Samurai Deeper Kyo
By Gaunlet AKA Waddle

At the dawn of the 17th century, at the end of the era of civil wars, in a world of chaos, the epic Battle of Sekigahara was joined. One man emerged from the largest battle ever fought on Japanese soil; a terrible warrior of unspeakable power, he was nicknamed 'the unconquerable.' Kyoshiro is a peaceful medicine peddler who harbors the soul of an assassin. He accompanies a young bounty hunter across Japan in search of a murderer and on a quest to discover the terrible secret of his own identity.

You, dear Jumper, have arrived just three years after the Battle of Sekigahara and within a year the world will once more shutter as the legendary ‘Thousand Slayer’ wakes to walk among mortal men once more. This place can be quite dangerous so...
Take this!
1000 Choice Points

For those who don’t like my writing style, I understand.
There is a plain text version of this Jump at the bottom.
I hope this helps prevent confusion.

Location Roll 1d8 or pay 50 CP to choose freely:

1. Bandit Encampment: A simple camp filled with destitute Ashigaru (Peasant Soldiers) who were tossed aside after the end of the war. Be wary, these men have given up the lives of simple farmers and taken to the sword.
2. Kyoto: The current seat of the Emperor and capital of the nation. Anything that can be found in Japan can be found in the markets and vendors of this place.
3. Kyushu: One of the greatest harbors in all of Japan. From here one could travel anywhere if they only had the means, or money. Also home to one of the largest Red Light Districts ever known.
4. Village Hidden in the Forest: Without the need for true Ninja the inhabitants of this village have turned their warrior ways over to handling farming tools. It's picturesque and nice, but a sense of foreboding fills some of the elders.
5. Sakura Glade: This glade is near a shrine, but it's actual location seems obscure. Here a man trains to take down a certain Crimson Eyed man.
6. On the Road to Kyoto: As simple as that, you find yourself upon the road to the capital.
7. Free Pick: Lucky you get to chose to start anywhere in Japan.
8. Aokigahara (The Forest of Death): A place only the chosen few can enter, where compasses are useless and once entered there is said to be no exit. A heavy spiritual pressure crushes lesser spirits, causing normal people to faint outright and never wake. This place is home to tribes of people experienced in killing, cast-offs of the Mibu Clans experiments, and the few people who have manage to enter and carve a name for themselves.

Age and Gender.
16+1d8
You may choose your gender freely.

Origin:

Ronin (Drop-In) [Free]: With just era-appropriate clothes you appear with no different memories or anything out of the ordinary.

Bounty Hunter [Free]: Gals gotta make a living somehow! You are a hunter for those whose heads the local heads of state have put a price on. Get ready for dirty deeds done for cheap because you have a respiratory of them and can fight off multiple normal warriors on your own with only your wits, luck, and more than a touch of guile.

Shaman [100]: A person born with special powers. The Mibu Clan likes to collect your sort and you'll find that most people are wary of interacting with you once they know what you are. Having inborn power and a vast pool of spiritual energies to fuel your various powers and techniques is worth the social stigma, right?

Wanderer with Scarlet Eyes [200]: You were born, or perhaps made, with a pair of special eyes. The iris of your eyes is blood red and your body is greater than that of a lesser man. Your body, mind, and spirit are unified and this shows itself in a general boost of your cellular endurance to the point that ageing is retarded greatly, diseases that are 100% fatal are slowed in their progress to the point you might be able to research a cure for the condition, a general boost in your spiritual energies, and a high aptitude for techniques that use spiritual energies.

True Mibu [500 or 300]: The Mibu Clan was infamous for being the 'Sons of Gods' and their bloodline is filled with Shamans and various bloodlines of strength who were all a part of the original Mibu eugenics project. You are a true blooded son, one of the last in point of fact, of the Mibu Clan and thus have potential to become an equal to the Former Crimson King with time. If you wish you may take this origin with His Eyes Change Drawback for no additional points, but it lowers the cost of the Origin to 300 instead.

Perks (Perks listed under an Origin are half-off with the 100 pointer free.):

An Era of Embers [Free]: Only the youth of this world have no experience with war and the battlefield. You have a talent picked up as if you've spent some of your developmental years being trained in the art of war. Whether this manifests as a skill with the sword or with more esoteric weapons of war like the guns used around this period is your choice. This doesn't affect you mentally besides making you calmer during battle.

Aura [Free or 100]: Your latent spiritual energies coil around you like a great flame and by unlocking their potential you can use them in various manners. You could learn to do this on your own, which is free to any who have come to this Jump, but if you pay the extra cost you have the swollen lifeforce and experience of a person who has had extensive training in the use of Aura, an equal to someone who has trained eight years in the art.

Greater spiritual energies means that more can flow forth in each attack, meaning greater spiritual attacks. Whilst the amount you have with the freebie could crush a small boulder, if you paid for it you could easily smash aside the boulder and the small house behind it. Though, unless you use an exceedingly blunt manner to create spiritual attacks most are less destructive to the environment and more focused on killing your foe.

Uses of this power are the creation of crushing auras, shattering lesser techniques through sheer pressure of spirit, extending melee attacks dozens of yards, increasing the damage of attacks and using special techniques. Also you gain the ability to project your intent to kill through this aura, manifesting a frightening aura, and with time you may even gain the ability to project other emotions through your aura.

Steel Speaking [200]: The samurai uses their weapon in battle as a reflection of their heart. When released, they can display a vibrant power, and shine as brightly as the Lupus Star. They are one with the samurai, and they share a samurai's conviction. Communicating with a weapon can only be done if the weapon is within the samurai's grasp for quite some time, around five years. A new weapon or one that belongs to another warrior cannot be communicated with. This in effect grants you the ability to create a well of spiritual energy in a weapon; using it as a bank for your own power up. In addition you can actively communicate with your weapon during battle allowing you to act as if it is a 'perfect extension of yourself' which means you gain a moderate boost to your general speed and strength and can treat the weapon as yourself for the purposes of powers and abilities that manifest only within yourself.

Hidden Forbidden Jumper Style [Free or 300]: Your personal style, a blend of everything you personally depend on during combat, can be chaotic and may not mesh well together, but now you have the ability to incorporate all of your personal martial arts skills into a singular style that creates a unity within and without yourself. The free form of this Perk is given to anyone who comes to this Jump but it only affects regular martial arts skills. Anything with more esoteric energies or magics involved can't be incorporated into the style unless you pay up.

Basically this makes it so you can blend together various martial arts into a new whole, no matter what, and the new martial arts born from this marginalizes weaknesses, completely dissolving

them if one martial art's strong suit is said weakness, and emphasizes one's strengths. This also comes with a very mild boost in your capacity to learn martial arts.

