

BEGINNING:

Do you believe in luck? That there's a force which increases our chances of success at something, or can snatch it away without remorse? The idea that all our actions are beholden to the idea that there is always a chance for things to just 'happen' whether you are lucky or unlucky?

What about spirits? Divine beings watching over every day life or making sure humanity and the world itself is in balance? If you met them, would you show respect or disgust? Would you be glad someone is watching things, or be angry that there are forces that dictate your life?

Let's find out what happens if we put both of these together, shall we?

You have 1000CP to spend for this adventure.

STORY:

Welcome to the world of Binbougami ga! This one's gonna be a doozy so hang on to your hat.

In this world, there are gods. ...what, don't give me that look. There's gods for everything, it follows the Shinto belief. There's gods for the land, the sea, the sky, the grass, the wind... there are gods for all manners of things, even travel or fortune. Of course, they aren't just in the mortal world; there's the Land of the Gods where they reside, each grouping with its own realm and plane. All gods are not all powerful, however, for so many gods and the waning worship of the modern age means their power can diminish to a fair extent. The low-level gods are powerful, but can only affect things in a localized area (meaning the immediate area around them). As the god's power and influence grows... well, I'm sure you'll get the idea.

There's turtle gods, there's dog gods, there's messenger gods, travel gods... and then the focus of our time here, fortune gods and misfortune gods. See, luck and fortune here is determined by the amount of 'Fortune Energy' one has. Everyone has Fortune Energy, even the gods themselves. The more Fortune Energy, the more lucky you are. Turns out this luck can be used for a myriad of ways, and the energy itself can even be harnessed on a spiritual level like chi or spirit energy. It's not quite the same thing, but the similarities should help you out a bit.

By the same token, there's also 'Misfortune Energy' a person may possess. This dictates how likely it is that someone will suffer unlucky events and the intensity of said events. Each person is given a certain amount of Misfortune Energy when born, just like they are given a certain amount of Fortune Energy. If one were to possess a lot of Misfortune Energy, they might become bitter at the world around them. If they have a lot of Fortune Energy, they run the risk of taking this luck for granted, or even losing empathy due to being absorbed in what they possess. This is not a guarantee by any stretch, but it can be easy to get caught up in things when results are immediate.

Can you increase these energies safely? Not as you are, for normally it is beyond mortals to so casually increase their energies like it was a shounen anime... but there are often exceptions. You will have options, and whether you choose this to spread fortune or misfortune will be a choice you have to make. You begin your time here when a certain misfortune goddess named Momiji makes contact with one Sakura Ichiko.



LOCATION:

This story takes place within the Japanese area known as Butsumetsu City. It's a large city next to mountains and a good sized forest, with plenty of things to do! There's large businesses, there's arcades, there's shrines, and just about anything you could expect in a city. However, like many places I tend to send you, there is a catch.

Forces are moving and spirits are taking notice. The world's luck is beginning to become imbalanced, and old enemies are slowly putting the pieces in place. It will be quite the turbulent time in a few months, and these entities have the home field advantage, as it were. How you handle these beings is up to you, along with how you use the situation that is beginning to unfold...

Overall, I'd keep an eye out if I were you.



IDENTITY:

It's time to see who you are in this world! Oh this will be fun, to see what you shape into and how you present yourself! Now think on what you want to do before you choose. Roll 1d8+14 for age, while keeping your gender. Or if you want to try something new, pay 50CP to change both of these to your liking.

-Drop-In (Free):
+No memories or additional personalities holding you down; you are your own person
-You literally just showed up in town today, and you have no allies or advantages starting out
Are you here to spread happiness to others? Or maybe you're a traveler who wants to see what this city has to offer? Maybe you're just here for a good old-fashioned fight. Either way, interesting times are ahead!

