Kurosawa Samurai Films

Version 1.0.1



Akira Kurosawa, possibly Japan's most critically acclaimed director, whose works inspired Star Wars, and possess several Western remakes as Westerns. A director who made a large variety of films in his career spanning half a century. This jump deals only with a small subset of his films: his Samurai films.

These films are all set in feudal Japan from the time of the Heian period to the end of the Edo period. They all also focus upon one or more samurai and swordsmen. It is into this world that you will be thrust. Whether as a noble lord commanding armies, a wandering ronin seeking subsistence with your sword, a peasant routinely crushed under foot by those with power, or something else.

To help you in your journeys and your time here, take these:

+1000 Cinema Points

Location:

You can start in Japan as depicted in any of Akira Kurosawa's samurai films at the start of said film. If you'd prefer to roll for random start location you may roll below to determine which film you will begin in.

1. *The Men Who Tread on the Tiger's Tail*: The first of Kurosawa's samurai films, made in 1945 and banned by occupying American forces for 7 years until 1952. It depicts the 12th century, and Minamoto no Yoshitsune's attempt to cross into enemy territory with a small group of followers during the Genpei War.
2. *Rashomon*: The least samurai focused film available, a psychological crime thriller set during the Heian period, focused on the murder of a samurai in a grove and the conflicting stories told by the witnesses to the murder.
3. *Seven Samurai*: Set in 1586, a village of peasants terrorized by bandits go to find ronin samurai to help defend them. Seven poor samurai are gathered together to defend the village even if it costs them their lives.
4. *Throne of Blood*: An adaptation of Shakespeare's *MacBeth* set in feudal Japan. Due to a witch's prophecy a general decides to overthrow his lord leading to Shakespearean tragedy.
5. *The Hidden Fortress*: An adventure film depicting a general from a defeated clan working to help the clan princess escape through enemy territory so that they can rebuild.
6. *Yojimbo*: Set in the end of the Edo period, a wandering samurai finds a town divided between two rival crime bosses which are tearing it apart with their in-fighting; he soon brings down both sides of the conflict.
7. *Kagemusha*: Set during the 16th century, the film shows the death of Takeda Shingen and the attempt by his clan to follow his last plan to keep them alive against their enemies Oda Nobunaga and Tokugawa Ieyasu.
8. *Ran*: An adaptation of Shakespeare's *King Lear* incorporating elements of Japanese legends as well. A lord divides his lands between two of his three sons disowning the last for disrespect, and soon finds himself regretting the decision. Tragedy ensues.

Age and Gender:

Your age and gender are yours to choose within human limits.

Origins:

Your origin determines your past in the world, your memories from within the jump and your connections to others in this world. It also determines which perks and items you get for free or discounted.

Bandit: With this origin you may be a petty thief, a crime boss running a gambling house, or even a traitorous vassal plotting a coup against your lord. Your morals are slim, and you are more than likely a villain.

Lord: You are a proper lord, born into a high position within a clan that rules a territory. You may not be the head of your house, and your house may be in shambles at the moment, but you were born and raised to lead people.

Peasant: You are part of the bottom of the social ladder, a peasant, probably a farmer. People have a tendency to look down upon you, and consider you unimportant, perhaps you will manage to show them they're wrong.

Ronin: You are a ronin, a traveling samurai without a master. Your past is a mystery. Your future is your own to make. You are as free as the wind, and pass through the world like a wave crashing in and gone again before things can truly settle. If you want you can take this as the Drop-In option forgoing memories and connections entirely.

Vassal: You are the loyal - and trusted - retainer of a lord. Whether a samurai bodyguard, a general trusted with leading their forces, or even perhaps their brother, you are in a position of trust and authority in service to another.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

This Battle is the Chance of a Lifetime (Free): You possess rudimentary sword skills. This is enough to match your average bandit in these eras, leaving you still ultimately an amateur but at least having had some practice with the weapon.