Drop-In

A Dragon with Two Heads [100]: People in this world, even those who don't have to deal with weird soul stuff, seem to have the ability to have to completely different persona which they can switch at will. A gentle medicine man can become a cold blooded assassin, and a soft spoken noble can turn into a monstrous swordsman. This perk allows you to segregate your consciousness into personas like the above, while this won't allow you to be any better at anything it will give your persona a different view which can allow for outside the box thinking by thinking differently that you usually would.

Spectre [200]: Like the dead who have been brought back to life you have no 'aura' to those with spiritual senses. This means that other than truly seeing you or through noting the absence, which only select spiritual senses even will 'show', you will be completely undetectable to most spiritual senses.

Miracle of Effort [400]: Sometimes in the world there are events that can only be called a miracle. Though miracles aren't born of sheer coincidence. More often than not true miracles are hiding within the strands of fate, waiting for their time to peek out. Through countless thousands upon thousands of repetitions of give birth to a Miracle of Effort. This essentially can keep you going long after others give up. Grinding away at your personal style for ages will let you hone something as complex as a defending against a master swordsman into an act of instinct. You will never give up, and your willpower is increased by a decent amount. This doesn't let you exceed your limits, but you could be on Death's doorstep and still manage that counter you spent so long perfecting.

Shingan (Mind's Eye) [600]: A powerful trait that allows one to become one with the environment. This expands one's awareness to the point that one could be called absolutely aware of the environment though this is not necessarily true. The Shingan, once stripped of its flowery prose, grants perfect awareness of the space within the reach of the user's aura, starting at a few yards but with effort and training it could encompass a football field before you hit a wall. It can still be increased past that point but you will fight for inches and development will always feel slowed. The limits of this power seem to be intrinsically linked to one's own reaction times, understanding of the information given, and bodily limits.

Bounty Hunter

Still so Young… [100]: You have charisma and have a working knowledge of how to use that in underhanded tactics to create openings and weak points that weren't there before. This only works as a lever, only functioning on those who would already find you attractive, but it can open doors in conversations that no one would have thought possible.

So, I'm Going to Watch as You Live [200]: You have a subconscious ability to pick up on things that others wouldn't in conversations. This instinct isn't absolute or anything but you'll pick up vibes and know when being defiant is better than being meek. As long as you follow through with your instinct this

perk provides an amount of ‘plot weight’ to lean your choices in the right direction, just don’t go overboard or you might just get cut down.

Indara the Third [400]: You are incredibly well endowed with both physical and mental charisma and have an extensive network of contacts which act as an information ring. If you so wished you could tap this information ring for esoteric facts like the names of all the local lords all the way up to the aliases used by a ninja ten years ago to infiltrate a castle and the name of the poison used that night. The modern equivalent of this information ring would have compromised cops, agents of the local Tax services, and corrupt senate members on tap. In addition to this you have total control over powerful Iron Strings, which unlike their misleading name are strange strands of wire that have the adhesion of a spider's web but a hardness beyond that of diamond, which can easily cut a grown armored samurai in half in an instant with very little force applied by your own touch. They can be used for repelling, as a weapon, to bind or restrict movement, and to create traps and are apparently produced from your spiritual energy, a very small amount as well because you could easily continuously produce more of this for hours on end.

Satori (Sudden Enlightenment) [600]: Even without speaking aloud you are able to know what any person is thinking in other words they’re the best thief. Rather than penetrate a mind, it’s actually more like you are naturally receiving thoughts. User hears whatever a person is thinking of saying as actual speech. Strong thoughts are like shouts, unfocused ones are like whispers. Not everything is sent over. User only knows what a person is thinking on the surface they can’t hear anything deeper than that.

This ‘evolution’ of telepathy allows for a flexible mind to use it in any number of ways. First, it could allow one to fight against an opponent of higher speed, strength, and spiritual power by reading the move from within the person's mind and reacting to it in true real time, dodging attacks as they are decided upon with no delay that relying on one’s eyes would have makes it seem like you have precognition to some. Second, as a spymaster the ability to listen to the hearts and minds of others has obvious benefits. Third, Satori’s highest level of mastery can draw a person into your own daydreams, forcing them to live out the acts that you commit in those fragile worlds though no more than an instant or five at best, this is more difficult the greater a person's willpower or spiritual energies are and if the person has greater amounts of both it is impossible but it is an immensely useful tool against those with lesser amounts of both will and energy. Finally Satori acts as enlightenment for any conditions that may need you to be as such, such as particular techniques like Mumyo Jimpuu Ryuu: the Golden Wind, Kouryuu.

Shaman

Necromancy [100]: It revolves around manipulating the dead, death, and souls. The main restriction of the art revolves around how much time has passed since the soul has left the body. The longer the separation the greater the spiritual energy needed to create a connection. With this level of skill you could save someone whose heart had just stopped by injecting a fraction of your spiritual energy into them but even the whole of your power couldn’t save a hundred year old corpse.

False Doll Arts [200]: With this level of skill in this art you can create only False Dolls, a form of Pseudo Zombie, which are only vessels for your will. They are less than walking undead and more like puppets.

Their personalities are merely projections of your own and while this does provide them some degree of free will they are little more than mindless killing machines under your command. With time you could create functionally limitless numbers of these beings but it does take a living sacrifice, unless you have some way around that.

In addition, you may create Specters instead, though this take much larger spiritual energy. This technique is a longer form of the Pseudo-Zombie technique where a sacrifice is required for the soul of the reincarnated to use as a vessel. However this sacrifice does not need to be living. Dust and ash encase the sacrifice's body, giving them the same appearance that the reincarnated had at the time of their death. The reincarnated body will appear grey and in a state of minor decay, marred by cracks and other imperfections, they also retain their memories, and all abilities they had in life. As a downside, the reincarnated seem to retain any permanent body damage and physical limitations they received during their lifetime. The reincarnated all have black sclera and white irides. While Specters retain all of the memories and abilities, their personalities are completely eliminated, turning them into mindless killing machines under summoners command.

True Resurrection [400]: This level of skill allows one to redirect the flow of KI back into the dead re-linking the soul, thus giving them life again. The process also reverses the subject's age to its prime.

The subject is effectively immortal. Once the process is complete they will not age beyond their prime. The cells of their body are not alive, and are not subject to cellular mitosis, which usually accompanies growth in normal human organisms. Since the subject isn't technically 'alive', they are also immune to all known Earthly diseases and infections.

