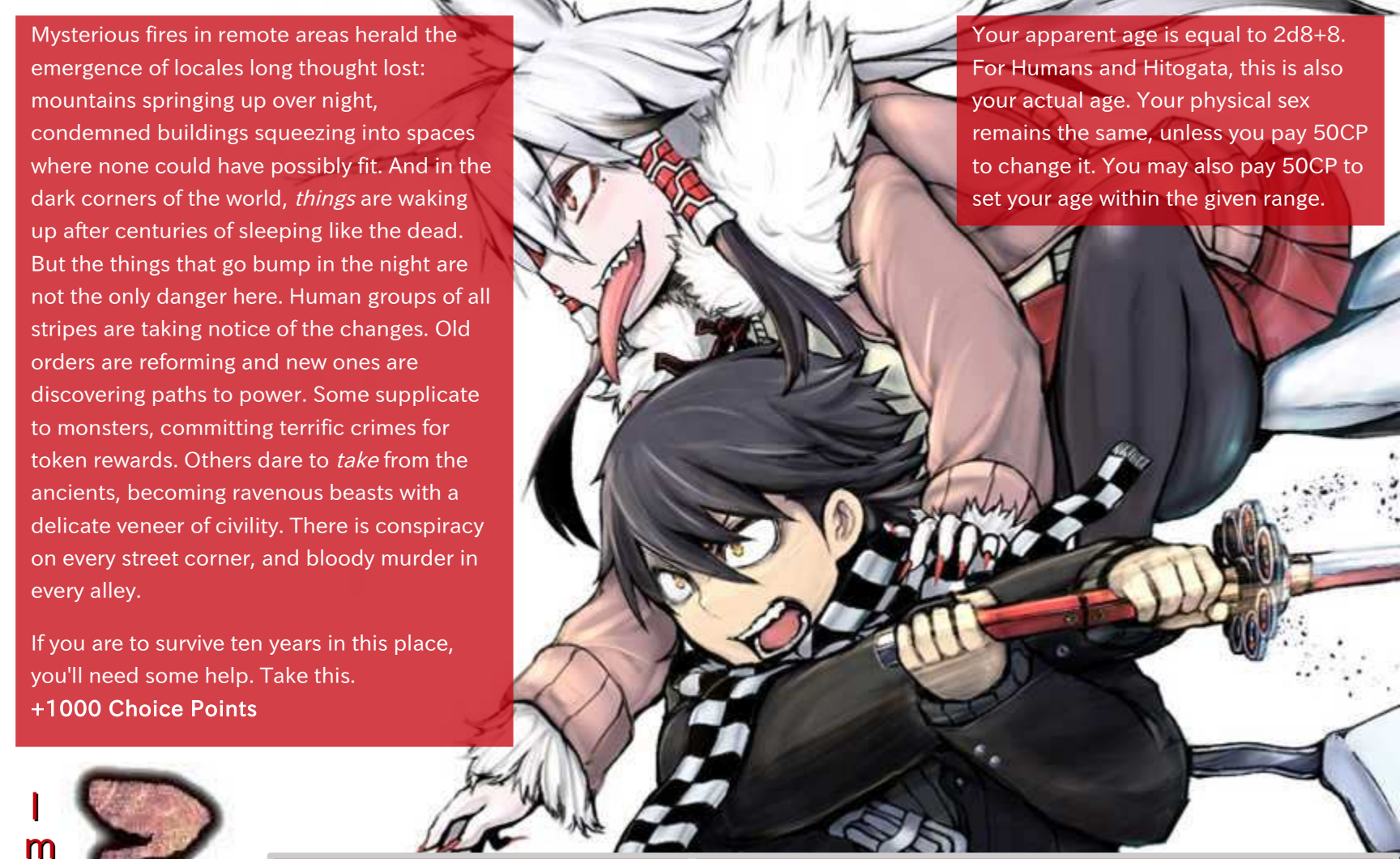
Mysterious fires in remote areas herald the emergence of locales long thought lost: mountains springing up over night, condemned buildings squeezing into spaces where none could have possibly fit. And in the dark corners of the world, *things* are waking up after centuries of sleeping like the dead. But the things that go bump in the night are not the only danger here. Human groups of all stripes are taking notice of the changes. Old orders are reforming and new ones are discovering paths to power. Some supplicate to monsters, committing terrific crimes for token rewards. Others dare to *take* from the ancients, becoming ravenous beasts with a delicate veneer of civility. There is conspiracy on every street corner, and bloody murder in every alley.