-Student (Free):
+You've got a fresh new start in this city, with loving parents who will support your actions!
+You happen to have a front row seat to the chaos that will unfold
-You happen to have a front row seat to the chaos that will unfold
-Acting too out of place could make you plotbound in the wrong way
You recently moved to this city after your father was transferred, and have been slowly settling to life within Butsumetsu City. It's got nice people, it's near the mountains, and you're confident you can make many new friends here! That one girl Sakura Ichiko has been the bane or light of many a life before this day, so that may change. How will you fit in these new developments, if at all?

-Butler (Free):
+You have many connections to the upper crust of society, and with that a great deal of resources
+So long as you are careful, you could get away with quite a bit
-You still have a job to do; being gone too long might cause problems
-You will be held to a standard of behavior
Belonging to a wealthy corporation, the head family has decided to try expanding their operations in Butsumetsu City to increase profit margins. As a side bonus, they brought you along in order to handle daily routines and handle any unexpected problems that may arise in this city. How will you handle this life, I wonder?

-Priest (Free):
+You have knowledge of Eastern Religions and the basic knowledge of spirits
+You have a better idea of what might be going on than most in the beginning
-Not many people are religious in this day and age; you might be seen as outdated
-Many spirits might jump the gun and attack you first
Maybe you're a wandering monk looking to help where they can. Maybe you're a priest who feels the need to vanquish evil. Either way, you've traveled the lands performing deeds to ensure good tidings where you go. Your travels have recently brought you to Butsumetsu City, where you've begun to realize things are not as peaceful as they seem on the outside. Where you fit into these eventual revelations of problems is up to you.

SKILLS AND ABILITIES:

We've got your identity, we've got your location handled… it's time to decide what you're going to do for this world. Really, I'm looking forward to this part. It always reveals just what kind of shenanigans you're going to get up to, among other things. Maybe you'll try to be the sane one here. Maybe you'll try to plunge this place into further absurdity. Whatever you choose I'm sure it's going to be absolutely hilarious!

-Deadbeat Holiday (Free): WHAT WAS THAT YOU ARROGANT, ENTITLED SH-... oh, sorry. Was practicing for something else. As you can no doubt guess, this will help you figure out just how to overreact to a situation for comedic effect, as well as WHEN to enact those very moments. You'll get used to it in time, unless you're like a certain grumpy pants. Yeah I said it, GRUMPY PAAAANTS.

-Eye of the Tiger (100CP) (Free: Drop-In): It can be hard sometimes to get motivated for a battle, for in this day and age people are cowards. But with this you can get a 'sense' of who would be willing to brawl with you. This does not tell you of their strength, merely that they are willing to fight you. Let your blood boil with the DESIRE TO PUNCH PEOPLE!

-Thrill of the Fight (200CP) (50% off: Drop-In): Battle can be fun regardless if you win or lose! Okay it's more fun to win, but still. With this you can learn martial arts faster than normal, and you will never get bored training yourself to be stronger. As a bonus your muscles will only outwardly show as much as you want them to show, so you can keep any figure you desire. Show them your might!

-Rising Up (400CP) (50% off: Drop-In): Pain is only weakness leaving the body. You applied this during your training, and you have applied this during combat. You can go for longer during your training sessions, and when it comes to fights they can't possibly hope to break you through pain. You've felt it before, it is your friend. You know how to take much more in order to give it. Fighters are not weak, and you refuse to be weak!

-Known Survivor (600CP) (50% off: Drop-In): The Fortune Energy of this world can offer a great deal to those who are aware of it... but it can be used for more than just to be lucky in daily life. You have figured out a way to use it just like spirit energy or ki, and your combat prowess has grown for it. You can strike at spirits, guide your blows to miss the enemy less and even get a sixth sense of just when to dodge. Should you practice enough, you can even summon guardians made of this energy to fight by your side.

-No Mountain High (100CP) (Free: Student): When it comes to a problem, you can figure out a way to solve it! You have a knack of being able to see a problem from multiple different angles, giving you the perspective to handle a difficult quandary or an expert mathematical problem. You don't think on what something is MEANT to do, more what it CAN do. Don't be caught with a one-track mind again!