While a powerful and versatile technique it has a number of limitations. Firstly, this technique can only be done before the soul has passed on which leaves a short window to prepare. Secondly, the body must be intact. Thirdly, this takes a truly devastating amount of spiritual energy to do, somewhere along the lines of three times your starting pool if you didn't get the upgraded form of Aura. Finally, while Zombies are unaging their bodies heal at a normal human rate.

Spiritual Surgery [600]: The ability to selectively phase only certain parts of the body, while still holding oneself completely together. You can make your hands phase through matter and can perform surgeries on people without touching their skin. This also allows you to speed up the body's natural healing process by transferring spiritual energy directly into them. It can be used to treat both external and internal injuries. The strength of the technique is directly proportional to the ability to utilize your own spiritual energy.

This skill can be used in various ways but it's greatest culmination is in the Dimensional Reversal Gate, a form spiritual surgery that must be performed on one's self which is said to create a perfect defense. With time you could learn that technique if you had a teacher or perhaps some other way of learning it. However, you can use this technique to phase parts of whatever you're touching. For example, you could cause an opponent to phase, while keeping their weapons solid so that the weapon falls through opponent's hands. It can also be performed offensively. By sending an excess amount of energy into the patient's body, you could overload the patient's normal circulation, trapping them in a comatose state.

Wanderer with Scarlet Eyes:

Battle Doll [100]: You are one of the Mibu clan's Battle Dolls. Battle Dolls are anatomically identical to normal humans they contain all the same organs and are somewhat vulnerable to attacks. However if normal humans are carbon based life forms then the Battle dolls are energy based. Battle Dolls do not visibly age at the same rate as Humans. They live much longer and and maintain a youthful appearance for centuries. While they can be injured and "die" like regular Humans, it takes considerably greater injuries to kill a Battle Doll than it would in Humans. Decapitation is the only guaranteed method of killing a Battle Doll. Battle Dolls naturally possess high levels of Spiritual Power, with the energy flowing through their being, fortifying their cells bones and muscles. Their power allowed them to perform tasks that would rip a regular human to shreds with incredible ease. However this in no way makes them infallible. Regular humans have the same potential as the battle dolls, but the Doll physiology allowed them to access it far more easily.

Red Eyes [200]: The manifestation of a unity in body, mind, and soul that is shown through the scarlet iris of the eyes. This fortifies the body's cellular structure and hardens the mind with spiritual energy. This in turn boosts the body and mind to several levels beyond peak human. The Red Eyes also grant a healthy boost in one's spiritual energies, a olympic swimming pool in comparison to a normal person's kiddie pool. Should you have these eyes and not be a Mibu or Battle Doll you are quite obviously a part of some experimental process the Mibu were looking into.

Energy Emissions [400]: Fire, Ice, or Electricity choose one and you have gained the ability to utilize your unique biology to interact with the world in such a way as to produce and control the energy in question. Fire starts out being able to flash explode a tree and works up from there to explosions large enough to level a house instantly. Ice starts out at creating sub zero temperatures and creating fields of icy spikes and goes to the point where you can flash freeze a fifty foot area bubble in a moment. Electricity is able to create fields of localized lighting around metal weapons and can call down lightning bolts the thickness of a ox with dangerous results. Spiritual energy is spent during the raw creation of the energies but as you spiritual energy and experience with this power grows you will gain more and more range, power, and speed of emission until you get to the points outlined above.

Rare Kind [600]: The Mibu Reconstruction Plan has a 1 in 10000 of success those are called the Rare Kind. With the exception of having a normal human lifespan, the Rare Kind are identical to the original Battle Dolls in every way and are able to constantly evolve and become stronger. This evidences itself in your body which can exert enough pressure in the grip of your hand to shatter diamond, your Energy Emissions if you have them gain new layers of complexity as you now can learn greater and more complicated applications of the power beyond the limits you once had, and in your blood in which the Antibody of the Death Disease can be found. Beyond these begining examples you have incredible speed, strength, manual dexterity, and regeneration along with the fact that as long as you survive being challenged you will slowly, but noticeably over time, adapt to overcome the challenge. Your skills, spiritual energy, and physical attributes will never reach their ceiling, because they can always grow more with time and a proper challenge. This growth rate may need something very extreme, like true life threatening situations, to start adapting but you potential is virtually limitless.

True Mibu:

True Red Eyes (True Mibu Only) [Free]: The True Red Eyes are everything the Red Eyes of the lesser Battle Doll and more. In addition to granting you an immense boost in spiritual energy, likely seven to eight times that of the end result of the the Red Eyes boost, it also grants an innate bloodlust which can suffocate those with weaker will than your though that effect can be thrown off by sheer will. Your spiritual energy is comparable to a great lake now.

Your body's durability and strength is now intrinsically linked to your spiritual energies, at this point your mind is able to create four simultaneous spiritual attacks running and you body is capable of measuring favorably against small town in sheer durability along with reaction speeds that are fast enough to cut down the spray of bullets from a gatling gun.

Realm of Nothingness [200]: When one masters the unification of mind, body and soul they gain access to a unique ability that can never be replicated by others that serves the sole purpose of giving them an even greater edge in their most-used method of combat. This is the 'Realm of Nothingness' so called by master swordsmen. This Realm of Nothingness erases all traces of user's spirit. While they can still be seen the have no kenki (offensive aura), no fighting spirit and no killing aura. They are practically an ordinary human. No matter how one hides their aura, the opponent would usually feel it. In the Realm of Nothingness user controls his aura as he wishes becoming more akin to a wandering spirit who happens to puppet a body than a human. This creates an eerie calm in the one using it, instead of the deadened emotions that the style normally does to people, and makes spiritual attacks next to impossible to predict.

The Power of Faith [400]: This is 100% of your spiritual energy made manifest. This could allow one to access even the reserves of spiritual energy used to tie the soul to a body to power techniques and spell, granting them additional damage and speed. This state is the very manifestation of going beyond one's limits, of setting one self free. In this state you can also tap into greater amounts of your limited strength, breaking mental limiters and allowing greater access to you muscular use is an example. Finally the Power of Faith acts as a form of enlightenment for any conditions that may need you to have been as such, like Mumyo Jimpuu Ryuu: the Golden Wind, Kouryuu.

Onmyoken (Yin-Yang Sword) [600]: A pair of sword techniques that can only be achieved by mastery of the Realm of Nothingness. You must use only one at any one point in time, as the two swords are mutually exclusive. If you paid for Hidden Forbidden Jumper Style then you can use both techniques together, though the strain my put you out of the fight if you sustain the swords for longer than a few short minutes.

The Yin Sword limits, rejects, and negates any kind of event that has happened to its target. It is an ability that returns the target to its former state no matter what has happened to it. In other words, the Yin Sword returns an attack to its basic state, causing the energy to bleed off back into the atmosphere.

