Inuyasha Jumpchain Reincarnated

Welcome Jumper, it is an undetermined year during the Japanese Sengoku Jidai.

A few days ago, Higurashi Kagome of the 20th century arrived through the Bone Eater's Well. And it has been 50 years since Kikyo, a Miko living in what would later become the foundation of Edo and thus Tokyo, died to injuries, presumably from her former lover, the Hanyo Inuyasha, a young appearing man who was born of mixed Yokai and human heritage.

Kagome, the reincarnation, has brought with her, and shattered yesterday, the Shikkon no Tama, the Jewel of Four Souls. This not at all holy relic, was born of the souls of a mighty Miko, Midoriko, and a conglomerate of Yokai who attacked her. Now thousands of shards of this jewel have been scattered all over Japan, not beyond that point thankfully, but still. Though one is on the border between Afterlife and Earth so… yeah. Don't ask.

To atone for this mistake Kagome, alongside Inuyasha who she also freed to fight a Centipede Woman, because naturally she did, Kagome sets out on a journey to find all shards, reunite them, and put a stop to the destruction they will cause.

As I said Jumper, you arrive today, too late to stop this colossal mistake on Kagome's side, but maybe they will have a new ally in you, or a new foe, who knows?

Regardless, here are 1000 CP to get you started.

Races:

There are a number of races running around Japan in this world, no I'm not being racist.
Choose one of the below options for yourself.

Human (+200)

You're human, Homo Sapiens Sapiens. Nothing special about that though you also have no deficits to go along with any benefits you may draw. You're also not affected by sanctified areas like Yokai and spirits would be.

Hanyo (-100)

You're a Hanyo, half human, half Yokai. You take both human above and one of the Yokai options below, yes. Full price. You also need to take the "Full Moon Blues" Drawback at 50% payout. In return you are less susceptible to many common Yokai issues and I even throw in a guarantee that you won't go berserk due to your Yokai Blood.

Yokai (Varies)

You're a Yokai, one of the various mythological beings of Japanese folklore. Choose an option below for specifics but in general, you will take a human form or you can take the option to be of a feral variety of your chosen Yokai species to reduce the cost by half. If you take this option with Hanyo you will be like Shinenji, appearing monstrous outside the night of the Full Moon.

Kitsune (-100)

Kitsune, Fox Spirits. In Yokai terms this describes those of the fox family which do not serve a god. Take for example Shippo and his father. They are tricksters and Pyrokinetics by heart but older Kitsune can be quite powerful. A Daiyokai would have nine tails and be roughly on that level. If given Miko-like powers, a Kitsune will generally be stronger than their equivalent without them.

Okami Yokai (-100)

Wolf Yokai, Koga's kind. You're not exactly one of the big shots among Yokai kind, but you make up for it in your agility, dexterity and innate Aerokinesis although it isn't a great affinity. A Daiyokai of this species would likely be about twice the strength of Koga with three shards of the Shikkon no Tama with all attributes raised accordingly and Aerokinesis raised too.

Wind Elemental (-200)

Kagura can be classified as this, and she is in some interpretations. You have perfect control over the wind and air, you can create all manner of attacks, fly and so on. A Daiyokai of this variety would not be bound by physical form, allowing you to disperse into air to avoid damage, and naturally not even a sacred arrow could dispense your Aerokinesis at that point.

Inu Yokai (-200)

You're kin, in species, to Sesshomaru and Inu no Taisho, you are a Yokai of the dog family, not wolf, dog. You're one of the more powerful Yokai families, and one of those with less inhuman features. No animal tails, no animal ears (outside Hanyo) and only some funky hair colors, claws and pointed ears. As a normal Yokai you're around Inuyasha's level when he is in 100%/Berserk Mode, as a Hanyo you match unarmed Inuyasha and have animal ears. As a Daiyokai meanwhile you're roughly 1.8x stronger than 100% (Mastered) Inuyasha, but no match for Sesshomaru when he is serious. The guy is a beast.

Tsukumogami (+200)

Well crap, you're an odd one huh? Instead of a normal Yokai you are a Tsukumogami, an inanimate object with it's own spirit and will. You cannot take this with Hanyo but as a Daiyokai you become, essentially, a Soul Eater style Weapon, able to take human form and partially transform. Daiyokai costs no points but takes away the bonus to your CP from this option.

(Yokai Name Here) Yokai (Varies)

The Generic option, take a beast of Japanese Mythology (or an animal of your choice that exists) and now you're a Yokai of that type. Your powerlevel must not exceed Inu Yokai and your prize to pay will be the same as whichever option above you choose to match.

Daiyokai (Varies)

Remember all those mentions of Daiyokai? Yeah, this is an upgrade for all Yokai and can be purchased by Hanyo. Basically, take the prize of your choice and double for the total cost. What does this get you? Well for starters you become roughly twice as powerful as normal, you can change into an animal form, a massive one though your age will certainly limit your size.

Kami (-300)

A minor god is you. Like the Water Goddess early in the show, you are a minor god of a small area, associated with a landmark there which will determine your powers. Lake? Water God. Volcano? Fire. Tree? Plantlife. You can make this a consecrated area too with the added bonus of excluding or including certain types of people into those able to pass through regardless of their humanity or virtue.

Grand Kami-sama (-300)

This is an upgrade to the Kami option. This elevates you from a minor deity into the realms of major Shinto divinities like Inari or Amaterasu. Rather than places you can choose a concept to embody and it will give you power over everything that concept embodies, whether this be as a sun with powers of light, fire and holiness, fertility with powers over harvest, childbirth and health, or war with the power to grant warriors your blessing, cause wars or cease them.

Age: Humans roll 1d8 + 14 to determine their age, Yokai and Hanyo can choose up to 500 years of age and roll the same dice as humans for their physical appearance's age, while gods can take any age appearance they wish since, well, they're not exactly bound by age. You can also pay 50 CP to decide your age (humans) or apparent age (Yokai/Hanyo) freely from 5 years up. Gender remains the same as last jump.

Location

Roll 1d8 to determine your starting location or pay 50 CP to decide yourself.

