

Samurai Champloo Jump [v1.0]

by Wild_West_Wizard

Opening Song: ♫Battlecry by Nujabes ♫

Set sometime during the Edo period, the Tokugawa shogunate has spent over a decade reestablishing their rule after the Shimabara Rebellion (ended in 1638). This has resulted in Christianity being expelled from Japan (outside of secret Christians), as well as limiting the remaining foreigners (The Dutch) to Tsukishima (an island off the coast of Nagasaki).

This Japan however has a wide variety of anachronisms, most notably the early introduction of hip-hop.

The Anime starts in an unnamed village, where an orphan girl named Fuu drags the wanderer's Jin and Mugen onto a journey across Japan to find "the Samurai who smells of sunflowers".

You enter this world at the start of episode one and will be here for another 10 years.

Take **1000 Champloo Points** to fund your adventures.

Locations: You may choose your location for free. Roll 1d8 if you want.

1. Nameless Village: the starting village from the 1st episode.

2.Tokyo (any of the wards, your choice)

3. Nagasaki City, Nagasaki

4. Hakone, Kanagawa

5. Osaka City, Osaka

6. Kanaya, Shizuoka

7. Mt. Koya, Wakayama

8. Free Choice - anywhere

Gender: Free Choice or as you were if drop-in
Age: Roll either 14+1d8 OR 20+3d8 or as you were if drop-in. For 50 CP you may pick your age

Background

Traveler (Drop-In) [free]:
You are a traveler, bringing to Japan new concepts from abroad. If chosen as a drop-in you do not have a history here.

Orphan [free]:
You are someone who lost their parents, maybe you were adopted or maybe you found family amongst new friends.

Wild Ruffian [free]:
Following your own way in the world, even if you have to bust some heads.

Disciplined Ronin [free]:
Truly one of the last real samurai, but what are you willing to risk your life for?

Government Agent [100 CP]:
Congratulations you are an official of the Tokugawa Shogunate. This background grants you additional benefits for this jump such as having traditional law enforcement powers, the ability to freely travel between provinces, and being able to draw upon government resources when appropriate. Remember to watch out for intergovernmental intrigue or rebels.

Perks
Discount on perks for their origin is ½ price, with perks less than 100 free

General Perks

Graffiti Tagger [50 CP]: You are now professionally skilled in calligraphy. You also gain proficiency with climbing and sneaking so you can get to those ideal canvases.

Missionary [50 CP]: You are now professionally skilled in public speaking and persuasion. Gain the equivalent to a doctorate of theology in any religion of your choice.

Famous Artist [50 CP]: You are now professionally skilled in one artistic medium of your choice. You are also now popular with other artists, trendsetters and “cool people”.

Elegy of Entrapment [50 CP]: You are now professionally skilled in one musical instrument of choice. Those who hear you play music are now more likely to trust you, until proven otherwise.

Gallantry [50 CP] You are now better able to romance anyone you are interested in by performing acts of heroism in front of them. Seeing you go to such lengths will impress them

even if they weren't that much into you originally.

Bushido [100 CP]:
"Bushido is realized in the presence of death. This means choosing death whenever there is a choice between life and death. There is no other reasoning." – Yamamoto Tsunetomo
You gain a slight increase to willpower. More importantly, you gain a professional level of skill in the use and maintenance of the following weapon types: Swords, Pole-arms, Bows and Firearms. Now you can stand against the various mooks and henchmen of the setting, but this perk is not sufficient to defeat the protagonists/main villains by itself.

Diviner [100 CP]: Gain non-magical proficiency in palm reading, fortune telling and dowsing. This perk will also provide a small bonus to any actual divination magic you have.

Waterfall Meditation [100 CP]: Takigyo is the art of meditating under a waterfall. By following this training, you are able to bolster your body and spirit. First this perk unlocks the use of ki if you haven't already. Second this slightly increases your ki reserves. Last this perk allows you to use your own ki to defend against the ki attacks of others.

Sensei [200 CP]: You are skilled at teaching your own skills to others. It only takes you ½ the normal time to train others. If you have a faster learning rate in a teachable skill, when teaching One student (per skill) they will instead benefit from your learning rate. You may switch who benefits from you learning rate once per month (each skill is a separate cooldown time).

Fast Recovery [200 CP]: You ever notice how the protagonists are able to go from incapacitated to combat ready? Well now you can too. First you are more resilient to bleeding, being able to staunch even severe wounds. Second, the duration of poison against you is halved. Lastly you take ½ the normal time to recover from wounds and fatigue. It isn't quite regeneration, so it won't stop lethal wounds, but you can make a comeback from anything else.