The Yang Sword nullifies an opponent's attack by hitting it with another attack of equal speed and energy. The Yang Sword has to block the opponent perfectly, one tiny imperfection and user will take the blow without time to stop it.

Both techniques are powerful but neither of them are prefect, as the Yin Sword bleeds off energy at a set rate and thus can be overcome and the Yang Sword can be beaten by a canny foe who is either faster or skilled enough to feint their attacks.

Mark of a Crimson King (Requires True Mibu) [600]: You body is able to endure more direct violence than a town, massively hypersonic in its reaction speed, and fast enough in sheer unreal speed to cut hundreds of bullets out of the air in mid-flight whilst also directing the remains into others are all feats your body is capable of. You mind is reinforced to the point that you can process information from possibly dozens of sources and hold together several different spiritual techniques simultaneously. This new body also exudes an animal charisma, something about the purity of this primal power attracts those who seek protection and those who seek a leader in equal measure, though this effect doesn't work on the unwilling. Truly a body and mind fit for a King.

Some would try to compare your vast spiritual reserves to the sea of Japan, but that isn't quite correct. Whilst your spiritual energies have expanded even further, comparable to a Demon God or other major spirit of nature, what has truly changed is a fundamental part of your very nature. All of the above features are merely the state your body, mind, and spirit has now attained.

Spiritual energy flows through nature as well as it does through you and using that knowledge you have opened you Crown and Root Chakras to cycle the spiritual energies of the world into your own. Your recovery of spiritual energies is nothing short of phenomenal, however this is nothing short of exhausting and at first you can only support the Mark for perhaps a minute of battlefield conditions before the strain forces you shut it off. With training you'll be able to use this powerful mode for greater and greater amounts of time.

Items (Items listed under an Origin are half-off with the 100 pointers free, you may import like items such as a gun to a gun or a sword to a sword and the like if you wish.):

Undiscounted

Era Appropriate Clothing [Free]: A full suit of era appropriate clothing. It's worth mentioning that this is clothing appropriate to a traveling merchant, good solid clothes that you can wear easily and stand up to the test of time well.

A Simple Sword [Free]: You gain a weapon dependent on your origin, which while nothing special will serve you well. Ronin carry Katana at their hips, Bounty Hunters usually rely upon other weapons but keep a sturdy chokuto (Straight Sword), Shaman carry naginata, Wanderer with Scarlet Eyes bear paired kodatchi, and True Mibu carry the massive Nodatchi.

Scroll of Soul Transference [600]: This scroll lays out the various skills needed to attempt Soul Transference. This is the power to transfer souls from their original body to others granting its abilities and powers. This usually requires that the soul within the new body has already passed on but incredibly powerful souls can override host's control. These bodies eventually start decaying and "burn out" and become nothing more than animated corpses before it has to be disposed of. For if they body dies while the soul is still in it the soul dies as well. The stronger the body the longer it last.

This can also be used to subjugate an existing soul sealing it in one's own body to keep it alive, this doesn't cause the decay to happen. However the soul and body have to maintain constant balance limiting the amount of time the body can exert itself physically. This approach does require a physical seal and if that seal is broken the soul takes control until the seal is reapplied. Though they share the same body the two souls have separate reserves of energy granting the vessel a sort of super powered evil side.

Drop-In

Sake & Smoke [100]: This is a small dish, a bottle of sake, and a long thin pipe with a bag of some herbal smoking incense. The bottle's contents are of middle-high quality as is the herbal smoking incense, but it never runs out. So there's that.

Chikewai (Blood Markings) [200]: Blood dye that marks one's face. The dye is actually a series facial rune seals made from user's blood that absorbs ambient ki energy increasing user's power and speed, more than half again but less than tripling. The user must possess incredibly high reserves of ki as it is slowly eats away at the user's ki to sustain it.As long as a user has sufficient energy to sustain the state, he would then obtain additional energy to perform skills that would have been otherwise incapable of due to exhaustion.

Shards of a Star [400]: Where are you getting these? Shards of crystalline material and rough stone, seemingly melded together, in a small bag. These are Shards of a Star that fell upon a Battle of Sekigahara that never happened. They radiate a strange form of energy and if a shard of the crystalline material is inset into the flesh of a human they will slowly become a Kenyo, a monster who gains supernatural powers and a beastial form, over the course of a year or two. What you do with this stuff is

up to you. Refills a week after all the material has been used up. Beware Kenyo are highly susceptible to the attraction of evil for reasons unknown.

Muramasa [600]: A strange blade for a stranger to these lands. This is no ordinary sword, Muramasa holds within it a steel soul which communicates with the its wielder instead of the normal way. Because of this it can function as a conduit and a source of spiritual energy, even to those who are without the ability to manipulate those forces. In anyone else's hands it's an improbably sharp sword but in your own the Muramasa's secondary feature springs to life. This sword has the ability to 'resonate' with it's wielder granting its edge an unearthly glow and the ability to bypass most spiritual and mundane defenses completely.

Bounty Hunter

Bounties [100]: Up to date bounties on the local scum. These include accurate sketches, prices, and the reason for the bounty in the first place, updates every Jump.

A Glade Filled with Good Memories [200]: A small house settled upon a hill next to sakura tree always in bloom. This place is homely in the best of ways and whilst it may not be any grand castle it brings thoughts of calm, good days and fulfilling moment, all seen in a decent though not always good light. Truly if a person were to while away their years in such a place no one could blame them. This place seems to follow you where-ever you go, as you find it when you go looking for it easily enough.

Hansei (Self-Reflection) [400]: A small firearm that fits the hand well. This weapon has three barrels which may be fired simultaneously or separately with a trigger pull, but it's true power is different than what one would first expect. Every time you fire this gun at an individual you gain an insight into the person you're fighting, up to a maximum of three insights per battle on any one person, no matter if you hit or not. These insights can help you understand the motivations and reasonings of a person or help you figure out a potential weak point to abuse.

A Dagger that Protects [600]: It is a simple blade. Neither ornate nor exotic. A functional short dagger that is without frills or anything that would make it special. A razor edge and unbreakable form is nice but it doesn't make sense why it would be so valuable. There is something intrinsically valuable in this blade. If only you could figure out what it is you are sure that it be of great aid to you. As of right now it just seems to always be stored on your person when you reach for it, hidden amongst the fold of your clothes most often and once per jump a blow that would take your life is stopped by this blade being in just the right place.