-No Valley Low (200CP) (50% off: Student): They say don't judge a book by its cover, but that smile you're giving them sure is helping them out! ...SUCKERS. Your charisma has improved noticeably, and more importantly you know just how to act to USE that charisma. Even if you may be a heart-devouring bitch, you just how to act to make everyone think you're the nicest person around. This also makes it easier to use your charisma to fool or convince others in a tense situation, letting you squirm out of it or even getting that opening to turn the tables. Or maybe you're actually trying to defuse said situation. Who knows?

-No River Wide Enough (400CP) (50% off: Student): The world often does not work without money! You know this all too well, and know how to GET that money. More specifically, you've got a keen sense on where you can make a profit, and if your set-up isn't too disruptive local authorities might even let you operate there even if you shouldn't. Cha-ching!

-Gettin' To You (600CP) (50% off: Student): The Fortune Energy has left its impact on you, quite noticeably for the better! Your intellect, health, and beauty have all been vastly increased, and you might even find yourself a little bit more lucky in your day to day life! This can translate to having better odds in finding a rare object, or the bus only JUST about to leave when you make it there, and other such strokes of fortune. Truly you have been blessed to be as good as you are.

-Looking to the Sky (100CP) (Free: Butler): There are times when others may covet things you possess. Items, equipment, attributes... all these are natural, but what about someone in your care? Someone you love? Often times people won't get the hint. With this, they will. Purchasing this makes a sort of 'connection' that isn't seen, but felt. Somehow, for those you protect or care for, those who would have plans get the idea they need to get through you first. If they dare.

-Signs of Life (200CP) (50% off: Butler): Your synergy with your loved ones has increased! Spending more time with each other will help you figure each other out much quicker than usual, and in fights you get used to each other's combat style just as quickly. Along with this... or perhaps BECAUSE of this, you can also figure out what they want without them even saying anything. Even a quick eye glance is enough to tell you they REALLY want that parfait...

-Make My Way Back Home (400CP) (50% off: Butler): You bond to your loved ones is immeasurable, and more important unbreakable. You ALWAYS know where your companions are regardless of distance, and should they be in danger you will have a sixth sense of being aware of this. As a bonus, when fighting in their defense your strength and competency increases as a testament to how much you want them to make it through this experience. NONE shall lay a hand on them while you're around.

-Learn to Fly High (600CP) (50% off: Butler): The Fortune Energy has manifested somewhat... quirky with you. By giving up some of your Fortune Energy to others, you can avert ill fortune or disaster in others by giving them a sudden stroke of good luck. A broken leg could be suddenly healed, a caved in building could suddenly reveal a secret trap door outside, or a dangerous surgery could go swimmingly. All of these and more are possible for you to help others out. Just be wary the more Fortune Energy you give to others, the more time it will take for you to regain it... and chances are your luck will be average for the time being, or even turn to bad luck if you give too much.

-Hard to Say (100CP) (Free: Priest): As a wandering priest, you've had to learn to make yourself seem unassuming... whether to get closer to spirits or to get some charity from others. Even if spirits KNOW you're in the area, you've figured out how to act so they won't think you're after them specifically, which will give you enough leeway to scoot in for the objective. The folks you're mooching charity off might get the hint though.

-See In You (200CP) (50% off: Priest): A priest is not always about exorcism or mystical effects. Sometimes they must learn to soothe the soul and bring peace to others on another level. You have a knack of how to approach those in distress or grief, and upon finding the cause you have an improved sense of what to say to make sure they get what you're trying to convey to them; call it divine wisdom that you're using. Whether it's to ease them or ensure they hear what needs to be heard, your words will reach them.

-Words Can't Say It (400CP) (50% off: Priest): Your sight has been attuned, for you have reached a level of awareness that words cannot describe. Along with being able to see spirits and magical effects not normally visible, you can also sense the energy levels within a person and how it's affecting them, or even use the flow of energy to predict when an attack is coming. Given time and meditation, you may eventually be able to determine the kinds of energies a person possesses and the potentials they can reach. Keep in mind they have to be close enough for you to visually recognize them for this to work.