Northern Survivor [200 CP]: You are now professionally skilled at hunting, outdoorsmanship and are an expert marksman. You now have immunity towards mundane diseases.

See without Eyes [200 CP]: First this perk unlocks the use of ki if you haven't already. Second this slightly increases your ki reserves. Lastly you gain the ability to use ki to sense the presence of others through their ki.

Battlecry [200]: A good song can get you into the rhythm of battle. By listening to music

(including soundtrack perks/items) that is appropriate to your fighting style you gain a bonus to fighting skill, strength and speed that slowly increases over time. This bonus starts at nothing and after a few minutes can improve your abilities to a moderate level, if for some reason you are fighting for hours on end the benefits would be massive. If you switch fighting styles, stop the music or end combat your bonus will reset.

Oni Strength [300 CP]: You have the strength of three men such that you could wield a 2-handed weapon with 1 hand. This added strength isn't enough to defeat one of the main characters on its own but you can scatter crowds of mooks easily.

Song of the Four Seasons [300 CP]: Life is a series of journey's. Every 10 years or at the start of a jump (whichever comes first) you may designate a goal to pursue. Once selected fate will drive you in the right direction to complete it. Something lost? The trail becomes clearer to you. The trail becomes lost? Clues to bring you back on track will appear. Obstacles block your way? You will find the right people, items or training to overcome it. The only thing you need is the drive to keep pushing forward.

Traveler Perks

Smell of Sunflowers [100 CP]: Wait a minute what does a sunflower smell like? You now gain the subtle smell of a sunflower. This is both pleasant and practical as it makes you impossible to track by scent, and makes you smell pleasant even after a long day of travel.

Yakyuu! [100 CP]: You have somehow picked up the foreign game of baseball, and happen to be a natural! What really sets you apart is your pitch – you could kill a man with it. This perk will grant you double the speed and distance that you can throw anything, while giving you the running and striking ability of a professional baseball player.
If you have taken the Hakei perk, you may channel chi into deflecting ranged attacks, allowing you to return to sender with a tremendous amount of force; also helps with getting a home run.

International Trader [200 CP]: This perk gives you professional levels of skill in appraisal, bartering, negotiating, logistics and diplomacy. Foreigners and outsiders will be more trusting towards you, unless proven otherwise.

Belonging [300 CP]: Secret societies are no longer so easily hidden from you. You are now proficient in cryptography and are better at spotting hidden messages and symbols (even if you

don't know their meaning). You have improved sleuthing when searching for secret societies. Secret societies are more willing to recruit you, so long as you sort of meet their requirements. example: being a Christian, even if not publicly visible, may get you invited to join the hidden Christian congregation because they "have a good feeling about you". The more you meet the requirements of a secret society the more likely they are to invite you.

Hakei [400 CP]: The Armor Piercer technique. First this perk unlocks the use of ki if you haven't already. Second this slightly increases your ki reserves. Lastly you gain the ability to empower melee attacks with ki, causing a rush of wind following your strikes. This allows you to strike down your enemies without leaving external wounds on them. This technique penetrates defenses causing internal damage or if your foe blocks then it cuts where they made contact with their weapon/shield (Example: it will cut your foe's palms if they block with a sword).

Guns for God [400 CP]: The key to Japan's salvation is through the production of tanegashima (flintlock rifles). You are now a master gunsmith. Your skill with firearms is now comparable to a professional soldier.
You also can channel your faith (religious/philosophical/ideological/political/etc.) into firearms causing them to hit harder depending on the strength of your belief. Furthermore, when those around you fight for the same belief as your own, they gain the benefit of their faith towards the might of their firearms. The bonus your allies receive cannot exceed your own. This damage counts as holy or unholy, and may be changed once every 10 years or at the start of a jump.

Orphan Perks

Puppy Dog Eyes [100 CP]: You are now skilled in charming people over and getting what you want. You also receive a moderate bonus to charisma.
If you have the Helping Friends perk you are also better at being able to convert enemies into allies, or at least convince them to become neutral.

Pursuit [100 CP]: You are now skilled at tracking and gathering information. You could track someone across the country even if they disappeared with barely a trace. You also find yourself a better runner, being able to cover twice the distance before tiring and are slightly faster.

