever they are, they are the antithesis of everything you stand for...and they plan to take their place in history as the Jumper. Forcing an early confrontation or dealing with them immediately is impossible

– they will delay you. Stall you. Send powerful foes against you, each one harder than the last. Only after your first three years in this land will you be able to finally confront them...and whoever wins? The victor will continue along the chain, while the loser will remain in this land forever.

Welcome to the end of the road, Jumper. Your ten years are finally up and you have lived to see 1888 A.D. in this world. What will you do next, I wonder?

The Scar Of My Past – It's finally time to end your journey. You will return home with all you have gained. It has been wonderful to see you work, Jumper.

Striving for the Distant Sky – You've found a home or things you simply cannot find anywhere else here, even in the vastness of the multiverse? Very well. You will remain here for the rest of your life.

My Time to Wander Once Again – It's time to see another world. You keep everything you've gained from this world, and continue along the chain.

Notes:

Trying to circumvent The Oath drawback by treating it like legalese won't be any different from just killing them yourself. That's why it's a drawback. That said, your companions or allies doing the deed without your input, or your opponent **willingly** taking their own life won't trigger the loss condition. This also only applies to human beings this jump, or things that were human originally. Enemies from drawbacks are not exempt, but you do not need to kill your Rival or Successor to 'win' said drawbacks in that case – merely beat them in a straight fight or contest.

While it's possible to gain a follower with similar combat prowess to the main characters in this world, they tend to be more the exception than the rule, or come with some baggage from the previous era. You're free to decide who is who in this case, just make it an interesting story. Also, 'actual' superpowers don't exist in this world – though a lot of weird, low-tier shonen things do.

Changelog:
0.2: Removed the loss condition from Rival.
0.1: Made the jump