Alcohol Tolerance (100): You have great alcohol tolerance and are resistant to the intoxicating effects of alcohol. To compliment this you also know how to hold your alcohol, and any hangovers you experience are much milder than they would normally be.

Big and Strong (100): You're easily a foot taller than most men, maybe more, and you're strong enough to throw around grown samurai like they were children. Skill and size is still more important with a sword than raw strength, but you're strong as a proverbial ox.

Classic Cinematography (100): You now possess your own leitmotif in the style of one of these films. You may choose to have this song play when appropriate and whether you wish for it to be only audible to yourself or to others as well.

You also possess an aesthetic filter to turn the world to black and white. No one will notice this change, and people will still be able to recognize colors, but you can cause the world to have the look of a classic black and white film. You can toggle this off and on with a thought.

Flutist (200): You are a highly skilled expert with the Japanese flute. Your music with this instrument is especially hauntingly beautiful and has a quality which attracts the attention of lords and those who hold temporal power. It is also effective at stirring embers of a guilty conscience within those who listen to it if you desire, though they must already be holding back such feelings for this to affect them.

I Thought I'd Seen a Goddess (200): Whether you're fierce or so docile it's almost pitiful, you're beautiful. Beautiful enough that you could stir someone to murder, or a bandit that has just had his way with you to be willing to renounce his banditry to marry you, or sway the hearts of loyal samurai.

Old Man (200 CP): You might not be old yet, but you will find that the older you are the more people respect you. This is based on your age in a certain jump, not your overall age between jumps, and caps out - among humans - at about 150 years old, though among longer and shorter lived species you will find this capping out at the equivalent age.

Suppress Your Identity and Become Another (200 CP): You have a natural talent for impersonation. You are able to suppress your own ego, and your own natural behavior to allow yourself to insert into the role of another's actions, acting as they would. This does require having studied their behavior, but you'll not find yourself accidentally reacting as you naturally would instead of as the person you are impersonating. This also helps you quickly learn about an individual to immerse yourself into their lifestyle and behavior.

Medium (400): You are a trained medium, able to channel the spirits of the dead through ritual. This process allows them to possess you within limits of your choosing, you could reduce them to nothing more than a voice in your head, allow them to speak through you, or even allow them to fully control your body. You can end this control whenever you want, forcing them out of you. You cannot, however, control their actions or force them to stay.

This ability works best with those who died holding grudges or by murder, though any form of unfinished business will aid it. It also works better the more recently the individual was deceased, and if you have access to their belongings or even better their remains. That said there is no hard limit to how long they can be dead, it merely becomes more difficult.

In the Grove (600): The same story told from another point of view can be a very different story. And now you have the ability to change whose version of the story you are following at the start of each jump. By selecting a character as the viewpoint character you will tint the world and setting in the colors of their biases and views, making them and their actions more right, and grander and more impressive, and those of their enemies more flawed, petty, and base. This won't change key events and story notes; significant events in the backstory will still have happened, and outside of other influence the story will still mostly follow its canon course with the same general end result, anyone who'd die will still die and the same side will win. What this changes is the details that build to it, the motives, and the behavior of those involved. This may or may not make it easier to change the end results.

You cannot select yourself, a follower, an OC companion, or a companion you are inserting as the viewpoint character; you can select a canon character you then recruit.

You also cannot select a character that is already the main point of view character (it would already be their version), or in a setting told from 3rd person perspective the main protagonist. You do not have to use this ability at the start of a jump, but you must choose whether to do so at the start of jump.

Bandit Perks

Scary Savage Man (100): There's a wildness and danger about you that causes others to naturally view you with a touch of fear. This will aid you in any attempts you might make to be intimidating, as others can feel that you are dangerous.

Fastest Gun in the East (200): You are a highly skilled shot even with a primitive pistol. You excel at the quick draw, as well as trick shots, and quickly aiming. This is not limited to pistols, you are also highly proficient with rifles, though they're a little harder to quick draw. This includes knowledge of how to load and maintain firearms, including difficult ones such as muzzle loading rifles.