Gourmand [200 CP]: You now have the skill of a professional cook and have knowledge on how to perform a Japanese tea ceremony. You are also skilled at foraging for food and can identify herbs, fruit and mushrooms like a pro. Another benefit is immunity to towards foodborne

illness, and consumed poisons/toxins. Lastly, you will no longer suffer from over eating and can be a competitive eating champion.

Fireworks Expert [300 CP]: Kaboom! You are now professionally skilled in pyrotechnics. What that's not enough for such an expensive perk… you are also professionally skilled at demolitions and the use of grenades. You may increase the explosion size of any explosives you are working with (area of effect) by 25%. In addition, any explosive used may be up to 3x more visually impressive, maybe that makes the fireworks more enjoyable, or maybe they become the perfect set-up to save your friends from an execution.

Make Your Own Luck [400 CP]: When so much can depend on a single coin flip, or the roll of a die, relying on luck isn't enough – you have to make your own. Once a day you can double the odds in your favor. You can still apply other luck perks/items/etc. after this.
The rest of the time you may enjoy being slightly luckier (does not stack with the daily boost). If multiple outcomes are available (ex: loot drops) choose what one you want, for both effects. Example: The daily is used on a perfectly fair coin flip (50:50), you can shift your odds of winning to 100:0. But a lottery ticket is still very unlikely to pay out the grand prize… unless you have other perks helping out.

Helping Friends [400 CP]: Friends should help their friends, and now you are even better at it. First your teamwork with imported companions is nearly flawless, being able to anticipate and predict each other's movements. When working together on a task with your companions you will all gain a small synergy bonus to whatever it is you are trying to accomplish.

Second you and your friends are better at bailing each other out of trouble. You get a sixth sense for when your companions are in trouble, and they will get a sixth sense for when you are in trouble. When working to rescue either yourself or your companions, you all will receive a 50% boost to your skills and attributes as you push yourself to your limits to rescue your friends.

Wild Ruffian Perks

Ryukyu Pirate [100 CP]: You are skilled with one weapon type of your choice, to the point that you can handle anyone but a main character. Your swimming and sailing skills are on par with that of a pirate.

Street Smarts [100 CP]: You are an OG, criminals and those who live in the underbelly of society respect you. You also gain "street smarts" and intimidation on par with the Yakuza.

Gambler [200 CP]: You have the skills of a profession gambler; you are also just as good at cheating at games of chance and skill. This perk makes it incredibly difficult to prove you are a cheat, but winning too much can get you kicked out of a game or start a fight with a sore loser.

Mobile Fighter [300 CP]: You are a master of moving over rough terrain, obstacles, rooftops and even weaving through a hostile crowd. You even able to run up and along walls short distances that could even impress mountain goats. Your reflexes are sharp like Mugen's, giving you an expert level of dodging attacks from groups even when surrounded. You gain an appropriate level of skill in parkour. If you have also taken the Ryukyu Pirate perk then you will have no difficulty fighting underwater.

Unpredictable Style [400 CP]: You can now use a style similar to Mugen's self-made style, an unpredictable blitz that can overwhelm even large groups of foes, at with the same amount of skill as Mugen. You are now a master with one weapon type, such that you are on par with a main character.

Ferocious Tenacity [400 CP]: Poisoned, stabbed, drowned, blown up… and still ready for another fight; Rasputin would be proud of you! You now have a minor resistance against all mundane physical harm. If you already have resistances to supernatural effects (magic, ki, psionics, etc.) then you may also apply this perk to further resist those effects.
You also have a slight boost towards willpower and are 10 times harder to suffocate/strangle. To ensure you keep fighting, wounds will not cause fatigue. Lastly, you may remain conscious through sheer force of will.

Disciplined Ronin Perks

Refined Arts [100 CP]: You know all that is required from nobility. You are skilled with one weapon type of your choice, to the point that you can handle anyone but a main character. Gain the professional skills of a samurai: horseback riding, poetry, knowledge of one country's history (probably should choose Japan), and knowledge of one school of philosophy (Buddhism is appropriate).

Code of the Warrior [100 CP]: You are a trained warrior, others who follow this path will recognize your ability, with warriors and soldiers respecting you more. Like a samurai you gain a professional level of intimidation and savior faire towards martial nobility and warriors of all backgrounds.

Shougi [200 CP]: You have the skills of a professional board game player (shougi, chess, go, etc.) and are just as good at strategy.