1. Kaede's Village:
   A small village near Inuyasha Forest, later to become Tokyo as evidenced by the topographic proximity to the Bone Eater's Well and the Sacred Tree in Higurashi Shrine. Home of Kaede and base of operations for Kagome and her group of friends.
2. Higurashi Shrine (Modern Japan)
   Kagome's home, the Higurashi Shrine is run by her grandfather as a incompetent (unless you change that with below options) monk of the modern day. Not much is going on around here, just your average everyday highschool girl going to the Sengoku Jidai to hunt Yokai and jewel shards. Just another day in Isekai Central.
3. Sango's Village:
   A village of Yokai Hunters, a rare profession by all appearances though maybe not exclusive to this clan. They are masters of their craft and both Sango and her brother Kohaku come from here. In a few days/weeks the village will be wiped out by Naraku the Hanyo as- I mean, Hanyo BBEG (not really) of this story to incite Sango into attacking Inuyasha and his group.
4. Inu no Taisho's Grave (Border of the Afterlife)
   This is strange, no living being should come here, and you certainly can't get out that easily. This is the final resting place of Inu no Taisho, the mightiest Inu Daiyokai to ever live. His remains (the size of a ***FREAKING MOUNTAIN***) are the resting place of Tessaiga, the most offensive (not in that way unless you mind swords made of dog fangs) sword on the planet. Also, there is a Shikkon no Tama shard here.
5. Naraku's Castle
   This is the castle of a small Daimyo which was taken over, along with his son's appearance, by Naraku. He is currently posing as the son of said lord who is himself replaced by a subordinate Yokai of Naraku's in the form of a spider. The Yokai Hunting clan of Sango will be accepting a request from here where Naraku will cause their deaths to get rid of them unless you do something.
6. Horashima
   An Idyllic island off the coast of Japan, or it was. Once upon a time this was a safe haven where Yokai, humans, and their mixed families could live in harmony. However the Shitonshin, a group of four powerful Yokai styled after the Chinese Cardinal Guardians, attacked the island 50 years ago when the barrier around it weakened, marking three visitors and slaying most of the people on the island. It will take a year or two before this island will reveal itself once again, so you won't be able to leave.
7. Bone Eater's Well (Past)
   Welcome to the Bone Eater's Well, this weird piece of wooden infrastructure is as dry as a desert. It also somehow has the ability to let people travel through time, but it's picky for some reason, prefering bearers of the Shikkon no Tama shards, and Inuyasha, through.
8. Free Choice
   What it says on the tin, you may choose where to land freely, from the options above or of your own choice.

Perks:

Any 2 200, 400 or 600 CP Perks may be discounted and you can take 2 100 CP perks for free. Discounts are -50% to their base prize but you may not stack your discounts.

Mostly Free Perks

Yokai Potential (-100, Free Yokai and Hanyo)

You have the power of Yokai within you, any power common among your species or Yokai in general, such as Shapeshifting for Kitsune or claw beams such as used by Inuyasha, can be performed with this Perk. It also means you possess Yoki, essentially the Yokai equivalent of Reiki or spiritual energy, which fuels abilities for Yokai including transformations and attacks.

Spirit Awareness (-100, Free Human and Kami)

Spiritual Power, Reiki, is the power of Miko and Hoshi alike, it is what powers wards, exorcisms and the fabled holy arrows of Kagome and Kikyo. Your talents are only budding at this stage, but you can certainly learn and develop new techniques with this energy.

Combat Prowess (-100, First Purchase Free)

A basic fact of these times you find yourself in, sadly, is that fighting for your life is a daily routine for most of the population, whether human or supernatural. This era is known as the Sengoku Jidai, the Warring States Era, in later years for a reason, you know? But don't worry, you can rely on your prowess as a warrior to see you through these times! This Perk grants you prowess in the use of two traditional, Japanese weapons, such as the Katana (Sword), Yari (Spear) or Yumi (Bow). This can be purchased a second time to either gain proficiency in another 2 weapons on the same level, gain actual mundane levels of mastery of said weapons, or to specialize in a more specialized/unusual weapon of the same kind (Nodachi for Katana or Naginata for Yari for example).

Timeless Linguistics (Free)

Isn't it odd when your future boyfriend from 500 years in the past understands your 20th century Japanese? Because it sure is, it's like there is an author who doesn't understand lingual drift that occurs over 500 years, no matter how isolated a nation is. Well, you don't have to worry about that. As long as you know one variant of a language you can communicate with anyone who has another variant of the same language, even if it shouldn't work.

Endless Wandering (Free, -100)

You know how large Japan is? It may not look like it, but going through the Japanese countryside in this time era would be torture for most people! Thankfully you have this perk! For free it doubles your endurance when wandering on foot or Bicycle, for 100 on the other hand it gives you infinite stamina and endurance while moving on foot and the ability to do so for 24 hours straight with a human powered vehicle, such as a bicycle.

Less Worries (Free)

Feudal Japan doesn't exactly have a lot of areas to take a dump. This Perk ensures you won't suffer accidents as you'll never suffer from needing to take a piss or a dump, so to speak, until you are already in position for it in a bathroom.

100 CP

Basic Medicine (-100)

You have a basic understanding of how to prepare medicine and treat wounds using materials available in these lands to a degree that would make “Doctors” in the West shout witchcraft.

Kitsune Magic (-100)

Kitsune are a type of Yokai, known for illusions and trickery. While taking the Kitsune species would grant you talent in illusions, this grants you skill in all kitsune related skill sets, from the physically present illusions to powerful Pyrokinesis known as Kitsunebi on par with an adult Kitsune, you have them all. Naturally this is still not much for a higher level Yokai or proper Onmyoji.

Purification (-100)

Whether by holiness or the power of your Yoki, you are capable of driving out corruption from objects. As long as this corruption, supernatural in nature, is not greater than the evils a person may impart upon the Shikkon no Tama, you can purify it. Naturally, as you grow stronger so will also your scope of purification capabilities.

Enhanced Physiology (-100)

A Human is not meant to bear the capabilities of you, at any time you are imbued with strength 5 times the natural average of your species at your age, making you superhuman as, well, a human, capable of swinging around and throwing gigantic weaponry, or making you one of the most physically capable Yokai or Hanyo in these lands.

Rapid Learner (-100, may be taken multiple Times)

Learning is not a simple matter of desire, it is a necessity. To learn fast is to survive and no other can learn as fast as you in these lands. Whether it be studying, from experience or by practice, you can absorb knowledge and skill at a rate 5 times greater than before. If you buy this multiple times the multipliers are stacked linearly, so 5+5+5 instead of multiplicatively.

Training Peak (-100, may be taken multiple Times)

To train is to grow stronger. To grow stronger is to gain a survival advantage over the competition. And you my friend can positively compare to the likes of certain Shonen Anime not related to this one, or a certain gender fluid Anime of the same author. All training you conduct will now progress 5 times faster with your physical training bearing fruit as long as you place effort into it, and naturally to grow stronger more and more you need to train harder, though it will take only 20% as much time for the same results. Naturally this applies to systems of growth composed of numerical values too. If you buy this multiple times the multipliers are stacked linearly, so 5+5+5 instead of multiplicatively.

Spiritual Supplements (-100)

With this Perk you can replace bodily needs such as sleep, food or drink, with consumption of spiritual energy and the energy released by prayer and praise to you. You also have a small pool to gather this energy within up to two days worth of it to make you able to stay awake that long and no need to eat or drink.