Justification of Selfishness (400): You find arguments to justify your actions coming to you easily, helping you to make convincing arguments for how actions intended to fulfill your ambitions or satisfy your own greed are justified, not dishonorable, and perhaps even honorable. You won't be able to fool everyone all the time, but this will help you justify anything that you do.

This doesn't only apply to your own actions. You will also find arguments to tempt others into pursuing their own desires or forsaking honor would not only not be wrong, but potentially even right.

Usurpation (600): When you kill someone to take what is theirs you find it *relatively* easy to lay claim to it and have it accepted as yours. Kill a man because you covet his wife and you may find her offering herself to you. Kill a man to lay claim to his castle and lands and you will find the opportunity to kill his son and allies who will support you come easily. This can be pushed too far, and you may still have to work to hide the murder or to keep your allies on your side, but it is easier than it should be, almost as if fate wants you to take it. This also only applies if you do the deed yourself.

Lord Perks

Refinement (100): You belong to the higher classes of society and it shows. You have a knowledge of how to act in polite society - which will update to fit the local culture each jump - as if you had lived in it. This higher class upbringing can be seen in your movements and way of speech, the way you carry yourself and talk carrying the unmistakable sense that you belong to the higher rungs of society; though you can hide this if you try.

No Vassal Would Strike Their Own Master (200): Unless it was to hide the fact that they were their master. When you act like a lower class than you are in society, you will find it substantially easier to hide yourself than it should be. Not only will you find it easier to hide your mannerisms and take on those of the lower class than one would expect, you will find that no one will expect you to accept such dishonor upon yourself and will tend to overlook the possibility that you might be hiding your identity in such a way. The further you lower your station, and the more indignities you allow to be heaped upon yourself the more powerful this cognitive blindspot will become.

Character and Courage (400): You possess an honorable character. Of course it can be hard to tell what would be honorable between changing social mores, different realities, and the like. You now have intuition for what would be the honorable course of action in any situation, both for what would preserve face for yourself, and for when the action that would be socially acceptable is not as virtuous as one that would cause you public shame. This is not merely character, however, but courage; so you will find that you have the strength of will to perform the action you believe is right even if it would cost you greatly.

When you do act in an honorable way at cost to yourself, it has a way of being noticed and rewarded. This won't stop the initial cost of your action, but you will find that in time it will be recognized for what it was, and those who value honor and courage will eventually reward you for it.

I Want to be of Use to Him (600): Your charisma is a whirlpool able to pull in those who come within your orbit. Your every word and action seems to inspire loyalty in those around you. This is the loyalty that would keep your retainers by your side as you rebuild a shattered clan, even if it meant sacrificing their lives for you, growing to value you over even their own life. This grows with interaction, but even a single conversation can be enough to have an effect.

This works best when you act in a consistently honorable fashion, and with those who value honor. You might be able to turn an honorable enemy general with a poor and dishonorable lord to your side with a single conversation, even if you are a captive and helping you could mean their life, or inspire a horse thief who yearns to do something better with his life to spend the rest of his life serving you after your death even if he is shamed and betrayed by your other followers, but do not expect it to do much when dealing with someone for whom honor has no value and who desires nothing except life and comfort.

Peasant Perks

Emotionally Expressive (100): Perhaps it comes from being raised outside the strictures of honor and the restraint that the nobility demands, but you now possess extremely expressive face and body language. You can tone it down if you want, but you can express what you are feeling with only a few moments and facial expressions. You can tone it down if you don't want people getting a feeling for just how sad, angry, or happy something has made you.

Pity on the Desperate (200 CP): When you are in need people seem prone to take pity on you. When you are incapable, and downtrodden, you will find that this has the effect of stirring a desire to help inside those who have the power to potentially aid you, as well as helping you to actually encounter such. This won't work on everybody, but it's powerful enough that you might manage to draw in six (admittedly 5 of them being broke) members of the warrior elite to help you in what they recognize as basically a suicide mission for nothing more than food and board while fighting for you if your cause was desperate enough.