To Catch an Eel [300 CP]: You are a master of reading your opponent's moves and timing straight out of dark souls. Be it a dodge, parry or counter-attack your reactions are sharp like Jin's, making dueling a breeze. You gain a professional level of skill when it comes to fishing. If you have taken refined arts your sense of timing is also applied to fishing and hunting.

Traditional Style [400 CP]: You can now use a style similar to the Mujushin style (used by Jin), a careful and deliberate style based on finishing your foe in a single definitive strike. This style allows you to flawlessly strike down single targets. You are now a master with one weapon type, such that you are on par with a main character.

All-out Strike [400 CP]: The ultimate technique of a duelist, by throwing aside your defenses to let your opponent strike you, you are able a single unblock-able strike that cannot be dodged. As a jumper this technique may be less dangerous to you, so to spice things up you may negate your other defenses (magical, chi, psychic, etc.) to help further your strike with a proportional boost to your damage and negating your opponent's defenses. For a major boost you may also sacrifice 1-ups/respawns/extra-lives to further boost your own damage and negate your opponents' extra lives. This perk works with non-physical attacks (magic, etc.) if you have access to them.

Government Agent Perks

Investigator [100 CP]: You now have the skills of a government investigator, gaining proficiency with investigation, perception, and basic criminology. You are also skilled with one weapon type of your choice, to the point that you can handle anyone but a main character.

Administrator [100 CP]: You now have the skills of a government administrator, gain proficiency in administration, record keeping, and accounting. Bureaucrats will like you more as they recognize one of their own.

Arrest Them! [200 CP]: This perk grants the following three abilities:
1) "Orders from above": When giving commands, law enforcement is more likely to listen to you over others. If in a jump you have access to legal authority, anyone you outrank will obey your command as long as it is lawful and somewhat rational (no suicide charges unless truly appropriate).

2) “Call for Aid” (1/day): to summon nearby law enforcement as aid to your current location to assist with legal actions. The extent of “nearby” varies jump to jump, but generally consists of nearby patrols, unless you are close to an HQ or other reinforcement point.
3) “Operation is a Go!” (1/month): used at least 1 day in advance, you can muster local, and possibly additional (national/international) forces to provide appropriate levels of reinforcement to aid you in a legal operation. For each day added you are able to increase reinforcement numbers, until it is reasonably maxed out. This perk guarantees that higher ups will ok your mission, but if it goes badly, you can’t use it again for a year/new jump (whichever comes first).
Example: busting up an international jewel thief’s headquarters could bolster your operation with FBI and Interpol, in addition to local police. Giving 24 hours’ notice gets you a couple of FBI agents and a lone Interpol agent, and a couple of squads of police officers. 1 month you could have most of the department show up, several tactical teams, helicopters etc.

If you take the Captain of the Shogunate perk, then your reinforcements may be soldiers.

Secret Police [300 CP]: You have the training of a Tokugawa ninja. Gain professional skills in athletics, acrobatics, climbing, disguise, stealth, lock-picking, surveillance, and deception. You are also skilled with ninja weapons, poison, and ninja tools, to the point that you can handle anyone but a main character.

Captain of the Shogunate [400 CP]: You are now a commander of men, gaining great skill in leadership, and tactics. Those under your leadership find themselves gaining a slight weapon skill boost, and gaining a moderate bonus to teamwork, specifically surrounding and overwhelming opposition.
But what is a captain without their squad? You also gain a squad of 10 loyal samurai retainers as followers. Their baseline is human and they have the attributes and skills of a samurai warrior. They will increase in power as you do, gaining the following bonuses: 10% of your weapon skills, 5% of your attributes and 5% of your resistances and regeneration.
These followers if slain will respawn after 1 year or at the beginning of a new jump.

Shogunate Assassin [400 CP]: You are now a master with one weapon type, such that you are on par with a main character. You gain the martial style of an assassin like Kariya Kagetoki, Sara, or Umanosuke. This martial style relies on ambush and speed, and excels at slaying foes whose combat skills are weaker than your own.
If you have access to ki, then you are able to channel ki into after-images allowing you to evade many attacks.

If you have the Secret Police perk, then this perk also unlocks the use of ki and will slightly increase your ki reserves.

Items

Discount on items for their origin is ½ price, items less than 100 are free

General Items

Colorful Kimono [free/50 CP]: Pick a color, congratulations you now have a kimono of that color. This Kimono also repairs and cleans itself. All of this for free… but if you want to keep this in future jumps it will cost you 50 CP.