200 CP

Legacy Taken (-200)

Often not explained well is the capability to absorb others that some Yokai possess. You too have this, but in your case it isn't like Kaguya or Naraku. For one, it only works on the deceased, taking the strength of your fallen comrades into yourself. For another, the strength you gain will always scale with how close the two of you were, so for example absorbing the power of a brother will serve you well, while a random person on a battlefield will do nearly nothing even if they're named Sesshomaru.

Legacy of a Worthy Lord (-200)

Like Inuyasha you bear the blood of Toga, the Inu no Taisho, or a similarly powerful Daiyokai. Not only do you inherit from this a great amount of power from him, making you far superior to any who would share your status, but you may also find yourself capable to access a portion of his full might and skills, temporarily letting him overshadow yourself in memory and personality, to become as powerful as him like his granddaughter Moroha did. This is extremely draining however and can only be done once per month.

Father of Glory (-200)

Not that you need to be the father or anything, a mother is fine too. Like Toga, the Inu no Taisho, you can bear offspring which are true paragons of their kind. Bear a Hanyo child? It will make you proud. Have a Daiyokai brat of a son? Holy Shit, calling him Perfect Killer would be putting it lightly! Furthermore you may grant your children any number of your Perks and the ability to summon an item of yours which you don't use at the moment.

Commanding Air (-200)

You can be the biggest brat of a lord in all of Japan and still, you command respect and subservience. YOu breathe intimidation and bear the sheer extent of how capable you are on your sleeve. Your strength alone can bring thousands of Yokai or Samurai to their knees as long as you are stronger than them and they'll follow you into the bowels of hell and even come when called even if you just want to demonstrate your newest toy.

Barrier Demon (-200)

Creating Barriers is a useful ability to have. While not as powerful you are an expert at Barrier making on par with Naraku, making them as easy to create a breathing. Your power will determine how resistant to damage these barriers are, naturally, but don't expect barrier-piercing attacks to be reflected unless you got some sort of Universe-level Powerlevel or something.

Ferocious Fangs (-200)

Like Toga the INu no Taisho you possess tremendous power within your fangs. Should one be removed they can be forged into powerful weapons by an expert Blacksmith such as Totosai. Your personal Power will naturally determine how powerful the blade becomes, but this Perk on it's own will guarantee it to be at least on par with Tokeshin in power and to have one ability appropriate to it. Daiyokai can with this Perk naturally make some real bullshit similar to Tessaiga and Tensaiga, obviously, and the outer edges of the galaxy are the limit as far as potential goes. Any teeth taken will regrow in a week.

Divine Pass (-200)

The divine can pass to many places such as the afterlife and paradise. Regardless of what pantheon exists or not, you may enter between the world of the living, dead and divine in any world you visit freely.

400 CP

Spirit Familiars (-400)

Saimyōshō and Shinidamachu are two forms of animal-like Yokai or spiritual beings seen in the series, used by Naraku and Kikyo respectively. With this perk you can choose one of those two creatures and, using this perk, summon swarms of them to your aid. The size, number and strength of these will vary by your own level of strength, naturally, but don't expect to get a Shinidamachu that can strangle Godzilla Earth any time soon.

Revenant Spirit (-400)

Like Kikyo you are no ordinary being. Whether by being resurrected or just this Perk's effect, your body has the properties of a spirit puppet, revived from soil and clay. This grants you a healing factor, resistance to poison and fire, as well as limited immortality unless your body is damaged beyond it's capability to restore itself. Unlike Kikyo you do not require to absorb the souls of the deceased to keep yourself going and won't be purified in sanctified areas.

Totosai's Apprentice (-400)

Who knew that Totosai had another student? You are a skilled blacksmith, able to forge powerful, balanced and enchanted weapons with ease. If given the bone or fang of a still living, supernatural entity you can even forge powerful mythical weapons similar to Tessaiga or Tensaiga, though the quality and power will vary by material origin. Don't worry about being possessed though, it won't be an issue.

Uncapped Potential (-400)

Most people reach the peak of their possible capabilities at some point, when they plateau in their growth. You do not suffer this fate. You can choose one perk, ability or skill you possess and put it into a "Slot". As long as it stays in this slot you can make it become more powerful and versatile by repeatedly making an effort to push the limits of the ability, such as attempting to use a Perk capable of mind reading 10 people on 11, then 12 and so on. After every second Jump (Gauntlets not included) which lasts at least 10 years, you gain an additional slot to use this with.

Lord of the Land (-400)

Kami draw energy from not within themselves but from their environment, the area they rule over and the prayers and worship of those subject to them. Like a Kami you too can gain energy from these sources, able to funnel this energy into your vitality, endurance, magical or spiritual reserves etc. The amount you can draw on at a time relies on how much authority and right you have to this source as well as the size and prosperity it possesses. The difference of a large territory you hold full control over, with plenty of devoted subordinates who love you as their leader, is to a usurped land whose population you subjugated like a high-pressure hose against a water faucet in a kitchen.

Pool Conversion (-400)

Know all those energies you possess? Well, now you don't need to worry about which to use anymore! You keep them separated from one another but can convert any energy (Vital, Endurance, Ki, Chakra, Reiki, Yoki, Ink etc) into any other energy at will. This only takes around one second to do too.

Kazaana (-400)

A curse created by Naraku and placed upon the family of Miroku, the Kazaana is a powerful weapon which creates a suction effect toward itself against anything it is pointed at and can swallow things far greater than it's opening with ease. Normally this curse would slowly grow until it would swallow it's holder, but not for you. You have a Kazaana that stays perfectly normal even if damaged normally, though you will still suffer poisoning if you absorb poisonous things such as demonic wasps or zombies filled with Miasma.

600 CP

Spawn of Jumper (-600)

This is a bit of a cheat, I'd say. This is the power displayed by Naraku, the ability to split off a part of yourself into a new being, in your case you may choose 1 Jump you did before. You lose all Perks associated with that Jump as well as the Alt-Form you gained from there. In return however this Perk will generate a Companion who holds not only all of these but has a copy of your consciousness within them along with a copy of this Perk. They behave like any other companion but you may absorb them back into yourself to not only regain what you lost, at any time, but this would also grant you all perks and items they gained as a consequence of being a companion. If you try respawning that Alt-Form Companion they will be the same, but they will only hold the purchases of that Jump they were spawned from as well as only that Alt-Form. This Perk may be used once per Jump, either in the middle of a jump or before it.

Jampa no Taisho (-600)

Oh dear lord, you're powerful, damn are you powerful! With this Perk you are not just approaching the level of Sesshomaru, you're the literal peer of Toga, Ryukotsusei and Kirinmaru. This will turn a lot of heads if you're a Hanyo and especially if you're a human! If you're a divinity of some sort this Perk will be even greater, as now you're rubbing shoulders with the likes of Amaterasu and other Pantheon ruling deities, easily their equal in power. With this, take any perk you have that is power based, and then take it to its logical extreme, that's what I'm saying.