A Peasant's Eye (400): You are a peasant, the lowest rung of the social ladder, and often one with the most unbiased view towards it. As a jumper you won't always be in this position, but now you'll retain the ability to empathize with it, and view the world as one who is powerless would. No matter how powerful you become you will never forget what it would be like living in the world around you without the power and privilege you possess. This will ensure you never completely lose the ability to empathize with those who are powerless, as well as help you look critically at any society you find yourself in and notice the many ways that it might mistreat its lowest rungs.

An Amusing Fellow (600): You are naturally able to fall into the role of comedy relief. Acting like a buffoon comes easily to you, whether as an actual fool, or simply playing into the role of the uneducated and foolish. You will find that when you lean into this natural inclination you are wonderful for breaking the tension of a situation and returning levity to hearts even in dark and grim situations. Just as importantly, playing into it will lead people, especially your enemies, to underestimate you and what you could actually do if you got serious. When they're laughing at you, they aren't thinking too deeply about you.

Ronin Perks

Sanjuro (100): There is an air of mystery about you, that makes you stand out. It will draw attention to you when you enter a new area, helping you to draw eyes both good and bad. Acting mysteriously, hiding your name, or just acting like you have no past will only serve to increase this attention that you gain as an enigma. You may toggle this on or off at will, though turning it off will not reduce the amount of attention you have already gained.

Moving About Like Centipedes (200): Whether it's to escape a battlefield, set up an ambush, or scout out an enemy location, to survive as a warrior often means knowing how to hide. You are now highly skilled at moving silently and unseen, with a good eye for usable cover, and knowing where would be visible from a certain other location. This isn't anything supernatural, but you'd make a good scout, and have a decent chance of slipping away from pursuers if you needed to.

Your Worth (200): You find it easy to demonstrate the value of your labor and service and find those willing to hire you for your skills. In an area of low demand for your skills you might only be able to find someone willing to give you room and board, but in an area of high demand you might be able to start disastrous bidding wars.

I'd Rather Not (400): Other perks available here might allow you to use a sword without being a danger to yourself, or even like an inexperienced samurai, but to you they both might as well be the same; and totally unarmed. You are a true master swordsman. You could run up to a man and cut him down before he could draw a sword, or cut down another 5 men in 5 strokes of your sword. Even other skilled swordsmen are far from your equal, your skills and speed approaching the absolute pinnacle possible to a human in this world. Fighting a half-dozen armed men, including one armed and skilled with a gun, would be possible for you; throw a dagger into the gunman's arm, charge the nearest man and cut him down as you separate and cut down the others in a dozen blows or less.

Beyond merely being skilled with the sword, your fighting is positively beautiful. There's something clean and cinematic about it without it losing its effectiveness, making your battles a wonder to watch. This cinematic quality also allows you some influence on how much blood is shed when you strike someone; you could kill mooks without a drop of blood being visible, or cut down a near equal and produce a veritable fountain of blood.

If you have the **Samurai Skills** perk you gain a similar level of skill with other traditional samurai weapons.

The Spectator Sees More Than the Player (600): Skill with the sword can make a man dangerous, but someone who is merely skilled in swordplay does not last long as a warrior. You possess an extremely keen tactical mind. You could identify what areas are defensible, natural chokepoints, or where is absolutely undefendable, and lead a group of 7 warriors and a bunch of farmers to fight off 40 odd bandits including multiple armed with guns, though you may have to expect some losses. Of course tactics are not just about being able to recognize battlefield conditions; in fact they are only a very small part of them. The greater portion of tactics is being able to recognize and predict how enemies will act and react. You are good at reading people, determining their behavior, and reacting accordingly. With some work you could possibly get two rival gangs to kill each other off to the point where from dozens of men each only a handful survived, few enough that it would be easy for you to finish the job yourself.

