# ***Kajiri Kamui Kagura***

## Introduction

Ashihara no Nakatsukuni was defeated in a great eastern war 300 years ago. Spider Demons, creatures from the east, destroyed the samurai armies of the Emperor. Since then, the nation of Shinshu has kept itself in isolation from the outside world. The samurai clans and Emperor have managed to maintain order even as a dark pollution called Distortion moves in from the east. Those born with Distortion possess many strange abilities that warp the world around them but cause damage to them and those around them. In addition, great nations to the west have begun to push for the opening of Shinshu. Between the Distortions from the east, powers to the west, and rumors of the Spider Demons rising again, it has been decided that a second Eastern Expedition shall take place to travel to defeat the demons once and for all. In order to give the expedition its best chance at success, a tournament is being held to determine who shall lead.

In this land, love and morality are alien concepts. Everyone only knows care for themselves and every last action is taken purely to advance one's own interest. Someone expressing true positive emotion for another person is seen as mad. The people do not know that the world is like this because of the twisted being that rules a cosmic Throne, painting its Law across the multiverse.

This is a land of ancient magics, samurai that can cleave mountains, and reality warping Distortions. But even the mightiest of the expedition do not know of the truly powerful beings they shall meet in the east.

As the tournament carries on the participants have no way to know that all of their actions, even the expedition itself, are part of a several thousand year old plan. The world shall shake from their choices as they carry out a destiny forced on them, both from within and without.

Choose to be aligned with either the Eastern Expedition, Yato's Legion, or to be Unaligned.

If you are Eastern Expedition, you appear in Shinshu right before the Grand Tournament to decide the General of the Expedition.

If you are part of Yato's Legion, you appear in the East with him.

If you are Unaligned, you can just show up wherever, except the Singularity.

Any background can be a drop-in.

# Origins

**Samurai Clan**
The land of Shinshu is controlled by an Emperor and the multitude of Samurai Clans across the land. A Samurai Clan controls each region of the Empire and they are responsible for administration and supplying the military. The Emperor theoretically has supreme authority but the most influential Samurai Clans are adept at manipulating him. You were born into a clan of Samurai. This elevates you above most people save those of more prestigious family or rank. You were raised in the lap of luxury unless you are from one of the poorer clans.

**Distortion**
Distortion is a pollution that comes from the demons of the east. Unbeknownst to the people of Shinshu, it is a power created and granted by Tenma Numahime, one of the members of Yato's Legion. Distortion causes those with it to be able to bend reality to a certain extent and each person manifests this differently. It can be very dangerous even to the user, with those of particularly dangerous Distortions coughing up their own organs. You will not have to worry about the worst consequences of your Distortion but overusing it will cause nausea, dizziness, and shaking hands.

**Eastern Expedition**
The first Eastern Expedition was destroyed by the Demons of the East 300 years ago. The Emperor and his Samurai have arrange for a second Eastern Expedition to be sent to defeat the Demons once and for all. A tournament is being arranged to see who shall be the generals for the army that is being sent East. You are one of the members of this expedition, currently a regular soldier or low ranking officer under the generals that will soon be chosen by a grand tournament. This expedition is the finest military force that has ever been assembled in these lands and still some whisper that it will not be enough to defeat the demons.

**Legion**
The Yatsukahagi, the Spider Demons of the East, as they are known to the Eastern Expedition. They are actually the Legion of one Tenma Yato. Yato is a Hadou God, one whose Law would paint across the multiverse if it had not been entirely focused the last 8000 years on holding back the Law of Hajun, the Hadou God that sits upon the Throne and would see the entire cosmos erupt into self destruction until he was all that is left. Yato has taken the souls of his best friends from a former life and raised them to his level of Hadou god. Their souls are his and forever are they bound to him. Yato's plan is to lure the Eastern Expedition to him and his Legion and train them up to be able to kill him, and thus prove themselves capable of killing Hajun where Yato has failed. You are now part of his Legion, a friend from his early life, but one not soulbound to him or prisoner to his Hadou nature. While still independent you have been brought to his level in order to fight the coming enemies.

# Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

## General Perks

800 - Gudou
Gudou Gods are sentient universes, who define their boundaries with their bodies. A single drop of their blood weighs more than a celestial body. Unlike Hadou Gods, whose Law is focused outward and will paint without end across the multiverse, a Gudou God's Law is focused inward and is always all about self and self centered will. A Law like "No Harm shall come to me" is a good example of a Gudou God who can not be harmed by anything whatsoever save a God with more Taikyoku than them. Taikyoku is a metaphysical concept of which every God has a number that determines their absolute power level. With this perk you have a Taikyoku of 25. Gudou Gods can not normally increase this, but you are a Jumper so I am sure you will find a way.

Because Gudou Gods are wholly self-contained, they cannot take the Throne and rule the multiverse. They are defined by their law but their universel always compressed inward. A singularity if you will. Hadou Gods are normally much stronger than Gudou Gods due to their sheer spiritual mass and their ability to spread themselves outward on a conceptual level. Since Gudou Gods are focused inward and do not manipulate reality conceptually as Hadou Gods do, they must make physical contact to fight other Gods, not able to simple will their Law outward to fight on a conceptual level.

Hybrids of Gudou and Hadou are possible but extremely rare, with Gudou Gods able attain Hadou through arcane and unusual methods.

Gudou Gods cannot devour souls like a Hadou god can. This lack of ability to devour souls also means a Gudou God can't normally increase its Taikyoku value.

1000 - Hadou
Hadou Gods are the gods expand outward beyond all concepts and dualities flooding reality with their Law. This means that Hadou will encompass anything and everything regardless of scale. This includes singular universes as well and as areas outside like the Throne. Because of this, two Hadou Gods can not generally co-exist, there is no empty space between gods. Generally, when more than one Hadou Gods exist, they must confront each other due to their conflicting laws. Each one trying to repaint on top of each other until only one Law is dominant. The Hadou God with a higher Taikyoku value wins, unless they possess some esoteric Law that somehow manipulates this rule. With this perk, you are automatically able to co-exist with other Hadou Gods or multiversal entities even if you would normally be completely incompatible in the same multiverse.

Hadou Gods are walking Taikyoku who define their own boundaries with their Law and infinitely expand their desire until everything has been subjugated to their Law. With his perk you may toggle how your Law spreads if you don't want to gobble up the multiverse. Multiverse in this context only applies to your current jump until post spark.

Hadou Gods are the only one who may try to take the Throne (explained in the Throne item).

Because of the sheer spiritual mass of a Hadou God their Taikyoku values are almost always higher than that of a self contained Gudou God. With this perk you start with a taikyoku value of 50 and may increase it by devouring souls or other arcane and unusual methods you might discover as a Jumper.

Since Hadou Gods function on a conceptual level, while they might have physical forms they may fight by expanding their Law and willing it upon their enemies. They are multiversal reality warpers and fight on a scale and in ways impossible to describe. If you still want to just physically hit things, I'll let you use this perk to turn metaphysical and hyperversal fighting into a good old fashioned brawl so others can watch.

A Hadou God has transcended above time and space, and all dualism and concepts of existence. Hadou Gods are abstract beings who can control reality on a conceptual level. Have fun

100 - Self Love
Due to Hajun's Law spreading across the multiverse as he sits upon the Throne, no one in this world cares about anyone but themselves. Any "friends" or "family" are just there to be used for your own amoral purposes. While here, this perk is free and mandatory, but you can spend the points to make it a toggleable ability post jump if you need to turn off emotions or feelings for others in order to do difficult things.

400 – Apoptosis
An Apoptosis is the physical manifestation of a Hadou God's desire to die. They are generally the same gender, but not always. They are always friendly and if opposite gender (or you just feel like it on same gender) can be romantically attracted to you. You now possess an Apoptosis that follows you around as a companion and they will always be identical in power level to you.

You can import an existing companion to be your Apoptosis.

200 - Sensory
A Sensory is an Avatar of a Hadou or Gudou God. With a Sensory you can be in multiple places at once or simple use it to hide your true self from others or infiltrate. With this ability you have the ability to create Sensories. When created it is up to you if they know who they are, whether or not they are directly under your control, and what they look like. At any time you may take control of a Sensory or destroy it no matter the distance.

200 - Onmyodo
Hey look, you are now a Taoist wizard. With this perk you have access to the Onmyodo powers of Yin and Yang. You can create magical effects such as using paper talismans to create barriers that can possibly even block God-like abilities and Distortions, or seal the powers of others. You know many magical words, and seals that you can create to carry out powerful magical effects. Go ahead you know you want to do funny hand seals and throw exploding paper at Gods.