You're Mine Now! (-600)

Naraku is infamous for his absorption of other Yokai and the disarding of what he doesn't need. Well, you got some catching up to do. You can absorb others into yourself as long as you are able to restrain them until the process is complete, gaining any abilities they have for yourself. You can also discard parts of yourself or implants that you don't need anymore with no detrimental effects to your being.

Sanctification (-600)

Hakushin was a powerful Hoshi who had died in ritualistic starvation, becoming an idol even more powerful than he was in life. Like him you can create a powerful holy barrier that repels all Yoki, purifying Yokai that enter as well as wandering spirits. You can include exceptions, naturally, but more to the point, you possess healing powers that allow you to heal those within range, which is large enough to encompass an entire mountain.

Begone Foul Evil! (-600)

Hakushin's powers to counter evil go far beyond just purification, to embody the sheer scope of what he could do, you have this Perk, to control the Battlefield at your discretion. This power grants you the ability to teleport, negate powers, and telekinesis on the same scope of a large mountain as Hakushin could do.

Midoriko Returned (-600)

There is more than one way to be a great master of spiritual powers. Midoriko was what could best be referred to as Kikyo on Steroids with Warrior Training. Well, you're nothing less than her equal in this field now. Greater than Kikyo in her prime, able to match Daiyokai Yoki with your Reiki and combat the Shikon'notama o umidashita gattai yōkai, a amalgamate Yokai far superior to Naraku and one of the souls comprising the Shikon no Tama, and you have a good chance at winning too.

Eternal Soul (-600)

You Jumper are not like other mortals. Your soul is truly eternal, it cannot be extinguished. If there is a method by which you can be revived in-setting or available to your companions or friends (Dragonballs, Infinity Stones, Shikon no Tama, a Genie in a Lamp) then your chain can continue on in spite of your death as long as you are returned to corporeal form within 1 year of your death. Furthermore, any attempts to erase your existence, be it by time travel, mystic powers or an almighty god electing to erase you for angering him, you won't be affected at all.

Undiscounted

Reincarnation of Legend (-400)

Kagome is the reincarnation of Kikyo, Janis (whether or not canon here) was the reincarnation of a demigod child from even further back. And like these two, you too can be a reincarnation of a past legend! Once per jump you can choose one known figure to have existed in the past and through this Perk, may gain the ability to unlock their powers for yourself, even potentially items they once owned may be discovered sealed within you.

Worthy Legacy (-400)

Like Moroha you are gifted with a fine blood Jumper. Once per jump you can choose an ancestry in the form of a famous person. You gain the potential to unlock powers similar to their own and even a form of Super Mode similar to “Father of Glory” in which you gain all the traits and powers as well as the memories of that person. If you don’t know of anyone to use this on, you may lay claim to the same ancestry as a named character and gain similar powers as them.

Items

You have a 200 CP stipend but Tsukumogami gain a 400 CP stipend if they purchase an item as their Item form. Tsukumugami can choose any item not marked as non-available for this purpose, as their true/Item form and may pay 50 CP to combine multiple forms or import an item they already possess into that role in addition to something purchased here.
You gain 2 floating discounts for each type of price in this document, with 100 CP Items being free if discounted. Items may be purchased multiple times but you can't apply discounts to the further purchases.

Mostly Free Items

Wardrobe (Free or -50, not eligible for Tsukumogami)

A full wardrobe including all manner of clothing found in the Sengoku Jidai and the modern era, yes this includes underwear, but not magical attributes, sorry. But at least this isn't a cumbersome wardrobe, it is more of a pocket dimension. You can summon all the articles of clothing onto yourself. For an additional 50 CP this includes mundane armor pieces common in Japan as well as Western clothes.

Weapon (Free, -100, -50 per additional Abilities)

Now you may wonder what this is about. This is a weapon for which you must choose the prize dear Jumper, what else? For Free this is a mundane, non-powered weapon such as a Katana, Yumi or Yari, no you can't have a Banryu-style "Cloud Strife and Sword Kirby ask for thier "BFS Guy" Title Back" Halberd.
For 100 CP instead this is a weapon with two abilities to be chosen from the Weapon Customization Menu down below. You can buy additional abilities for 50 additional CP per extra ability.
This cannot be a firearm and if it is a Yumi, aka a bow, it will impart it's offensive traits onto an arrow fired. Yes Hirakotsu works for this as a basis.
You can buy multiple instances of this item with power pools separated.

Franchise (Free, not eligible for Tsukumogami)

This is a full set of the Manga and Anime Collectors Editions as well as all Inuyasha Games. Additionally, after this jump, you are also given a full version of these collections but based on your adventures with custom games in a style of your choice based on these adventures you had here.

100 CP

Bag of Tricks (-100, not eligible for Tsukumogami)

A Infinite bag full of various tools and toys such as small bombs that can be infused with Yoki for more powerful blasts, leafs perfect for Illusion Magic and enabling shapeshifting, various toys that can give the illusory impression of pain or weight, as well as magical mushrooms and acorns for communication or throwing at enemies. Your own strength determines the effectiveness of this.

Off-Road Bicycle (-100, not eligible for Tsukumogami)

A modern Bicycle perfect for traveling even on rough terrain and with a basket at the front and a grate at the back for holding items on them. Comes with perfect cycling skills and off-road experience. If damaged it will be repaired within a day. Will not break down from normal use.

Hinezumi Coat (-100)

A coat made of the hide of a Firerat similar to Inuyasha's Kimono. This Item can be added to any article of clothing to add it's nature to that item and grant it fire repelling effects along with greater durability and damage resistance, making it better for protection.

Bag of Food (-100, not eligible for Tsukumogami)

This is a large duffle bag made of canvas inside of which one can see a large lunchbox. Regardless of what mundane food the holder wants, when this box is opened it will hold exactly what they had desired, no matter what it is. Furthermore, more boxes will be found inside when you don't look with them being stacked three high even when observed. The boxes themselves, when emptied or no longer needed, will disappear instantly. Includes any sauces, garnish and Soy sauce needed as well as spices.

Monk Staff (-100)

A simple wooden staff with a brass ring on top to which are attached six more rings, three on each side from the pole. On it's own it is a mediocre melee weapon but can be used to channel spiritual techniques and exorcism rites through it.

Prayer Slips (-100, not eligible for Tsukumogami)

A bag containing at all times 100 paper slips depicting prayer to the Buddha or Shinto Gods. Beyond being simply used for prayer these papers are potent weapons against Yokai, able to seal their powers and drain them of energy as well as ward them off and exorcise evil spirits if used correctly. Comes with the knowledge on how to use them, refills to full if the bag is closed.

200 CP

Armor of a Noble Ruler (-200)

This set of Yokai derived armor is reminescent of Toga's, the Inu no Taisho, personal armor and is able to protect the wearer from most attacks as it's durability scales with the user. The armor will disintegrate if transformed into a form too large for it and features two trailing fur "Tails" along the shoulders.