If you are to survive ten years in this place, you'll need some help. Take this.
+1000 Choice Points

Your apparent age is equal to 2d8+8. For Humans and Hitogata, this is also your actual age. Your physical sex remains the same, unless you pay 50CP to change it. You may also pay 50CP to set your age within the given range.



Imawabi No Dakini

Human (0) – You're human, in a world of monsters. Since beings trying to claw their way to the top need to devour their equals to progress, your unassuming self is a secondary target. Only the weakest and sickest horrors will specifically target you, but not all humans are as powerless as Ayakashi and Hitogata assume...

Hitogata (200) – You're a former human who has given up your mortality and gained horrifying powers. When you eat raw meat from a freshly killed creature, the mass you take in is instantly utilized to repair your body. Larger wounds require more meat to fully heal. If you are in perfect health when you eat a fresh kill, your body takes on the additional material by growing in size and building muscle. The more size and strength you gain from this ability, the more inhuman your appearance becomes. You are immune to ingested non-magical poison and disease.

Ayakashi (200) - You are a newly reformed Ayakashi. You may have a legend going back millennia, but your long sleep has set you back to your barest state. Ayakashi are ageless, immaterial spirits with the potential for great power, but they require a champion to interact with the physical world for them. All your alternate forms are disabled for the duration of this jump. At any time, you may designate one sapient, non-Hitogata and non-Ayakashi being as your Servant. In exchange for a variety of gifts (or blackmail), this individual will serve as your voice and your hands. Chose two themes, one of which must be an animal; examples would be "Wooden Cat" or "Sword Fox." Your personal appearance and your Mark are determined by your theme. You can present yourself entirely as your theme, or you can take on a humanoid form with hints to your true nature. Post-jump, you gain your theme as an alternate form and can switch your ethereal nature on and off. This is a binary option; your whole body is either physical or not. You are still plainly visible while immaterial. **Beings under the effect of a Mark can harm Ayakashi directly, even when they are immaterial.**

PERKS AND ITEMS



Pistol (50) - Police standard-issue with a little extra. It refills its magazine, repairs any damage sustained by it, and returns to your side at midnight each night. Might slow down a Hitogata or Servant if you aim for the vitals.

Liiiiiiiiiiick (Free for Hitogata or Ayakashi, incompatible with Human) - Your tongue can now extend three feet out of your mouth, is fully prehensile, and has equal lifting strength to an arm. Yeah...

Spacing Out (Free for and exclusive to Human) - Whenever your sanity would be assaulted, you may enter a dissociative fugue. You act like you normally would, but you ignore all weirdness and are uncannily calm. You remain in this state for a minimum of three hours, after which you may end the effect at will. All memories of this time, and those of an equal amount of time before the ability's activation, are suppressed and you return to awareness in the same mental state you were in before the batch of missed memories. If someone tries to remind you of events that took place during the sealed section of your memory, the effect ends; all the lost memories return, along with the trauma you staved off. You can only have one set of sealed memories created by this perk's effect at a time; if you want to block out another experience, you'll need to face the last one.

Too Spooky (100, Discount for Human) - You're a master of the ghost story. Your macabre tales can send even the least superstitious individuals into hysterics, and with practice you may be able to instill persistent phobias into your listeners.

Masquerade (100, Discount for Hitogata) - You can shapeshift into your original (pre-jumpchain) appearance, or any shape granted by a jump's background that does not qualify as a full alternate form. With practice, your range of assumed features gradually extends to encompass all natural human variations, across all jumps you have visited. Copying specific individuals other than yourself requires an hour of preparation. Your physical fitness remains roughly the same despite the change in appearance.

Like A Glove (100, Discount for Ayakashi) - You may import one companion or draft a new one; they gain the Human background and have 300 CP to spend. If you are an Ayakashi, you may have them automatically become your Servant.

Investigation (200, Discount for Human) - Your inductive and deductive reasoning skills improve dramatically. You may be a detective or a reporter, but you'll always find the people, places and things you need to do your job.

Illusion (200, Discount for Ayakashi) - You can insert sensory information into the minds of those around you, misleading others in an endless list of manners. With centuries of practice, you'll be able to use this ability to create quasi-real constructs whose validity is determined by the belief of those observing them. Willful individuals can concentrate to counteract either variation, though the latter is much harder to stop.