-All For You (600CP) (50% off: Priest): The Fortune Energy has given you the ability to face terrible spirits or malevolent entities, and you have utilized its effectiveness. You're capable of using it to raise spiritual barriers, bless items to strike spiritual creatures, and protect yourself against corruption. You can even use the energy to fire spiritual ranged attacks to harm said creatures. In time you can even use it to block up to medium-level magic spells sent against you!

-Survival of the Sickest (100CP): Say, there's... an awful lot of references in this world. One minute someone's talking about a fighting tournament, the next someone is wearing a green bug suit while bragging about their own superiority. Often with this whole thing disappearing just as quickly as it appeared with no one thinking this is odd. It's kind of strange if you think too much about it. However, you can now do the same! You're only limited by the amount of material you know, and this will serve to make a moment all the more comedic. Just remember it can only be used for comedy purposes.

-Devil's Dance (100CP): It's not always about fisticuffs or words or seals. Sometimes you need to pull a few strings to get the job done, or know when to slide in the knife. By choosing this, you gain a noticeable boost to both your dexterity and reflexes, while gaining an impressive ability to hide your weapons so well a full-body search couldn't get them. Your accuracy with thrown weapons and your stealth likewise increases. For better or for worse, you're effectively a ninja.

-Never Enough (100CP): My oh my, aren't you a lucky one? All humans start with a standard Fortune Energy capacity, and it's never anywhere near a god's power. By selecting this, your capacity to hold Fortune Energy has been increased a fair amount! It's nowhere near the levels of one Sakura Ichiko, but you'll find you could store a considerable amount more than normal. For an additional +100CP however, your capacity will be on par with Sakura's, though you will need to fill it yourself. Be wary, for this can also draw unwanted attention to you.

-Temple of Thought (200CP): What a curious person you are, to choose this. You have begun exploration into the concept of Syncretism, the merging and synchronization of two different religions or philosophies. In time, you could learn to combine two schools of spiritual practices from entirely different worlds and create a whole new practice that fits your affinities! If it uses chi, spiritual energy, or life energy, they are candidates for combining their practices, and you can dictate whether you use either of them or both when using their techniques.

-Rebel Love Song (200CP): This being a comedy sort of world, love tends to play a big factor into the whole thing. That's because the frustrations and concerns of those in love can be amusing in a sadistic sort of way. Alas, you may be the center of those jokes with this, as purchasing this will make it far more likely for you to attract potential suitors and those who may be attracted to… well, some part of you. Yet idiots in love can be really scary, and when those you're in love with fight alongside you and vice versa? You'll find a rather scary increase in power efficiency and tapped potential! Love conquers all… and breaks a lot of bones.

-A Song For The Hopeless* (300CP): Oh, this... this is something else. If you're sure you want to take this... negative energy fills you as you become something MUCH greater than a mere human. In short, you have become a low-level misfortune god. You have the ability to summon/create charms of bad luck such as armies of black cats or to cause mirrors to shatter. You also have the ability to 'sense' high amounts of misfortune, and feed off these energies to increase your power... and as a bonus, you have learned to use dark versions of your prior Fortune energy perks. In time you will even find ways to twist this misfortune energy to other uses. Cannot take with 'Burning Bright'.

-Burning Bright* (300CP): The powers of Fortune Energy are great within you; so great that it defies logic. Your energies are so bountiful that your techniques/effects using them are greatly increased, and your overall luck with them has likewise increased. Why, it's likely that given time to train you can unlock different abilities and methods to use the amount of Fortune Energy you possess. Furthermore, you gain the ability to toggle on or off a 'passive' absorbing ability to slowly drain the fortune energy of others and pull them into yourself. Just be wary about staying around people too long with this power. Cannot take with 'A Song For The Hopeless'.



COMPANIONS:

You don't wish to go in alone? Even in a world of comedy and fun? Why, that's wonderful! It means more people to spread happiness to and in turn bring joy to others, which could make for quite a grand adventure indeed. What say we give you a list of options...