Toga's Rouge (-200, not eligible for Tsukumogami)

A small Shell-Compact containing Rouge mixed with the blood of Toga similar to what Moroha, his granddaughter, would later use. When applied to the lips this cosmetic item will temporarily grant powers similar to "Jampa no Taisho" and if you have that Perk, your power will double in potency.

Black Pearl (-200, not eligible for Tsukumogami)

A black pearl, an item so rare and valuable that only few have ever been seen, one of which resides within Inuyasha's right eye. This pearl in particular can be broken to summon a portal to and from any point in the same world or it's afterlife and Divine Plane alike. When broken, it will regenerate in an inert state after it's user has returned and will stay so for one year before being reusable again. The user must know the location by name and have at least some idea of the geography to open a gate there.

Rainbow Pearl (-200, not eligible for Tsukumogami)

One of the seven Rainbow Pearls shed by Zero, older sister of Kirinmaru, containing part of her powers. This pearl enhances the demonic powers of it's user and suppresses those powers based on Reiki it's wielder holds as well as certain unique powers each has. You may choose one of the known pearls per purchase.

Shikon Shard (-200, not eligible for Tsukumogami)

A perfect replica of a shard of the Shikon no Tama. Equivalent of the most common size of a singular shard of the jewel, this shard is in fact not part of the proper Shikon no Tama and cannot be fused with other shards. Other than this it has the same abilities as proper shards such as time travel and power augmentation. It is, however, not corrupted by the demon within the actual Shikon no Tama and augments both Yoki and Reiki at the same time. Time Travel may be done through any large well similar in style to the Bone-Eater's Well to any point between the early 21st century and the year 1400 CE or a similar time frame with more time periods closer to the past being the past point and up to 600 years forward movement.

Army (-200, not eligible for Tsukumogami)

An army of 20.000 Yokai of various forms or 20.000 soldiers such as Yari and Yumi Ashigaru with an elite of various Samurai, mounted soldiers included. Both versions are equal in power to low-tier Yokai and capable of overwhelming mid-tier Yokai by numbers. How the human version of this item can do this, is up to you.

400 CP

Warlord (-400, not eligible for Tsukumogami)

Less of an item and more of a title with a lot of land. You have control of a Japanese province-sized territory rich in resources and with a central castle as your stronghold. The residents of this territory are loyal to you and see you as their rightful ruler and either Patron or even god, depending on what type of race you are. This may be a historical province or a patch of land that may not be found in modern Japan. Additional purchases of this item will grant equally sized adjacent provinces as your territory.

Mighty Fang (-400, not eligible for Tsukumogami)

This is a Fang from a powerful Daiyokai, a perfect material for a sword or to integrate into a pre-existing weapon through reforging. This Item can be used by a Blacksmith to make a powerful Yokai weapon, such as Tessaiga, Tensaiga or other such weapons, by a skilled craftsmen, such as Totosai or, if you have the skills, by yourself. You can choose 5 abilities from the weapon customization options below to give the resulting weapon.

Noble Remains (-400, not eligible for Tsukumogami)

The remains of a Daiyokai, whether a pelt or their physical corpse. These remains can be absorbed by a human to become, effectively, a Hanyo of the related species, or by a Yokai or Hanyo to gain a significant powerboost, relative to the difference of a Kitsune kit to an pubescent Kitsune of 3 tails in power. Only those with your permission may absorb this item and once per year a new one, species up to you, will appear near you. The conversion has no negative side effects on humans or spiritual capabilities of theirs.

Shishinintai (-400, not eligible for Tsukumogami)

The Shishinintai or “Band of Seven”, were a group of seven human mercenaries, even if some of them don’t look the part. Led by the superhuman warrior Bankotsu, the group consisted of said leader, the homosexual, woman hating Jakotsu, the perverted poison expert Mukotsu, the gigantic and monstrous Yokai Eater Kyokotsu, the inventor and Brain of the group, Renkotsu, his closest friend among them, the Cyborg Ginkotsu and finally the Split Personality suffering Doctor-turned-Psychopath Suikotsu. This Item grants you the full set of these formidable warriors. They are the exact same as their originals but with two special additions:

1. All members are completely loyal to you and cannot be made to betray you, seeing you as their friend and comrade, even if you’re a female.
2. All members are at their physical and mental peak, significantly more sane than their canon counterparts, thus making for example Suikotsu not only a formidable warrior but also skilled medical professional for this time period.

Inu no Kimi’s Amulet (-400, not eligible for Tsukumogami)

This small piece of jewelry, or not so small really, is quite powerful. Similar to Tensaiga this item can revive somebody it is put on once per jump, functioning for you as a form of 1-Up so long as you carry it on your person. Just don’t let Sesshomaru or his mom see it, they may think you got into her jewelry box.

Soul Mirror (-400)

This is a fascinating little mirror. It can either be Kanna’s mirror, able to absorb the souls of those who look into it, or the one the Yokai calling herself Kaguya held which could steal the humanity of a Hanyo, converting them into an obedient, pure Yokai.

600 CP

Shikon no Tama (-600, yes I know)

This is a perfect copy of the SHikon no Tama with all the same powers as the original but pure with no trace of evil or conscience within. It will multiply your strength many times over, granting a human the power to take on Daiyokai, make a Hanyo into a powerful Daiyokai capable of rivaling Sesshomaru and a Yokai to something on par with most minor gods. As for gods? Depends on your strength, and is up to you to think what the result would be. Lastly you may, once per jump, sacrifice this item to make 1 wish. This wish can be anything that is possible within Jumpchain. Should you try and use this for the purposes of acquiring an Old Planeswalker Spark, you will instead be treated as if you chose to stay in your current jump. Wishes that affect you will become inert after the jup they were used in.

Kamuitama (-600, not eligible for Tsukumogami)

Kamuitama, the power of gods manifested in a marble or pearl, a physical embodiment of divinity itself. This Item, is this form of pure, crystalized divinity. For a human, this would be enough to be considered a Demigod. Most Yokai would call themselves an outright god with this, and any god obtaining a second Kamuitama, aside from their natural divine power, would be near unparalleled by all but the most powerful of pantheon fathers. In raw numbers, the Kamuitama grants 5 times as much of a powerboost as the above Shikon no Tama, grants unimaginable spiritual power to it's wielder, grants natural control of a force of nature embodied by a "Domain" such as the sun or storms, and, well, I'm sure you can imagine the ridiculous power one can obtain by combining this with other perks or items. Furthermore, a sliver of this Kamuitama may be separated and shared with another, which will grow into a full Kamuitama of it's own in only a few years, and all children of the holder will likewise have their own Kamuitama.