Wild Mushrooms [50]: The protagonists survive their journey by foraging for mushrooms (many of which were poisonous). This gives you 1 pound of any one type of mushrooms per day . You may choose what type of mushroom you receive prior to summoning the daily ration.

Animal Companion [50 CP]: gain a helpful animal companion, something small like the flying squirrel Momo. It will display a high level of intelligence and will always seem to avoid harm. This critter may not be able to do much, but it can always find some way to provide at least a little help, even if it is just a quick distraction in battle.

Champuru [50 CP]: By popular demand…. the Samurai Champloo Soundtrack. You can turn on/off the Samurai Champloo Soundtrack whenever you want. When on, you can hear appropriate songs based on what is going on. You can also toggle if others can hear it or just you. You can expand your playlist with any hip-hop, rap or traditional Japanese music that you are exposed to.

Fine Weapon [100/150 CP]: You are now the owner of a fine weapon, a default choice is a katana but you can pick most simple weapons—swords, spears, bows… but for an additional 50 CP you can upgrade your weapon to even more options things like exotic weapons—kusarigama or a chu-ko-nu or even a tanegashima (flintlock rifle). Whatever weapon it is will not require maintenance, and will never break. If it is a ranged weapon, it will generate enough ammo for you, however you will still have to reload. You may take this multiple times.

Hidden Weapon [50/100 CP]: You now own an ace in the hole, a hidden weapon. For 50 CP you can have something simple like a kaiken, wakizashi, throwing knife… but for an additional 50CP you can take a flintlock pistol. You may take this multiple times.

Tengu “Special Grass” [200 CP]: Cannabis grown by the secret Tengu Mountain Temple and it is all yours. This grants you 2 grams a day. What’s that? This is too expensive for some weed? Well, this stuff can also be used as a material component when casting spells (if you have them). By using 1 gram you can gain a small boost to illusion and mind magic, for 2 grams you can get a moderate boost to conjuration spells that summon beings affiliated with the element of air, the sky or mountains. Should you ever encounter an actual Tengu, you can give this as a gift and it will drastically improve their opinion of you.

Hidden Cult [300]: You now own a hidden sanctum, something like the Tengu Temple or the Secret Christian hideout. This may function as either a property or a warehouse add-on, chosen at the beginning of each jump. The hidden cult comes with a small retinue to maintain and run the place without you needed to lift a finger, but they will be fanatically loyal to you. If brought into a jump as a property the Hidden Cult will serve a gathering place for those willing to rebel against society for the right (your) cause. Hostile forces may know roughly where the Hidden Cult operates, but will have great difficulty finding its exact location.

Black Ship [500 CP]: The dreaded black ship full of baseball loving Americans and their gunboat diplomacy. This is a state-of-the-art steam-powered, ironclad frigate, that comes with its own crew and captain who are all loyal to you. This Vessel will take an appropriate form each jump (example: in a science fiction setting it will become a frigate class spaceship). The Black Ship will also inspire fear in your enemies which will be further boosted by your own intimidation skills and abilities. The crew are also extremely skilled at baseball.

Traveler Items

Rice [50]: No matter where you go you will always have rice. Gain 5lbs of rice a day. It may come already cooked for your convenience, or uncooked if you have plans. Any type of rice is available, but the 5lbs has to be one uniform type that can be changed daily.

Baseball Equipment [100 CP]: Now you are all set for baseball, comes with one uniform, one bat and one ball. The uniform will mend and clean itself, while the baseball bat and baseball are indestructible.

Foreign Import License [200 CP]: Why pay so much for a license to import goods? This license will update each jump to provide official paperwork granting you a license to import and sell any and all goods, as well as avoid having to pay any import taxes/tariffs (you still theoretically have

to pay sales tax, etc.). Perfect for emptying your warehouse of all that stuff you have been hoarding.

Xavier's Gun [300 CP]: This is a 6-chambered revolver flintlock rifle. The bullets seem to be able to reload itself at whatever speed you are able to reload, and the wick never seems to run out. This gun comes with an infinite amount of ammunition. This weapon deals additional holy damage.

Orphan Items

Dango [50]: The popular snack, you get 5 dumplings per skewer and 5 skewers a day. You can get whatever toppings you want on it even if each skewer is different.

Netsuke [100]: Gain your own custom Netsuke charm. This one is for protecting you against misfortune, granting a slight bonus to luck and a small bonus to resisting curses.