400 - Kamunagara
The Kamunagara is a physical manifestation of a Hadou God's Law, practically a self contained universe that exists within a Hadou God. They can take any form (usually monstrous) that you prefer and can manifest physically to use any of your abilities. All Hadou Gods have a Kamunagara but with this perk you can have one without being a Hadou God, have it change form whenever you like, manifest independently and remotely of you whenever you want and it can use any of your powers from any Jump not just Hadou abilities.

200 - The Human Heart and Soul
Showing any kindness or morality in this fucked up world will have you labelled a madman. Any empathy or compassion is met with scorn and hatred. However, there are some, now including you if you take this perk, who may show even the most callous individuals that love and compassion are not bad. Given enough time and effort you could turn the most violent mass murderer into a caring individual. Even at a basic level, vile people will not openly scorn your empathy and will even work with you towards positive goals even if they do not understand or care why you are the way you are, though they will go back to their evil and amoral ways once you are gone.

**Samurai Clan**

100 - Samurai Training: You have been raised within one of the Samurai families of Shinshu. You were taught all of the skills needed to be a warrior and aristocrat. You are skilled in swordplay, archery, court etiquette, poetry, and all other skills expected of a Samurai.

200 - The Great Game: In such a cutthroat world ruled by amoral aristocratic families, it pays to play politics. You are considered very adept at the game and are able to run circles around your average noble. Plot the demise of your enemies, arrange for your favored friends or servants to be given positions of power, and maybe even influence someone like the Emperor himself if you can get his ear. Let others swing their swords around, you will show them the might of cunning words.

400 - Martial Arts: Great martial artists populate the land. All Samurai are taught to fight but some take their training to amazing levels. Even unaided by the unnatural distortions possessed by some, a master martial artist can easily slice through stone or move faster than the eye can see. You have trained your entire life under the greatest masters to learn these techniques. You are able to crush stone with your bare hands, easily dodge projectiles at close range, and even focus your killing intent into a weapon. As you train further, these abilities will only grow.

600 - Prestigious House
You were not born to one of the run of the mill samurai houses. Your family is one of the richest and most prestigious samurai clans in Shinshu. You want for nothing monetarily and have authority rivalled only by the Emperor and his greatest advisors and generals. You even have the ear of the Emperor and any argument you put before him, he is guaranteed to at least listen. In future jumps, you will be in place of wealth and authority equivalent in whatever faction you are in.

**Distortion**

100 - Distortion
You were born with or manifested a Distortion. Many people fear you and in some provinces you would be put to the death, but the Empire of Shinshu has a use for you. Those with Distortions show such great supernatural potential that they are some of the most effective weapons in the lands. Nearly all the generals of the Eastern Expedition possess a distortion. Example distortions include being able to absorb luck and redirect bad luck so that your enemies might be struck by lightning on a clear day, or an avalanche might consume an enemy army marching towards your lands. Another example was a person with a distortion that would let him cut through anything, including concepts. Your Distortion can work on most things save those that are Gudou or Hadou gods. They are completely immune to any manifestation of your distortion, unless you also possess a Taikyoku value from being a Hadou or Gudou as well.

200 - Fear and Oppression
Distortions terrify the average member of the population, but your ability to generate terror is beyond simply being scary. You radiate an aura of fear and oppression. It can extend out for about 50 feet and can be toggled by you. Normal humans within this aura will be unable to act other than to scream in terror and attempt to flee you or simply be rooted to the spot. Those of stronger will can resist the effects, but even the strongest of wills will feel unnerved and uncertain when near you.

400 - Under Control
Let others suffer from the consequences of possessing a distortion. You have your abilities under far greater control than others. Using your Distortion will not cause your hands to shake, or nausea, or any of the dozen other physical and mental effects of having such power. In future jumps you will find the negative physical and mental effects of powers and abilities to be far less. Walking in the sun as a vampire would still cause decent burns, but no longer turn to ash, garlic would be a non issue, kryptonite to a kryptonian would be like a moderate allergic reaction.

600 - Reality Warping
At its core, Distortion is an ability granted by someone brought to the level of a Hadou god. As gods are reality warpers, your Distortion has granted you a small part of this capability. You are able to manipulate reality in a small radius around you. You can easily causes terrain to shift, or the weather in your immediate area to change, or even do things like make it rain blood. As your powers grow, you are able to easily come up with even more creative uses for your reality warping and figure out how to use it to complement your other abilities.