Should you wish it, you can choose a companion or follower to import into one of the custom companions that are worth 200CP in price.

-When We Stand Together (50CP+): Give your companions a bit of a boost with this, and be sure to spread the happiness around! You may spend 50CP per person to import a companion, or 200CP to import up to 8 people maximum. These people will get a background of your choice for free, and up to 500CP to let them spend on skills and abilities only. They cannot import their own companions.

-Fred Bear (100CP): This stitched up teddy bear may not look terribly adorable... well, it might. Personal opinion, but regardless of its appearance it's sure to be useful. It acts as a small pocket world, allowing you to store non-living, non-sentient things inside of it like a storage center. These items must be capable of being carried by an average human, but the bear can store a large room's worth of items ready to be pulled out upon command so long as the bear is within arm's reach. This loyal stuffed bear can't speak and has to communicate with writing in a book... where it gets the book or writes with no fingers, even I don't know.

-Hound Dog (100CP): They say a dog is a man's best friend, but what about a dog god? By blowing this whistle, you can call a dog god of whatever breed you wish to your side. They are not terribly powerful physically, but their skills in tracking and sniffing things out is nothing short of wondrous. Whether it's finding an item you've encountered across an entire city while it's on the move, or tracking an enemy you've met for weeks using their scent alone, there isn't much that can escape an Inugami's nose. They also get an attractive alternate form with dog ears and a tail.

-Heirlooms (100CP): Sometimes an item means wonderful things to you. It could be fond memories, or usefulness, or you've just spent so long you can't help but admire it. When someone cherishes something enough, magical things can happen... and this is no exception. You may choose a single item anywhere from hand-held to the size of an average person, and put it through the process of becoming an Artifact Spirit. These spirits can switch between human form and item form at will, and can use abilities relating to what they are. Make a bond that lasts forever.

-Fuyuko, the Fighter (200CP) (50% off: Drop-In): There are women who dislike getting dirty and think muscles are gross on women. Fuyuko would chew them out for neglecting their fitness before chopping a concrete block in half. Black hair to the shoulders and piercing yellow eyes, she’s a martial arts junkie who loves getting her blood going and feeling strong. Unless someone can beat her, she doesn’t really listen to their opinion regarding how a woman should look. Fuyuko gains all the freebies of the ‘Drop-In’ background as well as ‘Thrill of the Fight’, ‘Rising Up’, ‘Known Survivor’, ‘No Mountain High’, and ‘Signs of Life’.

-Hiromi, the Prodigy (200CP) (50% off: Student): They say a person can lose sight of their past. They say that success can blind them and turn them into something else. Hiromi… is absolute proof that such things can be true. Taller than average for her age and absurdly clever, her flowing platinum blonde hair and fair skin hides an ego larger than Mount Everest that will settle for nothing but the best. Hiromi comes with all the freebies of the 'Student' background as well as 'Eye of the Tiger', 'No Valley Low', 'Gettin' To You', 'Lookin' to the Sky', 'Devil's Dance', and 'Rebel Love Song'.

-Nori, the Scion (200CP) (50% off: Butler): A transfer student, this wealthy girl is from a family that tends to be rather tiresome in their desire for conformity and succession. That isn't to say this brunette girl with skin like porcelain or blue eyes like the sea is a rebel, she just wants to go at it from her own direction. Her concerningly large collection of manga or deep closet of cosplay she uses in secret is no factor in this. Nope. Not at all. Nori comes with all the freebies of the 'Butler' background as well as 'No Mountain High', 'No River Wide Enough', 'Signs of Life', 'Make My Way Back Home', and 'Survival of the Sickest'.