Explosives [200 CP]: You gain a supply of explosives. You gain 1 explosive per day up to a maximum of 7 charges stored. You may decide the type of explosive when you consume a charge. These explosives are a setting appropriate equivalent (a grenade in the medieval period vs a grenade in World War III). By consuming one charge, you may pull from hammerspace one of the following options:
1) Grenade – This provides 2 throw-able explosives meant to blow up your foes. This is going to be strictly for anti-personnel purposes, if you want anti-armor go for the Big Bang option. Examples include old-time fuse bombs, Molotov cocktails, the MkII Pineapple and futuristic plasma grenades.
2) Distraction – Well now you can gain 2 throw-able distractions. Examples include fireworks, flashbangs, stink bombs, smoke grenades; really anything that can cause a scene and goes boom but isn't causing long-term harm.
3) Big Bang – This provides 1 explosive meant to damage structures or armored vehicles. Examples for options can range from demolition satchels to a one-shot disposable rocket launcher (no multi-shot explosives, think bazookas and MANPADS). As a reminder, for this setting, Xavier III did in fact try to use a shoulder mounted launcher.
4) If the setting allows it, you may gain 1 landmine of whatever type you so desire.
These explosives are fiat backed and will not malfunction or cause friendly fire. Unused explosives count against your maximum number of charges.

Teahouse [300 CP]: You are now the proud owner of a traditional Japanese teahouse. This may function as either a property or a warehouse add-on, chosen at the beginning of each jump.

This comes with a friendly and professional staff to operate the Teahouse. If chosen as a property the Teahouse will attract more than just tired travelers bringing news on current events, but will also attract government workers who will be more willing to network with you. When brought in as a property it will also generate a small amount of passive income for you as it functions as a small business.

Wild Ruffian Items

Takoyaki [50 CP]: You get a box of 8 takoyaki balls a day. This can be of any style/flavor, so long as the box is the same variety, decided on when you summon it.

Lucky Dice [100 CP]: A pair of "lucky dice", they don't actually make you lucky but are rigged to your favor even when used by others (good for you, bad for them). Most people will assume you are just lucky. For those skeptical, examination will find nothing out of the ordinary. If the suspicious party is able to detect that the dice are magical, they will be unable to determine exactly what is going on and thus won't be able to prove that you cheated because these dice are fiat backed. This won't stop you from getting kicked out of casinos, because they don't need to prove anything other than you win too much for their liking.

Art Supplies [200 CP]: You now have a broom sized painting brush, perfect for all sorts of graffiti or large-scale painting projects. It also comes with a bucket of paint that never runs out, and can switch what color paint it provides at will. The brush and bucket are indestructible. But 200 points is pretty steep for a glorified art project so I will improve it a bit. First the painting is now fiat backed, so it will not erode to the elements, and attempts to remove it against your will now require 5 times the effort. Second this will improve any calligraphy/painting/artwork made using it. Lastly, Art Supplies provides a small boost to any magic circles, runic magic or other similar magical paintings/drawings created by it.

Gambling Hall [300 CP]: You are now the proud owner of a Japanese style gambling hall. This may function as either a property or a warehouse add-on, chosen at the beginning of each jump. This comes with a loyal and serious staff to operate the Gambling Hall. If chosen as a property the Gambling Hall will attract numerous individuals who will acquire debts and would be willing to do tasks to absolve themselves of their debt owed to you. This will also attract underworld types (varies based on jump setting – ex: yakuza for this jump) who will be more deferential to you as a local boss to the locality the Gambling Hall is set up in. When brought in as a property it will also generate a small amount of passive income for you as it functions as a small business.

Disciplined Ronin Items

Unagi [50 CP]: Japanese freshwater eel, and now you can get enough for 1 meal a day. This can be live, prepared but uncooked or come as a fully prepared dish. This may be any dish—so long as it includes eel.

Shougi Set [100 CP]: This is an exquisite set of shougi pieces and a board to match. When reflecting on matters of strategy and tactics the Shougi Set will provide you a small bonus to both—perfect for planning on operation. Since the set is fiat backed, as long as there are people around, you can find an appropriate level opponent to play against.

Lucky Fishing Rod [200 CP]: This lucky fishing rod increases the chances of catching fish, they won't just be more plentiful but bigger too. Provides a slight bonus towards the user's fishing skill.