In addition, at their most extreme levels, Distortions can cause unprecedented damage and destruction. Vomiting organs, people around Distortions randomly dying gruesome deaths, and for those as strong as Sakuya, they have to be careful just when doing their hair and nails to not cause damage to themselves or others. Fortunately for you, while your Distortion has reached these uncontrolled levels of power, it is not uncontrollable for you. You find yourself capable of

directing your distortion in unique ways. Direct it at someone and they might start vomiting up their kidneys, condense it around you and you might find that enemy attacks cannot penetrate it. You also find that any other reality warping abilities or similar capabilities that you possess are magnified in power.

**Eastern Expedition**

100 - Radical Self Love

I this world where there is no love beyond that for oneself, no morality save that which helps one get ahead, there is a special kind of person who can take this even further. Being unshackled by positive feelings for others or morality, great plans and plots can be strung together and carried out. You have the ability to plan deep plots without being emotionally affected by the participants or victims of your plan. Any morality you wish to ignore can easily be tossed out. This is not just relying on logic, this only affects positive emotions so feel free to come up with the most sadistic and cruel plans that involve betraying the very ones you love just to meet your goals. This only works for plans that directly benefit you in some way. Post jump this can be toggled.

200 - Great Speech

Words can move mountains. The correct words can move entire peoples and cause armies to march to their certain deaths. A correctly timed and properly worded speech has very little limits and what it can accomplish if the people hearing it truly believe. You are now one of the greatest speech makers in this or any other land. A simple but heartfelt speech from you can raise armies and overthrow governments. A longer, well planned, and properly executed speech from you can cause 10000 people to happily march to their certain death for a cause they did not even believe in before you started talking.

400 - Underestimated No More

It can be difficult being a kid and trying to be taken seriously by the adults around you, even if you are more skilled and powerful than most of them. They look at you as immature or without experience even if you have proven yourself. Then again this can sometimes be useful. People pay less attention to someone they underestimate, at least until they see that same someone explode in righteous, fearsome anger and then suddenly they realize the threat that has been near them this entire time. You now have the ability to seem non threatening and be easily underestimated. No one around you will be able to get a read on how powerful you are, and no matter what senses or scanners they have will just see you as weak and beneath them. This can let you get away with a lot of things and easily misdirect potential rivals or even friends. On the other end of this, you can suddenly lose this nonthreatening easily underestimated aura in an explosion of anger and destruction and everyone who sees this will never underestimate you again and will be innately aware of your power relative to theirs much to their surprise and fear.

600 - General of the Expedition

This mighty military expedition that seeks to cleanse the Demons of the East is comprised of tens, possibly hundreds, of thousands of the greatest warriors the Empire can provide. Mighty samurai from every house, reinforced by countless peasant warriors to provide backup (and cannon fodder) all march under the banner of this grand expedition. The expedition is led by the absolute mightiest of Generals, most of them possessing powerful Distortions. In another time, they might have been put to death for the demonic curse upon them, but now they are sorely needed. Distortion or not, you are now one of the chosen Generals of the Expedition, having

won a spot through the Grand Tournament that was used to choose the leaders. You have great tactical and strategic acumen being something akin to Sun Tzu reborn, and possess the force of charisma to lead countless warriors in your name or the name of those your serve. Ten thousand samurai have been granted to you and you find that any orders you give will always be followed to the best of your soldier's abilities with no misunderstanding or sabotage. In future jumps, you can choose some faction to be granted a recognized military authority up to anything just below the absolute commander of that military faction. You are a leader of men, now go win some wars. Your ten thousand men will also follow you as either followers or taking a single companion slot. They retain any changes you choose to make to them or their equipment.

**Legion**

100 - The Power of a Legion
Tenma Yato is a powerful Hadou God able to absolutely stop time on a multiversal scale. Usually, this would be enough to defeat any foe, but he seeks to topple Hajun, a much more powerful Hadou god who simply seeks to erase everything that is not himself. Yato has had to do many things just to stay alive and one of these is raising the souls of former comrades to his same level of power, creating a Legion, all of equal power but different abilities. As part of the Legion you are the same level of Yato and his friends. This also give you the ability to do the same, sharing power with your closest comrades and making you all equal. It can be draining though, so doing it for too long will weaken all of you and after extreme usages you might need to cut the connection for awhile. Added benefit: you do not have to own their dead souls to use this on your comrades like Yato does.