Afterlife (-600, not eligible for Tsukumogami)

Quite a domain to rule Jumper, this is a full on Afterlife you have absolute control over. Whether the hellish underworld ruled by greater Oni or something more inviting or strange, you may allow passage to any soul into this realm of your's. You can allow souls to return to the living by reincarnation, and even those who are still alive and brought here may be judged to need such a reincarnation. They will be cleansed of all evil and memories before being sent back and this will be converted into energy to enrich your own strength. Furthermore, to a lesser extend, each soul here will give a you a trickle of spiritual energy over time, nowhere near the boost given by cleansing and reincarnating a soul, but substainable.

So'unga (-600)

The fearsome cursed sword wielded by Toga and held at bay by his might and willpower. Or at least, that is the Tsukumogami holding this name. This blade, a straight-bladed, double-edged Bastardsword of an unusual shape and an uncanny hilt and pommel, has all the powers of the original but none of it's will. Whoever holds this blade can summon attacks greater than the Bakuryuha and revive those who it fells as undead minions. An unholy sword indeed, but unlike the original, it is only as evil as it's wielder.

Scabbard like Benkei (-600)

Well, this is unusual. This is a scabbard made of a certain living tree, same as the scabbard of Tessaiga. It has the same barrier ability too, protecting it's holder and those around them from nearly any attack. However, unlike that scabbard this one comes with a bit of an extra: When the user wishes to draw a sword, the hilt of that sword appear from within the scabbard, no matter what sword was in it before. It can hold any sword-like or bladed weapon and even spears may be stored here, their staff growing out once grabbed.

Divine Artifact (-600)

All gods have an artifact that helps to use their powers, and whether or not you are one of them this is such a weapon. Similar to the Kamuitama you may choose a domain theme, this trident-like weapon will allow you control over that domain like a god and double the potency of a god's powers over it when wielding this polearm. In addition it may be converted into an arrow or a throwing spear, returning to the user after use, to create a powerful explosive attack of holy energy on par with the attack of So'unga in might and able to shatter any barriers in the way.

Weapon Ability Customization

Healing

Your sword can, at command, heal you or a target hit by it. Undead will take damage from this ability.

Spiritual

Your weapon is inherently spiritual, causing grave wounds to evil, Yokai and the undead inherently.

Size Alteration

Your sword can change between a resting form and a huge combat form. The latter increases its attack power tenfold and the former makes it easy to carry.

Purification

At least one of the attacks of your weapon can purify what is hit, though not absolute, this can deal significant damage to creatures such as Yokai, undead or evil humans.

Elemental Affinity

Your weapon has the ability to control, manipulate or create an element, whether fire, water or wind, or lightning, steel or fog.

Barrier Breaker

Your weapon has an ability to break barriers regardless of their power. Whether this alters the coloration or not is up to you.

Adamantite Attack

Your weapon can assume a adamantine crystal form which launches powerful adamantine crystals as projectiles. The power scales with other powers this weapon has, boosting the strength of this attack to be twice the power of the strongest attack it has.

Healing Negation

You know that annoying ability many beings have? The ability to regenerate? Yeah, fuck that shit. Your weapon can now inflict wounds that cannot be healed with self-regeneration, neat right?

Omens

Ability to call upon the sword to view things from the past, present or future. Comes with a jewel of a color of your choice with a symbol within it of your choice.

The Power

When drawn the sword increases your physical stats greatly.

Magical Cutting

The ability to cut through anything and then use the sword to repair anything you cut.

Only Mine

Your weapon can only be used by you and no one else. If someone were to pick it up to cut someone they'd find it does about as much damage as a pool noodle, if they can even pick it up at all.

Twin Blades

Your sword can split itself into two different swords.

Armory Morph

Your sword can morph itself into other weapons like Spears, Hammers, Whips, and etc.

Ward

Designate a type of creature, such as full blooded Yokai or the like. If they touch your sword they will suffer extremely painful burns on their hand, enough to make them drop it after a moment or two.

To Heel!

Can summon your weapon to you from anywhere.

Remote Control

Instead of needing to be wielded by your hand, your sword can float around you and strike at opponents without you needing to wield it.

Cloaked Weapon

Your weapon is completely invisible to anyone but you. This will make it hard for opponents to judge how much reach you have with your weapon, or what kind of weapon you are wielding at all.

Super Empowering

Similar to a certain Sword from a cartoon with weird armor ideas, your blade is capable of granting creatures in a 10 meter radius around you a powerboost that transforms them into a powerful battle mode which can render a simple cat into a mighty Yokai and a lesser Yokai into something close to a high-level Yokai. Likewise humans empowered this way can go toe to toe with most Yokai they face.

Disintegration (2 Slots)

Like Sesshomaru's final sword your weapon can disintegrate just about anything if you so will. Or at least, up to its power.

Meido Sangetzuha (2 Slots)

This special attack was one Toga stole from one of his rivals, integrating it into Tessaiga and later sealing it within Tensaiga when Tessaiga was reforged into the two separate blades. It allows for the opening of a portal into the Netherworld which, for most beings, is extremely deadly to be sucked into. Your Meido Sangetzuha can open large, half-moon shaped portals with ease and outright spherical portals if you put in some effort.

Kaze no Kizu (2 Slots)

The Wind Scar is a phenomenon where the energies of two beings clash, creating a vacuum between them, a scar. To strike at this scar releases a powerful energy attack, the Kaze no Kizu, which can destroy thousands of enemies in one blow. And just like Tessaiga, you too have this power.

Excalibuuuur! (2 Slots)

Like a certain gender bent King Arthur, your sword can draw upon your energy and the energy of your surroundings to release a powerful blast of magical energy. Whether this attack has attributes of Yoki or Spiritual Energy depends on your own alignment rather than your species, so even a Daiyokai can use the pure light of good as long as they are just.

Reaper's Bane (2 Slots)

Your sword is like Tensaiga, on command you may decide to use your sword to banish that which reaps the souls of the deceased and not only restore their body but even restore their souls to their bodies in one go. And if you're wondering about the undead, let's just say healing works in reverse for them, and this is basically a one-hit-kill.

Bakuryuha (3 Slots)

Like Tessaiga, your blade is capable of the Bakuryuha, a powerful attack which can only be used when an Ultimate Attack is used against you. In such a case the Bakuryuha will absorb that attack and hit the opponent with the combined might of this and their own attack. This can, naturally, be overpowered if the opponent can launch a significantly more powerful counter attack of their own, but good luck to them.

Adaptive Blade (3 Slots)

Like Tessaiga your sword can gain new abilities and become stronger, by slaying opponents and absorbing their power into itself. Even destroying magical items such as other weapons or items can grant this power.

Flex Upgrade (3 Slots)

1000 humans, 1000 Yokai. Banryu the… Halberd? Rumiko Takahashi needs a dictionary, anyway, the weapon of Bankotsu became a demonic weapon after this accomplishment, a huge flex for a human to do on his own. Like Banryu your sword can grow hundreds of times more powerful if you take the time to kill 1000 opponents of two kinds each. Before each jump you can choose what kinds of people these are.