Dojo [300 CP]: You are now the proud owner of a traditional Japanese dojo. This may function as either a property or a warehouse add-on, chosen at the beginning of each jump. This comes with an assistant teacher and support staff to handle basic operations. Those trained in your Dojo by you or your companions or the assistant teacher will learn combat skills twice as fast. If an individual (such as yourself) seeks to engage in solitary training it will only provide a 25% bonus instead of double. If chosen as a property the Dojo will attract individuals seeking to hone their combat skills, giving you access to a small group of elite warriors loyal to you. Unfortunately, the Dojo does not generate revenue but the support staff can the needs of any live-in students you have.

Government Agent Items

Sake [50 CP]: Gain a nice bottle of sake once a day. You can decide the type of sake each day. Comes with enough cups to share. Kanpai!

Jitte [100 CP]: This is a blunt weapon used by Japanese law enforcement, not just as a weapon but as a badge of office. First this weapon is indestructible. Second this weapon gives you an aura of authority which will help convince others to obey your orders. If you have law enforcement powers in a jump, this may function as a badge to verify your lawful authority. Third, police and lawful security will not block you from being armed with the Jitte if you explain (truthfully) how you are acting to uphold the law (with or without the official authority).

Official Dispensation [200 CP]: This is an official writ from the government granting you a special privilege. What exactly this is will be up to you, and it will vary from jump to jump. As this is fiat

backed, this paperwork will serve as irrefutable proof to whatever right you decide at the start of each jump.

Good examples for this jump would be a travel pass to allow you to roam between the various domains, or a gaijin could have limited access to Japan (like the Dutch East India Trading Company) instead of being killed.

Other examples could include a travel pass to friendly countries as a citizen of the Soviet Union during the Cold War, or maybe even being allowed to cross through the Berlin Wall. A more modern example could be licensed by the US government to produce components of nuclear weapons or being in possession of nuclear materials.

General examples: rights to a government monopoly (salt/gold/silver are very common), rights to produce a heavily restricted good (ex: medical cocaine, missiles), anything you can think of that would be appropriate.

Onsen [300 CP]: You are now the proud owner of a traditional onsen (an inn built around a hot spring). This may function as either a property or a warehouse add-on, chosen at the beginning of each jump. This comes with a general manager and support staff to operate the Onsen. If chosen as a property the Onsen will also function as an intelligence agency and will include loyal spies working on your behalf. They may not be strong combatants, but they will most likely go unnoticed as they carry out their orders. When brought in as a property it will also generate a small amount of passive income for you as it functions as a small business to cover its clandestine activities.

Companions

Recruit [50 CP per companion]: This guarantees you befriend a canon character and are able to take them as a companion. They keep any of their abilities and possessions.

Create [50 CP per companion]: Make your own companion. They each come with one background and 600 CP to spend. They may take drawbacks.

Import [50 – 200 CP]: You may import up to 8 companions, they will each get one background and 600 CP to spend. Spend 50 CP per companion or for a bulk discount spend 200 CP to import 8 companions. They may take drawbacks.

Scenarios

You may take as many as you want.

The Samurai that Smells of Sunflowers: You are now a part of the team, joining Fuu, Mugen and Jin on the canonical quest to find "the samurai who smells of sunflowers". This journey will take roughly 9 months across Japan. Your starting location will be set to the Nameless Village. The Scenario will be complete once Fuu meets the "Samurai that smells of sunflowers" and the assassins are dealt with. Failure to complete the quest, or should you or a protagonist die will cause you to fail the jump.

Rewards:
1) Gain "Battlecry" (Perk) for free
2) Gain "Song of Four Seasons" (Perk) for free
3) Fuu, Mugen and Jin may be taken as companions for free
4) Early Jump Completion: When you complete this scenario you may immediately complete the jump or stay for the remaining time.

Dream of the Falling Star: Episode 22 Cosmic Collisions is considered the worst episode in the series by most fans. Things are going to go different; no rocks fall everyone dies, this time it is up to you to resolve the situation and put the zombies in search of the Heike treasure to rest. Failure to resolve this situation will cause you to fail the jump.

Reward:
1) Heike Wasabi Diet (Perk): Following the teachings of the Heike clan you can use to prolong life in ways that some would find… unnatural. You now gain a small bonus to your vitality, and if you consume Wasabi daily you gain a moderate boost to recovering health. You may also use wasabi as a reagent to moderately boost any healing potions you can make, and may use it as a spell component to gain a moderate boost to any necromancy spells.
2 Unlimited Wasabi Paste (Item): You are now the owner of a tube of wasabi paste. This is the authentic high-quality stuff too, none of that cheap horseradish stuff. This tube provides an endless amount of wasabi.