Vassal Perks

Samurai Skills (100): Everyone gets basic swordsmanship for free, but you are a proper samurai and are expected to be able to do more than hold it and perform a basic swing or two. While lacking in actual battlefield experience, you are fully trained in using the katana, as well as how to use the spear, wear armor, ride a horse into battle, and the use of a samurai's traditional weapon: the bow. You aren't a master in any of the arts of war, but you are fully trained.

Practicing Monk (200): You were a monk before becoming a vassal of a noble house and it shows. You possess a knowledge of local religions to match a member of clergy, making it easy for you to actually pass as one if you have need to do so, or to construct theological arguments. This updates to include information that a practicing priest of the local setting would need to know in future jumps.

Restrain Your Eager Heart (400): You possess the exceptional emotional control expected of a proper retainer. You can take pain, humiliation, or even the specter of death without showing it, or allowing your emotions to influence your actions. You still feel emotions, but you are simply able to control whether you allow them to influence your behavior. Short of mind reading, or some ability to sense your hormone levels, it'd be impossible for someone to determine your emotional state if you did not wish to show it, and even if your beloved sister was forced to sacrifice herself you would not let the sadness and pain cause you to lash out or behave inappropriately. You are able to keep a cool and level head in whatever situation you find yourself in, allowing your reason, or honor, to guide your actions instead. This also makes you highly efficient in dealing with stress.

Legendary General (600): You possess the skills and reputation to be called a legendary general. Despite this you are not a military genius or master tactician, instead what you possess is a general competency in the skills that of the age. You have a competent understanding of battlefield tactics, logistics, administration of a domain, planning operations, managing subordinates or a castle, long-term strategy, the basics of espionage, and other aspects of serving as a lord's right hand. You're not a master of any aspect, but you are capable at any task that a feudal lord would expect from you.

Beyond that you find it easy to build a reputation and renown in your position. The higher the position you have obtained in a jump the further you will find that your fame extends. Become a general and you could easily become a name that was well known

even outside of the military sphere. This will also help news of your more positive qualities spread.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Katana (1 Free/ 50 CP): This is a basic katana. There's nothing particularly fancy about it, but if lost or destroyed you will find it replaced within a month.

Hat and Veil (100): This is a wide brimmed hat with a veil like a samurai's wife might wear in certain periods. People don't seem to ever consider it weird for you to wear this face concealing veil. They may ask you to remove it if seeing you directly is important, but it will be generally considered acceptable and even somewhat fashionable.

Bandit Items

Coward's Weapon (100): This is a 19th century fire-arm, either a revolver or a rifle. It contains more shots than it should be able to, getting two or three times as many as you'd expect. It doesn't actually seem to require you to carry ammo for it either, as more will appear for you when you go to reload it. If lost or damaged will be replaced within 24 hours.

Gamblers' Mansion (200): This is a luxurious home fit for a successful crime boss. It comes with fine food, fine drink, and fine women, all available to you and enough to go around for eight companions in luxury, and to house and feed dozens more on a more modest scale.

When you import this property into a jump you can choose to have it retain the decadence of a 19th century Japanese crime boss's mansion, or an equivalently decadent housing in the current setting.

Cannot be purchased by companions.

A Witch's Prophecy (400): At some point during the 1st year of the jump a witch will appear and speak a prophecy to you. It will be vague, but terribly accurate and short of some way to break fate unavoidable. Still if you could figure it out you might be able to figure out how to be in the best position to survive or profit from the situation foretold.

This prophecy will not create an event, other than that of the witch proclaiming it, instead it merely reveals one that would have happened regardless, providing you with valuable forewarning. You will get a new prophecy during the 1st year of each jump that follows.