200 - Reincarnation
Several members of the legion are reincarnations of ancient people, friends and rivals of the man Yato once was. Some of these reincarnations even fully remember their past lives and can tap into their old skills, memories, and abilities. You not only have full access to any past lives you might have (feel free to choose someone from other Masadaverse VNs to be a reincarnation of this time around) but as an added bonus you also can do the same with any and all ancestors you have. This will update from jump to jump (feel free to pick a person to be a reincarnation of from each future jump).

400 - I Am Legion
The ultimate power of a Legion, led by you. Now you can share your power or make all of your Legion equal to one another not just for close comrades, but for any enemy you defeat. They will be brought under your control and you can siphon their power for yours, then spreading it to the rest of your legion. Watch as for every victory your grand Legion expands. You have absolute control over any member of your Legion if you so choose deciding for any individual if you want to toggle their free will at any time.

600 - Millenia of Planning
Yato's plan has taken 8000 years to come to fruition. He has never lost sight of his goal or wavered in its execution. Manipulating empires, countless people, and cause and effect itself he has come closer and closer to finishing his plan to defeat Hajun. He does this knowing it will require the ultimate sacrifice to accomplish. You now have planning skills on par with him and the will to carry it out. You can easily plan complicated xanatos gambits that take millenia to accomplish and find that unless you change your plan or decide you do not want to do it anymore, your will in completing it will never waver no matter the cost.

# Items

1 100 item for free, discounts on one of each other tier, item of appropriate type can be imported for them.

100 -Expedition Gear
We could not have you going on a dangerous expedition without any gear. This is a suit of nicely crafted samurai armor, a finely honed weapon of any type you want so long as it is Japanese (katana, naginata, what have you), a fine and very accurate bow with as many arrows as you need, and a strong war horse. If destroyed or damaged, these will appear fully restored in your warehouse within a week. We will also throw in enough extras of slightly lower quality to equip 10000 samurai or Japanese peasants.

100 - Fancy Clothes
Every noble and wealthy person needs to look the part. This is a set of amazingly fancy clothes, the most expensive silks, edged in gold and silver, with the best dyes and in any style you want though always with a feudal Japanese flair. These clothes will never get dirty and will reappear good as new within a week if damaged.

200 - Shikigami
Some Onmyodo can create Shikigami, doll-like lifeforms of many shapes and sizes that can even be granted a rudimentary will. You now possess a veritable store full worth of pseudo-life. Birds to carry messages, oxes to pull a carriage, even a bear-cat-fox thing to carry a cute little friend of yours. You can decide what they all do and new shikigami will appear if any are destroyed or lost. They will followed your commands without error but are not telepathic.

200 - Paper Talismans
A set of premade Onmyodo talismans that allow anyone to use their magics. This large chest is filled with hundreds of boundary seals, power sealers, explosive tags, really just about any type of Paper Talisman is in here. The chest refills once a month.

400 - Holy Relic
You posses a holy relic. It is a weapon of immense power and is bound to your soul. It may be any kind of weapon you choose and can even be some weapon of legend if you want. It is a physical and spiritual weapon that can hit enemies on all levels of existence. It can channel any of your abilities, even amplifying them should you choose. It can tear apart people at the soul level and even be used to devour the souls of those you destroy.

400 - Third Eye
Like a certain Yakou Madara, you possess an extremely powerful third eye. It may manifest as you choose and where you choose as either a physical or metaphysical eye. It allows you a limited version of foresight, able to look into many possible futures though strains you greatly. You can train to reduce the strain and increase the foresight. It also allows you to see people’s

souls as well as into higher dimensions. You can see entities that are in realities adjacent to yours and in planes like the Ethereal and Astral of other Jumps. When looking at people's souls you can see what sins they have committed and what kind of person they are. The eye also magnifies any magical abilities you have, allowing you to cast spells that might take hundreds of wizards chanting for dozens of days to do in mere seconds and with four words.

600 - Throne Replica

The original Throne is a conceptual tool developed long ago in the reign of the First Heaven (the first Hadou God to ascend to dominion of all reality). It amplifies and focuses a Hadou God's Law allowing it to truly spread and become all of reality. It is also a badass giant Golden Throne. You now possess a replica of this Throne. You may place it where you want or keep it in your warehouse. It will enhance any reality warping or magical abilities you have in the reality in which it is placed. It will not allow you to merge and become the Godhead over all the multiverse until post spark if that is really what you want.