Judge Foe (200, Discount for Hitogata) - You can eyeball the potency of another's soul. This allows you to determine relative strength (meta- and physical), as well as the benefits one would gain by Consuming said soul.

Book of Enma (400) - This magical book keeps a record of every type of supernatural entity you've slain, providing details of their abilities and weaknesses. Only the average of each variety of being is accounted for; exceptional individuals are beyond its scope. It reappears on your person a few hours after being lost or destroyed; during this time it doesn't take notes.

Suscitating Slap (300, Discount for Human) - With but a sharp impact from your hand, you can induce a state of calm attentiveness in anyone. Panic, fear and other debilitating emotions are quieted and their return is impeded for one hour. Further, once per week you can slap a departing ghost back into its shell, pulling the individual back from the brink of death. This usage of the ability fails if the subject's body has been thoroughly disassembled, and even a successful revival leaves the subject unconscious.

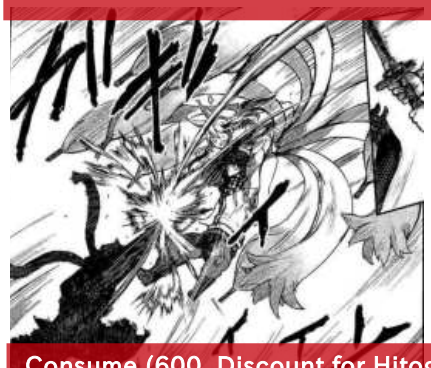
Marked (300, Discount for Hitogata or Ayakashi) - A Hitogata's nature provides power for itself, while an Ayakashi grants the same to its Servant. The recipient gains a large durability increase, becoming able to shrug off being hit by a truck. It also provides supernatural weaponry; Hitogata gain a sectioned and fanged jaw, while Ayakashi may transform their servant's body or provide them with manufactured weapons. A Human with this perk gets twice the benefit when subjected to an Ayakashi's mark, and is locked at their physical peak even in the absence of one.

Possession (150, Requires Ayakashi) - While all Ayakashi must act through proxies to meaningfully affect the physical world, you take a more direct approach than most. You may directly control a sapient being other than your Servant, treating their body as your own. You may render the subject unconscious for the duration of the effect. Willful individuals can resist this control, and those that do have the opportunity to expel you from their flesh, causing you extreme pain and disabling Possession for a week.

Backseat Driver (400, Discount for Human, incompatible with Hitogata) - You may import one companion or draft a new one; they gain the Ayakashi background and have the Liiiiiiiiiiick, Book of Enma, Marked and Combined Combat Technique perks. If you are a Human, you may automatically become their Servant.

Packmaster (400, Discount for Hitogata, incompatible with Ayakashi) - You may import one companion or draft a new one; they gain the Hitogata background and have the Liiiiiiiiiiick, Masquerade, Marked and Consume perks. You also learn a ritual to transform humans into Hitogata, though their version of Marked will be only half as strong, Consume's cap will be 50% and it improves by only +15% through over-eating, and they will take twice as long to gain proficiency with Masquerade.

Combined Combat Technique (400, Discount for Ayakashi, incompatible with Hitogata) - While you are fighting the same foe as an ally, you may grant the benefit of up to 400CP worth of combat perks you possess (discounts and freebies are disregarded) to that ally. Only one ally can be boosted in this way at a time, and the effect ends if they switch targets or disengage.



Thief's Mark (600, Discount for Human, incompatible with Ayakashi) - You can steal the blessings of Gods and Ayakashi. When a being would apply a supernatural beneficial effect to another being, you may take it for yourself. The being granting the power cannot cancel or retract the power for at least 30 seconds. If the ability in question does not allow the source cancel its investiture, you can maintain the stolen blessing for as long as it would last, though you may end it early. It is important to note that while the power is in effect, you must put all your effort into harming either the source of the blessing or its intended recipient. In the case of instant abilities (such as most healing), you must engage your target(s) for at least 30 seconds.

Consume (600, Discount for Hitogata, incompatible with Human) - You can absorb the life force of slain foes, boosting your physical and magical power in the process. A sapient, mortal soul provides a +1% boost that decays over the span of a week, while more potent souls provide a proportionally greater benefit and a longer duration. You cap out at 100% soul power, at least in the beginning. If you consume a soul whose power, on its own, would exceed your current cap, you become violently ill. Over the next 48 hours you are wracked by intense pain and expel devoured souls until none remain. After this ordeal, your soul cap increases by +25%. Entities who have had their souls eaten by you cannot resurrect or return from the dead by any means until they are released from bondage by your death or overeating. Hitogata must physically eat their victims alive to gain the benefit of this perk, while Ayakashi must simply be within arms' reach of a creature at the time of death.