Lord Items

Horse (100): This is a fine warhorse, loyal and true, willing to ride into battle against anything without flinching at your direction. It is however wilful and unruly for anyone other than you who tries to ride it, even an imposter that could fool your closest companions. This horse is also strangely resistant in battle, unless specifically targeted it will not be harmed from participating in a fight with you riding it.

Natural Labyrinth (200): This forest is now yours, appearing surrounding your contiguous lands, or a property of your choice, in each jump. These dense woods are filled with false paths and trails, and almost seem to twist so that those who don't already know the way easily get lost even if trying to simply go in a straight line. You and your followers somehow always seem to know the secret ways through it. It seems to attract thick mist, and optionally witches.

Cannot be purchased by companions.

Lord's Domain (400): What is a lord without lands? This is your own castle-fortress, as well as attendant lands. This castle and its lands might not be the largest or wealthiest, but it is well fortified and defensible.

In future jumps this castle will update to remain fortified and defensible by the current setting's standards, and the castle and the attendant lands maintain changes. Though at the start of any jump you can reset them both to their original states.

Cannot be purchased by companions.

Peasant Items

Rice (100): This is a large wicker basket of rice, containing enough to feed 7 people for a week. Refills weekly.

Purchased Family Tree (200): This scroll shows your family tree, tracing your ancestry and presenting you as being part of a samurai clan. It even manages to do so without claiming you are a young daughter of the clan, unless you are in fact a small girl. In future jumps it will update to a functional fake ID for the setting, one which claims you are part of a privileged class if at all possible.

200 Kan of Pure Gold (400): That's 750 kg, or over 1600 lbs, and it will be hidden in firewood. You get it at the start of the jump, and a new pile of gold at the start of each future jump. This could fuel the reconstruction of a major clan.

Ronin Items

Traveler's Kimono (100): This is a full kimono, with the various underlayers intact, and a pair of geta to accompany it. You will find that it never constricts your movements, even if you keep your arms fully within it instead of out through the sleeves you will be able to remove them quickly when needed, and remains comfortable in all temperatures and weather whether the depths of winter or the hottest part of summer.

Your Sword (400): This katana is yours, so much so that it feels like it's part of your own body when you have it in hand. That is you receive proprioceptive and kinesthetic sensations from it. You are also able to channel anything that you could through your body or hands through the sword, as if it were an extension of your arm. The sword will also scale to you, the more powerful you are - physically, spiritually, or otherwise - the sharper, harder, and sturdier the blade will become, its cutting power also increasing, so that no matter how powerful you become it will still serve you as a worthy weapon. It will also share your self-healing, repairing itself much as the rate that you would repair similar damage; if completely broken it will still repair even if you couldn't regrow a lost limb.

Vassal Items

Plain Clothes (100): Well not necessarily too plain. This set of unostentatious clothing, fit for a peasant or a monk, seems to be able to change when it's not worn. It can never be anything ostentatious or high quality, but if you remove them and put them somewhere unobserved for an hour next time you get them out they will be whatever outfit you need to disguise yourself.

A Blank Scroll (200): This document can appear as a document of any type you desire. Can't be a copy of a specific documents, magical and mathematical text will be gibberish to the trained eye, but can pass for whatever type of document you need it to at the moment at least to examination by amateurs; could pass as a mathematical proof, scientific paper, or a religious writ indicating a task for a monastery to people who have only limited familiarity with such works but a mathematician, scientist in the relevant field, or a priest would be able to call it out as a fake. You can change what document it appears as by closing it and opening it again.

Full Armor (400): A full suit of samurai armor, complete with a sashimono showing your or your lord's symbol. This armor is almost like a part of you, changing along with your form so that it will always fit you no matter what shape you are in. It also shares all of your resistance and durability against damage but at an increased level so that no matter how hardy or durable you become it will always be able to serve you properly as armor. If it is damaged it will heal as if it was part of your body, the rate determined on the rate at which you heal; even if completely destroyed it will heal over time.