Shaman

Mibu Research Materials [100]: Somehow with only Seventeenth Century knowledge the Mibu have managed to research a truly stunning amount about spiritual alternatives to medical problems. These spiritual restoration techniques are known as So and whilst they haven't managed to stop the Death Disease from taking their lives they have long since become ageless beings thanks in no small part to So. The basics of those restorative arts are found within these materials but any evidence of the advanced techniques is completely gone, not censored but removed. As it is you could develop a spiritual

alternative to any natural form of remedy with little trouble, with a great deal of time you may even be able to rebuild what was removed from these materials in a more organic way.

Devil's Eyes [200]: Literally a vial of specially prepared liquid in which a pair of eyes float and a carefully written journal which detailed the growth of the Devil's Eyes. These eyes emit a wave of petrification in the form of a gaze attack, though they need not have seen it only been hit by the energy from the eye. These eyes are the incomplete replication of the Medusa Eyes and drains one's spiritual energies at all times.

Scrolls on the Shaman Growth Hormone [400]: Within these dozen scrolls is an extensive research into beings who naturally are born with the potential to manipulate spiritual energy innately. Included in these documents is the recipe for Crime Monster and various other experiments on the human anomalies known as Shaman. If you've the stomach for it this research could be used as a springboard into supernatural powers development as well as other subjects.

Battle Doll Process [600]: In the glory days of the Mibu Clan, it held absolute power in the palm of its hand. Money, beauty, abundance, perpetual youth and immortality. The Clan reached its peak when it discovered the material that makes up all things in the universe.

They discovered that that all matter was just energy expressed in form. By utilizing this knowledge the Mibu gained the power to create life. And in the midst of battle the first thing they did was create perfect bodies that eliminated the majority of human weaknesses. Battle Dolls are anatomically identical to normal humans they contain all the same organs and are somewhat vulnerable to attacks. However if normal humans are carbon based life forms then the Battle dolls are energy based. Battle Dolls do not visibly age at the same rate as Humans. They live much longer and and maintain a youthful appearance for centuries. While they can be injured and "die" like regular Humans, it takes considerably greater injuries to kill a Battle Doll than it would in Humans. Decapitation is the only guaranteed method of killing a Battle Doll. Battle Dolls naturally possess high levels of Spiritual Power, with the energy flowing through their being, fortifying their cells bones and muscles. Their power allowed them to perform tasks that would rip a regular human to shreds with incredible ease. However this in no way makes them infallible. Regular humans have the same potential as the battle dolls, but the Doll physiology allowed them to access it far more easily.

The notes on the original Battle Doll process are as complex as one would expect but they do hold the promise of a body beyond human. The process of Soul Transfer for a Battle Doll, as an empty vessel, is much easier than Soul Transference and included in the notes, but all of this would take a higher understanding of souls and spiritual/matter interaction than is popularly available.

Wanderer with Scarlet Eyes

Pack of Medicinal Remedies [100]: This pack has a nigh endless supply of various medicinal remedies and herbs, but sometimes, when levity is needed more than medicine, the mixtures you know by rote will just explode in your face for no reason at all it's not harmful, but it'll make you look the fool and often lightens hearts.

Muted Voices [100]: A ribbon that once wound around the hilt of any weapon you have on your person exudes a sense of calm into its user, making them able to decide things in a very calm manner even when provoked. This effect can be broken easily by either drawing the weapon itself or by undoing the knot, but you won't do this lightly.

'One' [400]: A simple scroll worn with time that bares a kanji for 'One' upon its outwards face. Within are a series of writings and depictions of a special type of spiritual energy technique, in which a user refines their own spiritual energy to create a singular power known as 'One'. The One is able to, according to the scroll, break all natural limits and go beyond even the limits of their own bodies. This seems a bit odd but according to the scroll One is a necessary step for a style of martial arts you've never heard about. It is noted upon the scroll that this style may even challenge the Mibu Clan's legendary Mumyo Jimpuu Ryuu, but that seems a shot in the dark. Should someone achieve One however they will find themselves with a much 'denser' spiritual energy able to use less to achieve results that once took half again as much.

Shizuka na Yoru Ni (In this Quiet Night) [600]: A blade as black as pitch, barring a razors edge, with smooth grooves carved into the blade to allow blood to flow even as you cut, but for all the intimidation it bares it also hums with an almost unheard vibration that sooths the mind during combat, allowing calm deliberate actions. Each hit from this weapon also lowers the spiritual energy of the target, slowly eroding the aura of those you fight, and in turn swells your own spiritual strength temporarily. This can even push your aura beyond its natural limits for a while, allowing you to use even the most exhaustive spiritual attacks more often.

True Mibu

Blood Stained Armor [200]: Armor in the same style of Demon Eyes Kyo during the Battle of Sekigahara. The armor is eye catching and has a aura of intimidation to it, as if the air itself is choking on the bloodlust held in by the armor. It repairs any damage over the course of a day, and if destroyed completely a new suit appears in the warehouse after a week.

A Cold Iron Box [400]: A box made of cold iron, locked with a key that only you seem to be able to find on your person at any time. Inside this box is a grotesque thing, a heart with a burning crimson cross on the front. This is a Battle Doll, your personal Empty Vessel Battle Doll that you can possess at will to be exact. It unfolds into a living breathing 'human' whose body you can posses easily and then you are treated as if you were a Battle Doll for a while. Could become useful with time. If the Battle Doll is slain a new heart will appear in seven days.

Juuchi Yosamu (Ten-Thousand Winter Nights) [600]: Much like a True Muramasa this weapon has a soul but unlike those fabled blades this sword is a one whose bloodlust radiates off it like a chilling wind. This weapon has an 'absolute cutting edge' cutting through nigh everything that isn't guarded by some supernatural means and it cannot be broken by any means.

Companions:

On the Road to Edo [Free]: Travel on the many old roads of Japan isn't the most safe thing to do in the world so why not brings some friends along for the walk. You can create, or import, up to eight companions who are either of the Ronin or Bounty Hunter Backgrounds with associate freebies. They can take up to 300 points of the 100 point drawbacks.

Jumper's Hachi Yushi Kage (Eight Brave Shadows) [200]: As an upgrade to your companions you can make them into a faction that rivals the Jyuuyushi (Ten Braves) who travel at the side of Sanada Yukimura. They gain, in addition to anything bought with drawbacks, 300 cp and the purchased version of Aura. They also gain a power, Eight Souls One Vessel, which allows them to infuse one of their number with all the spiritual energy of their total granting a short live but massive boost that bleeds off in an aura of light and a sense of placement in relation to one another, comfort with one another, and teamwork that allows them to sync together during battle much better.