-Kiyoko, the Monk (200CP) (50% off: Priest): …how is this a thing. No, seriously. How. This raven-haired woman with skin affectionately described as 'light chocolate' is a woman of faith. She could stare down a horrible yokai, or take down entire waves of ghosts. She could provide absolute proof that the supernatural can be a boon… and she focuses on boobs. That's right, she's just as bad as a certain priest in her lust and fascination for large breasts. Maybe you can work with that. Kiyoko comes with all the freebies of the 'Priest' background as well as 'Thrill of the Fight', 'Words Can't Say It', 'All For You', and 'Temple of Thought'.

-Canon Companion (200CP): None of the other options really appeal, do they? Well, not everyone can get along and there are some kinds of comedy that appeal more than others. That's why there's this option, engineering a situation in order to allow you the opportunity to bring along one of the cast members here to travel with you on your adventures. I'd work on the sales pitch to play it safe, but it shouldn't be too hard for some of them.



ITEMS AND EQUIPMENT:

So you figured out what you're going to do. Stupendous! You're almost ready to spend some time here, but before you go... could I interest you in some items? I guarantee they're fresh and unused, and a lot of these items you'll have exceptional difficulty finding anywhere even with all the luck in the world.

-Manga Series (50CP): Sometimes a good mark of a series is its awareness that it's a series. After all, how can you be good at comedy if you're too afraid to make fun of yourself? That's why we have this complete collection of the full, printed series of the 'Binbougami ga' story, ready to go! Use it to pass the time, or get a heads-up on the story, or freak people out, who knows? Just be aware that main characters tend to overreact at this.

-Infinite Cake (50CP): Well this is... neat! This guarantees an infinite supply of any cake you could want for all of your sweet tooth needs. Normal cake, shortcake, cheesecake, cupcakes... any mundane flavors or toppings you could think of that would be delicious to you. Guaranteed to be fresh and flavorful!

-Scouter (50CP): What? This is a useful item, who cares if it looks like a pair of glasses with a fake nose and mustache? This scouter device can detect the amount of Fortune Energy and Misfortune Energy within a person, it can come in handy! It also gives a person's measurements as well for some odd reason. Buggered if I know.

-Cosplay Outfit (50CP): Sometimes you just want to be silly! By selecting this you can pick up three outfits from anime characters you like from just about any series that you can think of. They cannot replicate powers or unnatural traits of the clothing in question, but they'll look like the real thing at least! Unleash your inner cosplayer today!

-Banchou Outfit (100CP) (Free: Drop-In): Each fighter has their own style, and that style permeates into their lives. This outfit is one such example, radiating strength and determination that all will pick up on. As a bonus, wearing this outfit can help you focus any physical energies you may have for disciplined, deadly strikes on the enemy! Comes with a free blade of grass to chew on. I don't know why you'd want to, but it's there.

-Keystone Pendant (100CP) (Free: Student): Fortune Energy, powers, spirit, whatever. Chances are you want to keep it safe so no one else can take away your precious energies. With this small orb attached to a string, you can prevent yourself from being drained by ambient effects or even negate your powers to appear unassuming. Be wary however, for this will not protect you against directed, intentional effects.

-Butler's Codebook (100CP) (Free: Butler): A butler must tend to the whims of their master. They must be prepared for any situation, and tend to any order. While some people are better at this than others, this book at least gives an edge. The lessons inside help teach a person how to be courteous, respectable, and to handle many situations with iron will. Something outrageous may still blindside the reader, but one could go from street urchin to respectable and classy with this book.

-Prayer Beads (100CP) (Free: Priest): A world of spirits and gods can be a dangerous one, if a person cannot align themselves to properly fulfill their task. While faith can keep a person focused, sometimes it's not enough. Fortunately, this string of Prayer Beads can help. By focusing one's will, a person can channel their spiritual energies through these beads and improve the effectiveness of their spiritual powers. Plus it makes you look enlightened!

-Fortune Container (100CP): Sometimes you just need to put in a stockpile. Not to fear with this glass container! About the size of a human child, it can store a considerable amount of fortune energy. When you purchase this you can learn how to create more, albeit at a slow rate. If you tweak it a little bit, you could learn to use it to store misfortune energy or even other types of spiritual energy!