Companions and Followers:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character from any of Akira Kurosawa's samurai films as a companion. Maybe you want the bandit from *Rashomon*, Kikuchiyo from *The Seven Samurai*, the legendary general Makabe Rokurōta from *The Hidden Fortress*, or the wandering ronin going by Sanjuro in *Yojimbo* and *Sanjuro*. Or maybe you want someone else. Either way the price is the same.

The Seven Samurai (100): The original hero team for an action film. You can recruit all seven of the seven samurai as a single companion sharing a slot. Even if they die and you don't manage to save them they'll be able to join you at the end of the jump.

40 Bandits (200 CP, Discount Bandit): Forty bandits with armor, weapons, 3 guns between them, and horses. They will join you as a group of followers, though you may import individuals as companions.

A Village of Farmers (200 CP, Discount Peasant): An entire village worth of farmers. They prefer a simple life, having neither skill nor love of combat, but come in large numbers and are hard working. They count as followers.

9 Young Idiots (200 CP, Discount Ronin): 9 naive young samurai. Good hearted and loyal but naive fools and no more than your basic novices with the sword. If you can keep them alive they will (each) slowly develop each of the perks on the Ronin tree except **Prove Your Worth** over the course of a decade, but if one dies their personal progress is reset. The 9 may be followers unless imported at which point they will share a single companion slot.

Clan Princess (200 CP, Discount Vassal): Or maybe prince if you prefer. This is a noble scion of a clan, raised to prepare them to take over the clan, and possessing **I Thought I'd Seen a Goddess**, all Lord perks and items (including those not normally purchasable by companions) from this jump. They may insert as a member of a respected, aristocratic family in each future jump you go to if possible and you import them into the jump. Counts as a companion.

Kagemusha (200 CP, Discount Lord): Perhaps they're your twin brother because this individual looks exactly like you. They are also highly skilled at imitating you and your behavior, able to act so much like you that it'd be impossible to tell you apart by your mannerisms or behavior. Unfortunately they do not possess your skills, abilities, or powers. They will have mere echoes, enough to possibly pass themselves off as you by 'demonstrating' one of your key powers, but to do more than a brief demonstration for purely demonstrative purposes these powers will fail; they might could create a blast of flame, but it'd lack the actual destructive force, or imitate your ability to turn into a monster, but they'd have to revert almost immediately. Their form will change to match yours in each new jump, at least visually. Count as a follower until imported as a companion.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Like a Katana without a Sheath (+100): You present the aura that you're uncivilized, savage, and rather too willing to do something dishonorable. You can still be a good person, and win the respect and gratitude of people, but you will never find yourself fully accepted into upper class society.

Long Horse Face (+100): You're ugly. Beyond that your looks make people default to lacking faith in you, and not giving you the respect you deserve; your enemies won't underestimate you for this however.

Nightmares (+100): Nightmares haunt you. Perhaps of your guilt in the past, your guilt in the present, or even just the weight of circumstances around you. These will be vivid and bright, terrifying dreams that leave you waking shaking and stressed and you will find them impossible to stop, striking you time and time again. You won't have one every night, but you will have many nights ruined by these dreams.

World in Black and White (+100): You, and your companions, perceive the world in black and white. Unlike with the **Classic Cinematography** perk, you cannot toggle this off, and it may prove problematic if you need to identify things' colors.

Defeated Soldier (+100/+200): You fought for the losing side in a large battle. If you're someone of little note - a peasant or a common ronin - you can expect to be hunted by the victors as a defeated soldier to be forced to work or killed, though if you can evade them long enough this will no longer matter. As a lord or a high ranking general, or even just the daughter or family of one, you will be in significantly more trouble as they will be hunting specifically for you, offering large bounties for your head - dead or alive - and will never stop unless they themselves are reduced to ruin. Maybe you can find a powerful third party to shelter you.

I Believe Firmly in That Prophecy (+200): A prophecy of your rise has taken root in your mind, goading you on to ambition without honor, absolute treason, and short sighted actions which might obtain the goal, but will leave you on a shaky foundation surrounded by enemies. Of course the prophecy also has some loose language which you will consistently turn a blind eye to and might very well spell out your doom.