Zenkai (3 Slots)

Why should monkey-tailed aliens be alone? If your sword is ever damaged and needs to be repaired it will come back significantly stronger than it was before, going from a 2 times boost up to a 100 times boost if it had to be completely reforged from a broken state. Disables automatic respawning of the weapon unless it was disintegrated.

Who Pierces with Death (3 Slots)

Well, this is terrifying. Like a famous spear wielded by a Demigod of the Western Continent, your weapon cannot be dodged. Whether thrown, shot or thrusted, it will pierce the heart of your opponent and barbed spikes will erupt from it, ripping through the entire body of the victim and ripping it apart from the inside. If thrown it can also hit with the force of a concentrated, on a single point, Kaze no Kizu or erupt into thousands of branching spikes that will rain on your opponents.

Companions

The Squad as One (-100)

You may import, create or take along as many companions as you wish, imported and created companions get 800 CP, a free species choice other than Kami, and may take 600 CP in Drawbacks. Natives can be recruited if they agree to come along.

Rebirth of the Fallen (-100)

Choose 1 deceased character who died before the events of the series (Sengoku Jidai). They become reborn in a child-like body as a companion with all Perks related to them. Gender and species are up to you to decide.

Call from the Future (-200)

Well, isn't that surprising? This is a pair of paternal twins who, genetically, are your children. They possess all Perks you obtained in this jump and appear to be from a timeline separate from your own, where you chose to stay at the end of the Jump. They will join you as companions.

Drawbacks

You may take as many Drawbacks as you wish with no Drawback Limit.

Mandatory Fanfic Toggle (+0)

As it says on the tin, this is the Fanfic Toggle. But not just any Fanfic Toggle. This one allows you to not just go to a fanfic but to use bits and bobs, fanwank and headcanon from any Inuyasha fanfiction you like and make it a fact here. Want Yokai to be hiding in the modern era a'la Harry Potter? Want Future Sesshomaru to be a chill CEO type of guy? Yeah, go for it.

Hanyo no Yashahime (+0)

This toggle makes the sequel series, Hanyo no Yashahime canon to this jump beyond the perks based on it. Adjust as needed.

End of an Era (+0)

With this toggle you may end this jump when the Shikon no Tama is shattered, when Kagome returns to the past, at the end of the epilogue or when Kagome and Inuyasha are freed, at some point, during the events of Yashahime, whenever that come around and if you add it.

Is that a Friend of Kagome? (+0)

This toggle allows you to integrate any of the Inuyasha video games into the story of this Jump in points of time as you see fit.

Busting Blocks (+0)

You may choose any of the Inuyasha movies to be canon for this jump.

Urusai! (+100)

Ouch! You got a new necklace! Sadly it has no practical uses for you other than the fact that somebody, Kagome by default, can shout this sentence (Sit in English Dub) which will see you slam face-first into the ground hard enough that a Hanyo of relatively high power, will feel it hard.

Miroku (+100)

You're a pervert, an absolute lecher. You will try to make anyone of the gender you prefer to get into bed with you. Yes this won't make you very popular with the other gender.

Fleabag (+100)

Oh boy! Poor Jumper, it appears there is a Flea Yokai like Myoga who findss your blood delicious. While he is subservient to you and may come along after this jump as a companion, he or she will compulsively drink your blood and be absolutely useless other than for what knowledge they have.which is far from perfect.

Puppetry (+100)

Naraku is fond of sending puppets after you, isn't he? 9 out of 10 Narakus you meet will be these strange puppets of his and while they're not exactly invincible, it will certainly be a chore for you to deal with them.

Towed (+100)

Good News, you're not stuck in the Feudal Era. Bad News: You get dragged into the Bone-Eater's Well whenever Kagome goes through and it doesn't matter if you're on Mars or in a Cave.

Shard Bound (+100)

There are 20 shards of the Shikon no Tama in you. They don't empower you but instead, if one of them is removed it will take 5% of your Perks with it. They're not needed to complete the Shikon no Tama at least, just make sure not to tell people about them.

Full Moon Blues (+200, Mandatory for Hanyo)

Once per month, during the night of the Full Moon, one of two effects will occur. Either you lose all of your powers, from this jump and others, reducing you to your Bodymod, or you take on a monstrous form you are highly ashamed of.

Kit (+200)

Ignore whatever age you thought, physically you're not stuck in the same age-group as Shippo, this doesn't affect your powers but it means you're a lot easier to incapacitate simply because you can be picked up and won't be able to fend the offender off due to short arms. Also, people won't take you seriously.

Beast-Mode (+200)

Well, this sucks if you like thumbs. You're now an animal, doesn't matter if you're human, Yokai or deity, you'll be a quadrupedal, normal looking animal. If you're a Hanyo by species you'll either turn into a human as normal or into a monstrous beast form during the Full Moon, the former with no ability to speak, while if you're a Kami you'll likely appear as a deity similar to the Brush Gods of Okami as an example. You cannot shapeshift out of this animal form.

Excessive Crossover (+200)

WAT? A Crossover Drawback? Not a Toggle? Yes indeed Jumper, for this is no laughing matter. People from Japan of various other worlds have been displaced into this world, whether it be Daimyos Oda Nobunaga, Oda Nobu, Oda Nobuna, Oda Nobunaga and his Zekrom, Busty Oda Nobunaga under Queen Himiko and her Warrior of Heaven, Okami Amaterasu, Orochi, Naruto, Daimyo Asgore of the Undermountain Province etc. Japan will be in chaos as the ambitious will seek war, the new forces will throw a wrench in the balance of power and Godzilla starts taking walks with his girlfriend Mothra.
Pandemonium is nothing compared to this.

Bound (+200)

You have been sealed Jumper, to a great Tree. The seal can only be broken by a powerful Miko and until one such arriives, not including your companions or you, you'll be stuck here. And even if they arrive, you need to convince them to free you first. Good luck.

Shard Living (+200)

Your life is dependent on a Shikon Shard embedded in your body. If it is removed you have 2 hours to recover it before dying though 1-Ups will expend themselves to revive you for another 2 hours. This Drawback falls away once the Shikon no Tama is destroyed and normal shards don't work for this purpose. You will see your shard and it cannot be fused to others.

Setting Amnesia (+300)

You forget everything about this setting and any details to be discerned from this document will be redacted at the start of the jump. Yes, you won't be able to wiggle out of this as any recordings or information about this setting will also be erased.

True Amnesia (+300)

You lose all memories of your life before the jump starts and appear with no history in this world. You can regain your memories through meditating for a long time but it will take great effort to get there.

Sibling Rivalry (+300)

You have an older sibling who is superior to you in power, skill and experience. They have stronger versions of all your perks from this Jump and will feel entitled to everything you obtained in this Jump and some things you carried over from previous ones. Essentially, this is your Sesshomaru. They won't always attack or try to kill you, aiming for humiliation for the most part to show dominance.