Drawbacks

You may take up to 800 CP in drawbacks

Needs Glasses [+100 CP]: Your vision is terrible and you need a pair of glasses to see what you are doing.

Gambler[+100 CP]: You are a gambling addict, always going for it even when it could cause you

problems.

Glutton [+100 CP]: You eat twice as much as a normal person, and just always seem to be hungry.

Broke [+100/+300 CP]: For 100 points you are broke. As soon as you come into money you seem to blow through it. For 300 points you aren't just broke, but also have debt collectors after you. Debt is pretty serious affair in this time period, if you haven't sold your family into slavery are you even trying to pay it off?

Deformed [+100 CP]: U.G.L.Y. you aint got no alibi, you ugly. Maybe you were born this way or maybe someone blew you up, the end result is the same. The common people will fear you, and otherwise discriminate against you. Best to cover up that face.

Illiterate [+100 CP]: You can't read. Fortunately you can get by, and with the help of friends it becomes even easier, it's not like there is something you need to read.

Maimed [+200 CP]: You have lost an arm/leg/eye.

Honey Pot [+200 CP]: You easily, and repeatedly fall for those you are attracted to, the problem is people realize this and will take advantage of you. If you have enemies expect them to take advantage of your weakness.

Targeted [+200 CP]: Somebody, somewhere has it out for you. It is probably someone from your past who has a grudge (real or imagined) to settle with you. They won't be actively looking for you, but you will at some point

Marked for Death [+500 CP]: Somebody influential wants you dead for some reason, and it gets worse. They are well connected to the government and they are a master martial artist, like Kariya "Hand of God" Kagetoki or Umanosuke. Now what they are doing isn't entirely legitimate so they won't go trying to kill you on main street or have the local garrison come out to hunt you down. This forces them to send assassins out after you, and eventually during your stay here a final confrontation with your foe.

Dishonored [+200 CP]: You have done something to disgrace your name and people will now treat you like the human trash you are; even if it is a misunderstanding.

Belligerent [+300 CP]: No matter where you go or what you are doing you make time to start

trouble and pick fights; often times unprovoked. Maybe its gangsters who are celebrating their newfound wealth, or a local official performing a step test to weed out secret Christians, if they didn't want to fight, they shouldn't have that look on their face.

Honorable [+300 CP]: You are what they call… lawful stupid. You always try to uphold your honor even if it puts you in personal danger or exhausts your resources. On the upside people will recognize you a genuinely honorable, the downside is so will your enemies, watch out for hostages or other efforts to force your hand.

Gaijin [+500 CP]: Following the Shimabara Rebellion all foreigners were expelled from Japan. There is an exception to the Dutch who backed the shogunate, but even they were limited to Island of Tsukishima. As such you a foreigner are not welcome here under pain of death. If you have bought the Official Dispensation perk then you have some limited area that you may wander, straying from it may result in punishment. The good news is the average person will think you just look weird, but to get around officials a disguise will be necessary. Hint: the Komusou were wandering Buddhist monks who wore basket masks on their heads.

Localization [+200/+400/+600 CP]: You may limit your out-of-setting powers, items and companions, gaining 100 CP for each category you seal away for the duration of the jump. If you do not have anything from a category to seal away, you may not choose it as a drawback (no freebies). Companions may not take this as a drawback.
1) All out-of-setting powers are sealed away, limiting you to your bodymod.
2) All out-of-setting items and your warehouse are sealed away.
3) All out-of-setting companions, followers and NPCs are sealed away.

End Choices

Ending Song: ♫Shiki no Uta by Nujabes ♫

Go Home: You choose to return back to your home.

Stay Here: You choose to remain here.

Keep Going: You choose to go to your next jump.

Notes

Special Thanks to Rexen2

Samurai Champloo is a notable anime series (if you haven't watched it, please do so). There is

also a short manga that most people probably don't know about.

What is a Champloo? It comes from the Okinawan word *champuru*, which means "something mixed together" (like the Okinawan stir-fry dish of that name). In this case it is a mix of Japanese and hip-hop with various other anachronisms thrown in for good measure.

Power scaling: the intent of the 100 CP perks that offer combat skills is to provide you with something sufficient to travel the world and overcome obstacles: gangsters, random thugs, goons etc. 300 CP skills are going to make you skilled enough to take on groups by yourself. 400 CP skills are to make it so you can stand up to people like Mugen, Jin, Kariya Kagetoki or Umanoske.

Change-log:

Version 1.0 released 6/20/2026