Ran Your Course (+200): You are old, very very old. While this won't kill you, you will suffer the full infirmities of age, including the beginnings of senility.

The Stupid and the Naive (+200): You are a fool and not the kind who intentionally tells jokes. Your competence and intelligence are both massively reduced, you might still have moments of brilliance, but you are short sighted, and your worst character traits will rise up time and time again. If you found rampant corruption in your clan, you'd have no hope of figuring out who was behind it yourself, and likely go to them for help. If you were trying to sneak through enemy territory with a treasure hoard you'd be likely to alert the guards yourself in an attempt to get more of the treasure for yourself. You have a way of messing up anything you try to do. Hopefully you'll have competent help.

You Cannot Make My Heart Mute Too (+200; Incompatible I Believe Firmly in That Prophecy): You are too honorable and too kind. You can't bring yourself to betray your people - whether that's your retainers or your lord - even if it means performing near suicidal acts on their behalf. If your father announces a plan that could ruin him, you will point it out to him, in public, and risk his anger. Be careful as it may make you sacrifice yourself to save those who you owe loyalty to. And even with other people who you owe nothing, you will find your heart soft and yearning to help them, being hard pressed not to be moved by the plight of peasants or fools.

A Mundane World (+300): You and those you bring with you are limited to human capabilities, and items are limited to items that could plausibly be found in a mundane version of Japan during the Heian to Edo periods.

Hide My Death (+300): 5 years into the jump you will die a true, final death. This will not end your chain. However your companions must hide this fact from the world - and as much as possible from Jump-chan - as if it becomes known that you are dead your chain will end.

Shakespearean Tragedy (+300): People will die. People you care about. You will suffer. The world will try and break you. If you can manage to avoid being killed by a world that wants you to end tragically, you will still at best manage a bittersweet ending. Expect cycles of vengeance, and scheming women.

Outro:

So it's been a decade, barring a chain failure at least. And now it's time for what comes after this jump.

Go Home: If you failed your chain this is your only option. You return to your home dimension and your chain ends.

Stay Here: You really fell in love with Japan, didn't you? You may stay in this world, as your chain ends.

Continue: Select another jump and continue your chain.

Notes:

Jump by Fafnir's Foe

This jump was made due to a desire to see a jump based on historical Japan that was not full blown supernatural fantasy (there is a witch in this one but supernatural is pretty avoidable).

I'd have done 'Generic Samurai Film' except that it occurred to me the only ones I've watched in the last 15 years were Kurosawa or the Musashi Trilogy, and that I really didn't want to make a jump for a genre that expansive. So I just rewatched Kurosawa's 9 movies I saw classified as 'samurai' films (well rewatched 8, I hadn't seen *The Men Who Tread on the Tiger's Tail* before) and made this.

Ronin got 1 less Item and 1 more perk because it was easier to do it that way. Then again, ronin as an archetype is sort of not the type to own much being broke wanderers with nothing more than the clothes on their back and the sword at their side.

Your Sword (and the scaling Armor) didn't really appear in the movies - there was no one more than human after all - but given how much influence the movies had on cementing the idea of the katana in popular culture, especially in Western minds and contexts, it felt appropriate to add a memetic katana; even if Kurosawa did a lot to point out the flaws of the samurai in these films.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Noted explicitly that Clan Princess gets the Lord items not normally purchasable by companions (instead of just saying they got all of them which left it a question as to whether I had forgotten only 1 could be purchased by companions or if it was meant to ignore that) and gave them I Thought I'd Seen a Goddess. Also changed 'will' to 'may' so that it was clear that you could choose not to have them upper class even if it was possible and you imported them into a jump. Added that the katana's cutting power directly increased as well so that it could be interpreted as getting some sort of phantom weight or something in addition to just being sharper.