Drawbacks (Max +600 CP):

Crimson Stained Cheeks [+100]: You can't really help yourself. When you have the ability you just have to spend a bit of money at the local Red Light, find some woman to chat up, or anything so that you have a lovely warmth at your side. Also you've developed an odd way of making actual affection known, by literally making loud advances upon those of the opposite body type to the one you have feelings for.

Lush with Success [+100]: Any time you have had a major victory you can't resist breaking out some good stuff to celebrate. No matter what powers or abilities you usually have, you inevitably end up stone drunk on prodigious, amounts or quality, alcohol and end up making at least one bad decision that will come to bite you in the ass within a few weeks. Marshalling yourself isn't the answer to this, after all it's just a little celebration.

Slayer of 1000 Men [+100]: Annoyingly you are often mistaken for Demon Eyes Kyo, the monstrous swordsman who murdered over a thousand men. Apparently you look like one of the sketches of him that the local bounty hunters have gotten a hold of.

What a Wo-MAN! [+100]: You are now androgynous and can pass off as either a man or a woman of beauty. All of your beauty is dialed up and you're less that beguiling traits are played down, but only in such a case where it'd inconvenience you.

A Weapon of the Modern Era [+100]: You trust weapons like guns far too much. In a world of high flying swordsmanship which can produce attacks that could crack a building in half you will always rely upon weapons of the most modern type relative to the settings latest gunpowder weapons not to your out of context weapons. This doesn't mean you can't convince yourself to do swordsmanship or anything like that but makes it so you have an almost manic trust in the weapons that are modern during this Era.

Gimmick [+100]: You have this odd habit of making profound statements before, during, and after attacks. It's just something you do.

His Eyes Change [+200]: Something very strange has happened to you. Your body is now gone and you are bound to a Ronin by a method almost like that which was done to a certain samurai. You'll have to deal with the fact that you can only free yourself from this state for around ten minutes every few hours each day but during those few moments you somehow are able to draw forth your full strength. At all other times you find your host has to rely upon their own skills and abilities (They count as a Ronin with An Era of Embers, Aura, Hidden Forbidden Jumper Style, and A Dragon with Two Heads freebies, you counting as the alternate persona of A Dragon with Two Heads). This wouldn't be so bad if your Host didn't draw oddities and adventure their way no matter where they go, prepare to live in some interesting times Jumper because whilst nothing compared to what the plot gets up to you will have to intervene a few times at the least to keep your Host alive. Your Host's personality and general history

are up to you, though they must be Era appropriate, but they can never seem to give up the life of a wandering sword.

You'll be able to break free of this state if you can only find your body, but that will be an adventure unto itself.

You may take the Host as a companion after this Jump if they so wish to join you on your adventures.

Through Bloodstained Eyes [+200]: Wow this is brutal, you seems to cleave through the minions with frightening ease, despite your best efforts, and everyone who witnesses the massive amount of blood and gore that occur from your superiority showing through will react as a normal human of the period would to such a sight. That is to say that as long as you're justified AND a samurai you're golden… oh wait.

He's so Beautiful…. [+200]: Well it would seem that you have gotten the eye of a beauty. Too bad they batshit insane about you in all the worst ways. They've fallen for the side of you that you don't like to show to people and are an expert at drawing it out. They also know far too much about your buttons and how to press them for your comfort, but they're just an obsessive stalker who is mildly annoying and may foil your long term plans thanks to their chaos factor.

Hate me Until I'm the Only One in Your Heart (Requires He's So Beautiful) [+300]: Oh wow that stalker that you thought was just annoying is now a very viable threat to you, should you be limited to your in Jump powers only, which they have arranged to happen. This seal can't be broken and it's all their fault that you have been bound in this way. In addition they have managed to join up with an organization that has at least seven or eight people beyond even their level of strength. Even to be hated by you is their greatest pleasure and they will die to your hand with a smile, knowing you spent at least some time thinking of them.

The Price of Power [+300]: Entering the Realm of Nothingness for Kyo leaves him emotionally deadened to everything, even after he exit it some worry that he's unable to show his emotions expressively any longer, and like Kyo you find that some power has a price all its own. Using powers from outside of this Jump is still possible but you have to reach a state of mind known as Mu (Void) which allows you to reach through some sort of obstruction to access the full breadth of your power, though this state deadens your emotions to the point where you can barely feel them and the longer you stay in it the longer it'll lenger. Once you break away from this mental state you'll find that for a while after your soul and emotions are deadened for a time equal to however many powers you activly called on multiplied by the amount of time you stayed in Mu.

The Demon King of the Sixth Heaven [+600]: Oda Nobunaga is a figure of legend in this world. He is a man who wants to conquer the world, he wants to be a god, he wants the power. He is a bloodthirsty demon who is trying to find the real strength. He lives for the battle, because there is something greater than man, greater than samurai, greater than what one finds when listens to his sword and this can only be found in war.

For this reason, he can never die, his soul is always fighting. Because he had a dream: become the strongest and prove his existence. That is why he comes back. And no matter how long it takes, he will fight again and again. His obstacle to the title of the strongest is you and so he has to defeat you at every cost.

He will resurrect when killed, having had True Resurrection performed upon his body, is a monster of war, an equal to even the Mibu Clan's own Demon Eyes Kyo, will escape any bonds he is placed under within a year, and is a relentlessly driven man whose willpower could match any. He wields Aku (Evil) forces as his personal tools, a sword equal to the Muramasa weapons of legend, mastery of swordsmanship sharpened by a bloody era he wishes to continue, willpower unending, a killer intent strong enough to crush the normal man in sheer hate, Houriki (Buddist Clerical Magics), and a style based in the blood, bone, sorrow, and hellfire of war all made manifest, literally. This monster stands on the precipice of dropping the entire Edo into chaos, but first he must finish with you.

A Stairway Full of Memories: The return home for you? I guess all roads must end and a nostalgic walk home isn't the worst way to go.

A Roads Lead to Edo: Wishing to stay here, eh? Well I guess such a place can grow on a person. Best of luck dear Jumper.

A Boat to New Lands: Perfectly understandable, after all adventure awaits no one and you happen to be headed that direction so might as well hitch a ride, eh? Choose a new Jump and head there.

Notes:

On the Mibu Clan:

Several centuries before the Tokugawa Shogunate, a powerful man came to a hidden area, and eventually fathered children. His name is unknown, but he was eventually given the title of the Crimson King. This was because he had glowing Red Eyes. No pupil or iris, just eyes that shone like gemstones. He passed these eyes down to his children, and they to their children. Thus began the Mibu clan. When the Crimson King died/stepped down as head of the clan (never revealed which) his heir was given his title as Crimson King.