Demon King's Reputation (+300)

Is this your second visit to this time period Jumper? Because people seem to think you were here before and were a terrible, tyrannical monster. A king of demons who terrorized the countryside. Daimyo and the Shogunate will be hunting for you and even Daiyokai such as Sesshomaru will seek to destroy you.

Weak Constitution (+300)

Oh, this is not good, Jumper. You suffer from a terrible ailment, identified by most as Tuberculosis which will see you cough up liters of blood if you strain yourself too much.

Path Set in Stone (+300)

Well Jumper, it appears you wish for things to be easy, with this Drawback that will be guaranteed. Any events partaining to the Shikon no Tama and the main group as well as the central plot, will never be affected by your actions. Kikyo won't return to the Afterlife after giving up Kagome's soul, Naraku will destroy Sango's entire clan, the Shichinintai will be revived etc. There is no changing this, though anything outside of that is still on the fritz as long as it wouldn't affect the plot later on and won't interfere with it either. Also affects movie and video game content.

Brought Down to Super (+600)

All Perks and abilities from previous jumps have been revocked with this Drawback, you will only have your Bodymod and what you obtain here available to survive this ordeal.

Closed Borders (+600)

You have no access to your Warehouse or any other means of bringing items from other jumps into this one. You are entirely locked out of OCI for the duration of this jump.

The Long Way Down (+600)

You don't start a day after the Shikon no Tama was shattered, you start around the time of the 11th century, or when Inuyasha was born. You can't leave until the Shikon no Tama has been destroyed.

Long Haul (+600, Incompatible with "End of an Era")

You'll be stuck here until you reach the modern era. And I mean by the long way, living from the Sengoku Jidai until Kagome travels back in time, you understand? I hope you got some longevity going Jumper. That's 500 years at least.

Wrath of the Lord (+600)

There are cardinal lords in these lands, Sessshomaru of the West, Kirinmaru in the East, and finally Gorai of the Northern Lands according to Secret of the Sacred Jewel. And they're all pissed at you. Except Sesshomaru isn't the Lord of the West you need to worry about, nope. That's his father, Toga, the Inu no Taisho hunting for your head.

Time Police (+600)

It appears something went wrong. Kagome can no longer go to her time until the end of the series. Naturally any supernatural events from the series will be shot out of the Bone-Eater's Well and get going in the Sengoku Jidai rather than in the modern day of Japan, hope Kaede doesn't mind that flesh eating mask thing, or having to deal with a small ghost girl who is pissed off because she can't get revenge back here.

Scenarios

Scenarios are non-mandatory conditions you may fulfill for more rewards. You may need to fulfill some conditions for them though.

Great War of Jumper (Needs “Excessive Crossover”)

Remember what I said about all those different Anime and video game characters related in some way to the Sengoku Jidai, just showing up and messing around? Well, forget about them just messing around, this bundlle of Chaotic Weird people are now engaging in warfare! And so are you! Every fandom has taken over it’s own province of Japan and are now vying for control. All of them are also equipped with powers to match Daiyokai at least while all troops following them are now trained as Yokai Hunters and at least at mid-Hanyo levels of power.
To win this scenario you must defeat and subjugate every single warlord who has come here, including the fearsome Daimyo Godzilla of the Monsterverse Clan, Lady Gudako of Chaldea and the Nobunaga Alliance led by Eiyuu Senki Nobunaga among many more.
This will naturally only make the situation harder on the main cast and inhabitants, but at least they will have plenty of time to evacuate and will do so too.

For completing this task you gain the following:

All of Japan: Literally the entire island chain known as Japan will now follow you as your property as you have conquered it all. They will be accessible through portals you can open at will and includes armies upon armies of footsoldiers and obedient Yokai, all of them mid-tier with high-tier officers. And if you could even subjugate them, may even include Sesshomaru, Inuyasha and Kirinmaru.

Unifier (Perk): This Perk makes you not only known as a great revolutionist who united Japan under one ruler, but makes you excessively skilled at doing it again, and again, no matter where you are or in what land, you can conquer with the best of them and few can hope to match your skills. But even more important than that, naturally, you are a statesmen of unparalleled skill, able to make a functioning society out of the likes of Japan, after all, even with this chaos.

Yokai Preservation Act (Needs “Mandatory Fanfic Toggle” and “Excessive Crossover”, not compatible with “Hanyo no Yashahime”)

Yokai used to be so prevalent, didn’t they? Where did they go in the modern day? Well Jumper, let me explain. At some point during the Meiji Restoration an event known as “The Great Disappearance” happened, due to which 69% of the Yokai population of Japan disappeared. Following this the Yokai went into hiding, as did numerous magical communities across the globe. Yes, this means it shares it’s world with the world of Harry Potter.
Nobody knows what happened all this time ago, but eventually an individual you may or may not meet, who will come from the future like Kagome and join her, will discover what happened, though not in the framework of this jump’s current events. Your task is separate from this however.
That task, if you’re wondering, is to gather peaceful or weak Yokai and Hanyo and evacuate them to the Bone-Eater’s Well to travel into the future. Luckily Kagome’s grandfather here isn’t just an old man but in fact, a trained Hoshi and graduate of Mahoutokoro, so he will happily aid your efforts, as will the fiance of the young Yokai from the future who has the same goal as you.

To complete the Scenario you need to find at least 20.000 Yokai and Hanyo as well as, if needed, their families, and evacuate them into the modern era to replenish the declining population there.

For completing this task you gain the following:

Soul Bound Token: This Item, found in the continuity this scenario leads you to, as altered as it is, functions like a “Stamp of Fiat Approval” from Generic First Jump. With it you can mark an item, found in the jump itself or purchased. The former case it grants Fiat Backing to it, guaranteeing it to work, and in either case it makes it so that the item remains active while there is no access to items from outside. The item marked by this token must be handheld or an article of clothing.

Leon (Item): This chameleon appears similar to an animal of the same species held by the Kitsune who was working to the same goal as you. Unlike it’s normal counterparts this animal can turn into any and every type of firearm ever invented and can fire bullets made from your own energy. All guns it transforms into have no recoil, obviously, it’s normally wielded by a baby-form assassin.

[Place Holder]

The End

Well Jumper, it has been 10 years, or more, or less, point is that your journey in this world ends here and you have three choices.

Return Home

You had enough of this chaos, you have what you wanted to get and now it's time to go home and mess around, or something. Or maybe you died, in which case… Sorry. In either case any Once-Per-Jump effects become once per decade.

Stay Here

So you like the world you're in now? Want to see how things play out into the modern era maybe? Or perhaps you finally found someone to settle down with? Or maybe you didn't read the warning about wishes, that would suck. OPJ effects are affected like above.

Into the Well

Move Along, take 200 and get outta here! You move to the next jump in this chain, because why would you stop here?