600 - Singularity

The Throne is normally houses in a tear in reality called the Singularity. This is an extradimensional space connected to but wholly separate from the rest of the multiverse. From here a Hadou God's Law might paint all of reality while they sit upon the Throne. It is a handy space as it is infinite and not beholden to the Law of a God. Here, multiple Hadou Gods might talk or fight and no matter how larged the conflict or abilities being used, the Singularity will always be safe from destruction and no level of collateral damage can escape into the rest of reality. Have your God brawls here please. If you purchased the Throne it can be placed in the Singularity. This will only be connected to the local multiverse of your current reality in a Jump until post spark, where it can then be wired up to all of reality. Have fun.

# Companions

200 - Canon
Any canon character you can convince to follow you, except for Hajun.

100/200/300 - Import
Create or Import up to 8 companions.
For every 100 points you spend they get 200 points to spend on backgrounds, perks, and items to a maximum of 600 at 300 points spent.
They cannot take drawbacks.

# Drawbacks

You may take as many drawbacks as you can handle from the below list.

Hated +100

Nobody likes you. Nobody will help you. Even the nicest person here when getting something out of it, would still rather do nothing than lift even a finger to help you out. Hope you like being alone.

I don't care +100

Hajun's Law has affected you beyond making you an amoral scumbag. You find you just don't care about anything really. It is hard for you to push yourself to do anything and it take supreme effort just to keep trucking along and break out of your malaise.

Just a Kid +100

Choose whether or not you look like a kid and are only about 12. Even if not, everyone thinks you are kid and treats you as such. They will give you no responsibility, will not listen to anything you say, and assume you are incompetent.

I Forgot +200

Unbeknownst to you, you are a Sensory, an Avatar of a God. Any powers you purchased here are locked until you discover the truth of your being. This will take participating in the conflict of this world and fighting towards the goals of your faction to realize. If Unaligned you must still participate in the plot to unlock your abilities but you can decide who you will help. No matter what, if you have not discovered yourself by the end of the jump, you get all your powers back on your last day here.

Apoptosis that hates you +200

God or not, you have an Apoptosis and boy do they hate your guts. They have the same power level as you if not the exact same powers and they will stop at nothing to see you dead. Does this count as suicide?

Uncontrollable Distortion +200

Poor you. Your distortion is out of control. While here, you find you can't control when it activates though you can slightly steer who it activates on. Except in times of extreme duress where it might roast your friends. Even if you do not have a distortion, you find that things around you go wrong beyond just bad luck and anyone near you tends to get very sick and have bad things happen.

Hunted by Eastern Expedition and/or Legion +300

One of the two factions hates you. Choose either the Eastern Expedition or Yato's Legion. They now want nothing less than your utter destruction and will use all of their abilities to track you to the ends of the world. Feel free to take this twice if you are a masochist and want both factions after you.

Defeat Hajun +300

Yato's plan has failed. His chosen one to defeat Hajun could not accomplish the task. It is now up to you to defeat a Hadou God with unlimited Taikyoku who sits upon the Throne. Your only chance is that his Law to be ultimately alone prevents him from really paying much attention to the insects trying to dethrone him. He won't be distracted for long so maybe you can use this against him.

Hadou War +300

Hajun will be defeated while you are here regardless of what you do. However, when he is there is now a power vacuum to be filled and too many Hadou Gods to fill it. You must now fight to be the last Hadou God. Yato and others will be after you for the power of the Throne. If you can win the Great Hadou War you will sit upon the Throne of this world.

# Ending

Are you done in this dreadful chuuni place? You have a choice to make.

Do you want to Stay Here and possible rule as a new Godhead?

Do you want to Go Home and paint your Law in your own world?

Do you want to Continue On and rule the entire multiverse?

# Notes

Taikyoku is “the root of all things” the Masadaverse take it from Taoist thought. It has a lot of metaphysical hooey behind it but for the sake of the Masadaverse it is basically the power level of a God. Barring extreme circumstances and weird Laws a God with a higher value will ALWAYS beat a lower value God. It generall goes up to 100 but some Gods have been known to do weird stuff and make it infinite and other weird shit. Feel free to wank it all anyway.