As the ages past, the Mibu grew in knowledge, skills, and power. They became masters of magic and advanced ki techniques, and eventually their arts allowed them to conquer life and death. They had gained the secrets of eternal youth, near immortality, and the arts to raise the dead. They were the power behind the throne over much of Japan.

However, their power became their downfall. The Mibu clan turned on themselves, and fought. This continued for years. Eventually, their numbers thinned, so they turned their arts to creating battle dolls, bioroids or living constructs to fight with and for them. These too had red eyes, but they were not as complete as those of the original Mibu clan, being a glowing red iris. As time passed, the Mibu clan's numbers became fewer and fewer.

Eventually, the battle dolls began to believe themselves to 'be' the real Mibu clan, with only the highest ranking among them knowing the truth of their existence. Also, the crimson eyes that marked them as being of the Mibu clan faded away, along with much of the Mibu's clan's innate power.

Some time thereafter, a flaw in the battle doll's creation manifested itself in what became known as the Death Disease. An illness that drained the strength from its victim, eventually killing them. Even with their arts, the Mibu clan could not stop it from taking lives. Eventually, only one bloodline of the true Mibu remained, and that was eventually reduced to a single child. The child was the first in generations to be born with the crimson eyes of the clan, but only the lesser form. Because of these eyes, and the fact that with his birth, no other children would be born to the Mibu clan. That was the birth of Demon Eyes Kyo.

The current Mibu are of the Mibu clan, and yet not of the Mibu Clan The Mibu Clan that exists now is the Mibu Clan but it’s not the Mibu Clan. The battles were growing increasingly more violent. Before long the True Mibu Clan was concerned with nothing but war. Their beautiful streets turned into battlegrounds.

To ensure that the created Mibu would not turn on their creators, they imprinted them to show absolute loyalty. Some called them battle dolls, but this was not the case. They were exquisitely crafted creatures stronger, more beautiful, longer lasting, each one of them bearing amazing power, they were even given red eyes. After the long war was over the Mibu began to wonder if they had gone down the wrong path. There were so few of the True Mibu, and so many of the battle dolls crudely mimicking their Red Eyes. In time the battle dolls turned on them too. The True Mibu Clan was driven to the brink of extinction and the truth was swept away.

Then they began wondering.They studied the Yin-Yang Form, originated from Taoism, and Alchemy, which came from ancient Egypt. And they became well versed in every single curse and healing art. At first the Mibu Clan used to share its talent and knowledge to the people and even lived among them. But, time flows fast, their relationship started to change. The immortal Mibu Clan started to look down on those with mortal lives and forgot what it meant to be human. Their feelings towards life became a thirst for knowledge and power. And soon before anyone noticed they became the controllers and the humans controlled. It came to where the battle dolls forgot what they had once been. Eventually they came together and the Mibu Clan was reformed the mysterious clan that secretly controlled Japan's history.

Ever since the Taika era, it's been controlling Japan's history from the shadows. It's an external rule that remains constant. Despite changes in era, or changes in emperors. When the Taira clan became too arrogant. They lent their strength to the Minamotos and secretly controlled the Kamakura Shogunate. When Kamakura began to decline, they propped up the Ashikagas and immediately changed this country to the Muromachi Bakufu. The Mibu clan controlled everything in this manner. It should have lasted forever but eventually, the balance was gradually lost because of one man, Onime-no-Kyō. He initiated the changes at Honnoji temple. Oda Nobunaga was slated to be the next ruler. But Onime-no-Kyō killed him from then on, Japan's history was unexpectedly altered.

But the Mibu didn't trouble themselves with such minor errors. At the Battle of Sekigahara they didn't want to control the west or east army they wanted to revive Nobunaga to let everything return to the way it should be.But they didn't expect Onime-no-Kyō to interfere with history in such complex ways that it couldn't be restored. It finally evolved and allowed Tokugawa Ieyasu's army to emerge victorious. Ieyasu doesn't listen to orders of the Mibu at all, he controls Japan entirely according to his own will. He's the first person who dared to oppose the Mibu Clan, which created Japan, and has been controlling it for many years.

<u>On Mumyo Jimpuu Ryuu: the Golden Wind, Kouryuu:</u>

Just to explain what the ever living hell this is I'll leave this here.

Kouryuu comes down from the sky to destroy the opponent with its limitless destructive power. (It's not but I have no clue how to do calcs and calcs on the net have proven unreliable. For the power level of BS Zen Sword Styles fanwank but keep it out of a damage area unless you can show proof?)

The Kouryuu takes the form of a stream of golden wind that comes down from the sky. The perfect form of the Kouryuu technique distorts the geomagnetic field of the entire planet creating a localized Geomagnetic storm. (This is so fucking ridiculous but the rest of the style is just as bad.)
For More Information see here http://samuraideeperkyo.wikia.com/wiki/Mumyo_Jinpuu_Ryu

<u>On 'One':</u>

One is spiritual filter, allowing you to filter out the 'impurities' that are in your spiritual energies until you are only left with a reserve full of what amounts to highly efficient fuel. After the point where you've purified the entire pool it stick with you. This leads to the martial arts which are simply put up to you but generally should be around equal to the style linked above, with a recommended theme of intense spiritual efficiently and control.

One doesn't make your aura less evil or anything like that just more potent by removing what amounts to spiritual 'water' from the the fuel until it become high-octane gas. (Hope that analogy works)

Tldr: Too Long Didn't Read Breakdown:
Perks:

An Era of Embers [Free]: Veteran level skill in a weapon of choice (Weapon must be commonly found the era of Japan you're in) and a form of Battle Calm.

Aura [Free]: You have a reserve of spiritual energy. Uses of this power are the creation of crushing auras, shattering lesser techniques through sheer pressure of spirit, extending melee attacks dozens of yards, increasing the damage of attacks and using special techniques. Also this aura can be used for empathy projection, thought it's default is Killer Intent. This can be taught to others via training them, but it may take around a decade.

Aura [100]: The equivalent of eight years training with this power allowing you to have pre developed techniques and other nifty things already.

Steel Speaking [200]: Can attune yourself to a weapon via use (Year or two) and then use it as a spiritual battery. Attuning is permanent and you may 'speak with the weapon' for an all around boost mode, drains from the swords stored spiritual energy.

Hidden Forbidden Jumper Style [Free]: All martial arts are now completely compatible, even when they would be mutually contradictory.

Hidden Forbidden Jumper Style [300]: As with the free form but allows for any supernatural energy types to be used as well.

Drop-In

A Dragon with Two Heads [100]: Safely create alternate personalities. Willpower boost.

Spectre [200]: Spiritual senses can't find you unless they are sufficiently advanced to find the 'void; that you are.