-Changing Ring (100CP): Physically changing clothes? Who has time for THAT? Okay maybe some people do, but not you. That's why you need to cheat. This object is basically a tube of cloth with a large ring on each end to make a 'curtain' of sorts. Once it envelops a person, it can assemble elements from the air to put an entirely new outfit on a person! The person in question must have worn the outfit at least once, and it only replicates mundane clothing. Otherwise, go nuts.

-Trauma Stethoscope (200CP) (50% off: Drop-In): When it comes to terrible events and trauma, people can be very good at hiding them. A heart can be like a vault in that sense, burying the things they feel they don't want anyone to see. But by using these headphones and placing the horseshoe-end on the person in question, their buried and untouchable past can be shown to you as if you were there. Great for figuring out the root of a problem!

-The Dream You Desire (200CP) (50% off: Student): Sometimes you just need a break! When a person wears this sheep-like hat on their head while sleeping, they will experience their ideal dream in a virtual reality-like simulation! Just be careful not to get caught up in your dream... of course, there's another way to use it. A second hat can be used to connect to the first one, and with that you may see inside the dream they are having and even talk with them on the details. I'll throw in both hats for a single purchase, aren't I nice?

-Harley David-San (200CP) (50% off: Butler): Why bother walking anywhere? When the one you serve calls upon you, sometimes you need to show up in STYLE. This motorbike runs off of the spiritual energy of the user, and its speed depends on how much the user expends at the time. Given enough, this motorbike can even take off into the sky in a blaze of glory! As a bonus, I'll let you decide what style it comes in and whether it talks to you or not.

-Protective Robes (200CP) (50% off: Priest): A priest's life can be hard, and so they must discipline themselves to weather whatever may come their way. This set of robes can come in any color and style, so long as they remain robes. As a trade, they give an increased resistance to harmful spiritual attacks and harmful spiritual effects. This does not protect against the physical however, and high-yield spiritual attacks can break through the protective wards.

-Bandage of Union (200CP): This is a fairly powerful item to possess, with a myriad of uses. By wrapping two human-sized people completely in these bandages, it will force the two to come together and become a single person! Similar traits will be combined, while opposite traits will end up canceling each other out... and as a bonus, both personalities remain separate for the entire time with no bleedover. This item can separate both parties when one side mentally wills it.

-Paper Seals (200CP): Away, foul beast! You will not defile this place! These red, small pieces of paper with marks on them can ward a place off from common spirits and defiled creatures, ensuring where you go will be nice and peaceful. These can also be used offensively; low-level spiritual entities could be driven off easily, with medium-grade entities needing to make a large ruckus to even get past. High-level, powerful beings will give you trouble.

-Somin Shourai (200CP): A wooden sword with paper seals on the end, this weapon has been said to receive Susanoou's divine protection and is capable of striking disaster and and sickness. In truth, it is a potent weapon able to strike demons and evil gods, able to attack incorporeal entities. Its full potential is unlocked in those with great spiritual power, able to channel spirits and spiritual energy through the weapon like a focus. Even better, by purchasing this you gain the means to create more of these marvelous items. Strike with the power of one's courage!

-Hyper Rosary (200CP): Never has an act of near-heresy been so useful before! A duo of beads small enough to make bracelets; one of them is a set of white beads with a black tuft of fur, and the other is a set of black beads with a white tuft of fur. You can channel your spiritual energies into them or dump them in to store them, but when someone wears them is when it shines. The spiritual energy within the beads will bolster the user depending how much was there, granting powerful abilities! If worn on the arms their physical strength can practically skyrocket, while if worn on the legs can grant intense speed and leg power!

-Binding Silk (300CP) (50% off: Drop-In): There's more than one way to skin a cat. Well... not skin, it's more like trapping, you see. Oh, forget it. This spool of silk is ten times stronger than steel and can easily support multiple grown people, but that's not its true potential. When wrapped around spiritual or incorporeal entities it can actually trap them as though they were a physical entity! If the entity in question has more spiritual or magical power than you then there is a great chance of them breaking free, but I'm sure you can handle that. By purchasing this you also learn how to make more.