Boon (600, Discount for Ayakashi, incompatible with Hitogata) - You may trade one commodity for another of equal value. Initially this is restricted to material goods and appears much like alchemy, but with centuries of practice you can trade in more abstract wares such as destinies. The initial offerings are consumed by the process, to power the creation of the result. The greatest Ayakashi could trade a portion of a successful harvest for abundant rain the year after, to use a common example. Trading a foolish child's promising future away to grant him or her the power of flight would also be possible, but it would engender a trickster's reputation. You cannot activate this ability to service your own whims or affect yourself, and you cannot coerce another into requesting a Boon. You gain nothing from the transaction, but the utility of having Boons available to them (and not their enemies) is something that people will pay for in its own right.

DRAWBACKS

You may select drawbacks to gain extra CP. You may not gain more than 800CP in this way.

Injury (+100-300, Requires Human) - You are missing a limb, or an eye as a result from a fight with a Hitogata. You cannot repair this loss during the jump, but you may mitigate it by becoming an Ayakashi's Servant and receiving their mark. You may take this drawback up to three times.

Cut of your Jib (+100, Requires Masquerade) - Your transformation is fundamentally flawed, leaving you deep in the uncanny valley. Individuals aware of supernatural creatures will recognize that you are using a shapeshifting technique immediately.

Oh Brave New World (+100, Requires Ayakashi) - You are easily startled by flashing or bright lights, and your technological skills are greatly reduced; you will have trouble operating anything more complex than a vending machine. You are both sickened by and curious of mankind's inventions.

Another's Tune (+200) - You are vulnerable to deception and illusions. Even if you know something is untrue, you will have difficulty refuting a well-spoken narrative.

Wanderlust (+200) - You just can't stay put! When you are not engaged in an activity, you have the irresistible urge to take long walks through isolated areas. This will have minimal impact on your day-to-day activities, but it will provide ample opportunities for you to be ambushed or kidnapped.

Bleed (+200, incompatible with Host) - Your supernatural powers are half as strong and twice as taxing to use. You leave a clear trail of spiritual energy wherever you go, which will draw the attention of things you'd rather not meet...

Fanatical Esoteric Buddhists (+300, Requires Ayakashi) - You've got a cult devoted to you. Or rather, you've got a cult devoted to squeezing every last drop of your power out for their own ends. They will murder your Servants and let your Hosts rot, all the while demanding miracles in exchange for temporary relief from their endless barrage of psychological warfare. You'll need to be at your absolute best to fight them off, and so will your friends.

CHOMP (+300) - Roughly 25% of the staff of every government and military agency are secretly Hitogata. Disappearances are terrifyingly common, and behind most of those are gruesome scenes of cannibalism and murder. In that order. If they find out how rich your soul is, every last one of them is going to want to take a bite. They are not above using their positions to hem you in, and many of the bodies sent after you will be honest humans, whose only crime is not realizing their superiors are monsters.

Host (+600, Requires Human, Backseat Driver and Like A Glove) - Your Ayakashi companion does not take you as a Servant, instead choosing your Human companion. Your Ayakashi gains Boon, Possession, Illusion and Consume for free, and will frequently possess you. You cannot resist this control, but you remain conscious and may communicate mentally with your Ayakashi. Further, your warehouse and all your powers from other jumps are suppressed for the duration of this one. You'll need to carefully navigate this bizarre dynamic in order to survive life on the wrong side of an escort mission. Your Ayakashi gains the effects of Oh Brave New World, Bleed and Fanatical Esoteric Buddhists while you gain CHOMP and Wanderlust; neither of you gain any CP from these.

AFTERLIFE

After ten years pass, all drawbacks are revoked and you are presented with Jumpchain's eternal question.

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NOTES

1. Companions from any source cannot take drawbacks, Like A Glove, Packmaster or Backseat Driver. The drawbacks imposed upon your Ayakashi companion when you take the Host drawback are the sole exception.

2. An Ayakashi must either route their abilities through their Servant, or take Possession of a body in order to affect the physical world at all. Dakini's conjured flames could toast free-roaming souls, but a Hitogata laughed them off.

3. Your Ayakashi form's intangibility adjusts to match the physics of similar effects within each jump. Watch yourself!



V1.0, A CortexAnon jump