Miracle of Effort [400]: Willpower boost. Can ingrain advanced actions into instinct that'll be able to activate in spite of bodily, spiritual, or mental harm.

Shingan (Mind's Eye) [600]: Total awareness of the space inside your Aura. Can 'see' outside by light refracting off the edges of your senses as if your were there. Does not overload your mind.

Bounty Hunter

Still so Young… [100]: You have plot armor for your conversation skills, 'knowing' proper social cues to work a person with. This is only limited to people who would find you attractive and only as a way to enter conversations or try to persuade. They will listen and consider your opinion but they aren't held to your word.

So, I'm Going to Watch as You Live [200]: An instinct that holds to a more 'correct', as in the one more likely to have a positive outcome for you, path. Slight plot armor.

Indara the Third [400]: Have a spy ring of expert level, no matter the world, and can create diamond hard wire from your spiritual energy.

Satori (Sudden Enlightenment) [600]: Counts as Enlightenment for requirements. A receiver of thoughts which can gain insight when listening. Great for dodging among other things.

Shaman

Necromancy [100]: The main restriction of the art revolves around how much time has passed since the soul has left the body. You can reconnect the soul to the body and resurrect them via this. Time limited though.

False Doll Arts [200]: You can create flesh dolls that move with your will and a projection of your mind on their own or walking corpses that hold the spirits of old warriors in them.

True Resurrection [400]: Resurrects the dead and makes them functionally immortal as long as the person who Ressed them is still alive to just redo the work done.

Spiritual Surgery [600]: Ghost ability that allows you and objects you hold to interact only with the soul and allows for some freaky shit like making your body into a dimensional waypoint that reflects damage on those who dealt it to you, though you can't really DO damage whilst in that form you can turn it on and off through an effort of will.

Wanderer with Scarlet Eyes:

Battle Doll [100]:. Live much longer and and maintain a youthful appearance for centuries. It takes considerably greater injuries to kill a Battle Doll than it would in Humans. Decapitation is the only guaranteed method of killing a Battle Doll. Battle Dolls naturally possess high levels of Spiritual Power. Their power allowed them to perform tasks that would rip a regular human to shreds with incredible ease.

Red Eyes [200]: Mind, spiritual energy, and body boost.

Energy Emissions [400]: Spiritual energy can be be spent to create a reaction in the chosen element (Fire, Ice, or Electricity) or produce the element in question. Greater amounts of power result in greater feats more skilled use of power equates to more esoteric uses of the element.

Rare Kind [600]: Your skills, spiritual energy, and physical attributes will never reach their ceiling, because they can always grow more with time and a proper challenge. This growth rate may need something very extreme, like true life threatening situations, to start adapting but you potential is virtually limitless.

True Mibu:

True Red Eyes (True Mibu Only) [Free]: Large spiritual energy and Killer Intent projection boost. Body's durability and strength tied to Spiritual energy now.

Realm of Nothingness [200]: You read as being an average human, even whilst throwing out big attacks, to the spiritual senses.

The Power of Faith [400]: Allows the body to go beyond the safe levels of it's mental limiters and grants incredible willpower. Counts as Enlightenment for requirements.

Onmyoken (Yin-Yang Sword) [600]: Yin sword cause energy to bleed off before it hits by using spiritual energy to do so. Yang sword creates a perfect counter, but requires precision to do right. Yin swords weakness is it can only bleed off so much force and Yang is so perfect a counter that it's hard to do, as in it's difficulty scales with the enemy and their techniques.

Mark of a Crimson King (Requires True Mibu) [600]: General body/Spiritual energy boost, Body/Spirit Growth upgrade, and a super mode that allows you functionally limitless amounts of spiritual energy via always being able to top off whilst in the state.

Items (Items listed under an Origin are half-off with the 100 pointers free):

Undiscounted

Era Appropriate Clothing [Free]: It is what it says on the tin...

A Simple Sword [Free]: This too.

Scroll of Soul Transference [600]: Allows you to transfer to a weaker person or seal yourself into a stronger person. Beware evil side is quite likely evil.

Drop-In

Sake & Smoke [100]: Infinite middle-high quality booze and smokes.

Chikewai (Blood Markings) [200]: Doubles the physical attributes of those it's marked on but it drains your spiritual energy doubly so.

Shards of a Star [400]: Mutates beings who are grafted with a shard into monsters, like yokai from myth, and makes them more dangerous and lean more easily to the dark side.

Muramasa [600]: Sword with a soul all its own. Can cut through most spiritual and mundane defenses.

Bounty Hunter

Bounties [100]: Updating bounties.

A Glade Filled with Good Memories [200]: Property that you can get that has mental healing perks attached to it.

Hansei (Self-Reflection) [400]: Allows you to gain up to three insights into a person by shooting at them.

A Dagger that Protects [600]: 1-up the Dagger.

Shaman

Mibu Research Materials [100]: Notes that allow you to reconstruct the 'Eternal Youth' techniques and give you the ability to make a spiritual equal to any modern medical procedure.

Devil's Eyes [200]: Drains the hosts spiritual energy at all times but creates a wave of petrification.

Scrolls on the Shaman Growth Hormone [400]: Superpowers research. Has a large range of application but is mostly street level stuff.

Battle Doll Process [600]: This method creates a personal Battle Doll for you which is easy to interface with and thus doesn't need Soul Transference. It has all the benefits of Battle Doll.

Wanderer with Scarlet Eyes

Pack of Medicinal Remedies [100]: Endless medicinal supplies that sometimes blow up for comedic effect.

Muted Voices [100]: Ribbon that allows you to think pragmatically and suppress outside influences.

'One' [400]: A scroll that teaches a style equal to a powerful style in canon. See Notes.

Shizuka na Yoru Ni (In this Quiet Night) [600]: Sword that eats spiritual energy and gives a bit to you. Can allow you to temporarily exceed the limit of your own spiritual power.

True Mibu

Blood Stained Armor [200]: Auto-repairing armor that is intimidating.

A Cold Iron Box [400]: A personal Battle Doll that works only for you.

Juuchi Yosamu (Ten-Thousand Winter Nights) [600]: Sword with a soul all its own. Can cut through most spiritual and mundane defenses.

Companions:

On the Road to Edo [Free]: You can create, or import, up to eight companions who are either of the Ronin or Bounty Hunter Backgrounds with associate freebies. They can take up to 300 points of the 100 point drawbacks.

Jumper's Hachi Yushi Kage (Eight Brave Shadows) [200]: Upgrades On the Road to Edo so that they gain 300 cp to use as they wish along with a the purchased version of Aura. They also get a huge teamwork upgrade and can use a power to make one of them go into a super mode.