-Chakra Incense (300CP) (50% off: Student): There are many points in the body that can be considered important in a spiritual sense. Nodes that are linked together in the body, through which non-physical energy moves. It is this energy that defines us in another manner, in a spiritual manner... and like a fire, at times it must be stoked. These sticks of incense, when burned becomes a powerful stimulant that helps focus the mind. When used in battle it can improve the regeneration of chi/spiritual energy dramatically while increasing the flow of these energies to allow greater reserves for the next hour, or when used in a meditation state will increase your capability with spiritual energies to help you learn control and understanding of what you have and how it affects you. Know the self beyond the flesh... and Believe It.

-Glove of the East (300CP) (50% off: Butler): This hand of mine glows with an awesome power! It's burning gri-... oh! Sorry, wrong show. This single glove comes in any color and style, and is actually quite useful! You can channel your spiritual energies through it to help you with mundane tasks; your cooking might turn out excellent, cleaning takes less work for better results, and massages work WONDERS when you hit those points. If you channel a LOT of spiritual energy, you might even imbue items and equipment to improve them and be more receptive to your spiritual/chi powers! Heart symbol optional.

-Spirit Note (300CP) (50% off: Priest): Forewarned is forearmed! Of course, there's something to be said for hindsight as well. This unassuming black notebook will automatically update itself as you learn more and more about spirits. This includes their capabilities, the kinds of spirits they are, and how they fare against certain attacks. As a bonus, if you roll it up and hit a spirit with it, it'll affect them as if it were physical. Just according to keikaku!**

-Harem Dimension (300CP): A glorious mansion! A palace, some might say. Crystal clear pools, gilded windows and surfaces made from the finest woods and stones! Staffed by busty onee-chans and hourglass-shaped hotties that will service you! With this, you shall be the **KING IN A GIRLS-ONLY DIMENSION!!** …ahem, sorry for that. Got carried away. The point is that not only is this a five-star residence staffed by attractive women (or men if that is your preference), but this personal pocket dimension could even serve as a place where followers or inactive Companions can relax and enjoy themselves as they please. While you can't store things here… the endless luxury foods and other services should be more than enough.

-Energy Syringe (400CP) (50% off: 'A Song For The Hopeless'/'Burning Bright'): Sometimes you need to get up close and personal. Using this large syringe you place upon your arm, you can stab someone with it and begin draining their Fortune Energy or Misfortune energy. Of course, by doing so you risk making the person's life suffer and if you drain too much they could die. But at least you could gain a considerable amount or even tip the tides with it. The stronger the enemy is the more difficult it will be to take their energy, so be careful. With some experimenting you could even inject someone, but that could be equally catastrophic on you as well...

-Fortune Fountain (600CP) (50% off: 'A Song For The Hopeless'/'Burning Bright'): One of the big issues in this world is that a person cannot increase their amount of Fortune Energy naturally. You have what is given to you by the gods, and the only two ways you can get more is if the gods give you more… or if you steal it. Concerning for the ethical traveler, so for a tidy sum you can instead get this small attachment that has a pool of replenishing Fortune Energy! Unless purposefully tampered with, the energy itself is restricted to the fountain for the sake of making sure the room doesn't undergo deification… it wouldn't do to see your allies disintegrate for the crime of being too curious.



DRAWBACKS:

Wait, you want MORE points? I don't blame you, but you're going to have to take on some extra conditions as a fair trade. If you're still okay with that, let's see the options. You may take any amount of Drawbacks up to +1000CP. You may take more Drawbacks afterwards, but obtain no points for it.

-Tiny (+100CP): Okay, wow. You are SMALL. Like... childlike, even. You're 2-3ft tall at MOST, and you'll never be able to go above that size. You're stuck looking like a little kid, and all your powers reflect this childish state as well. You don't mind getting ridiculed for this, right?

-Distractions (+100CP): There are many things you can accomplish in this world. Enlightenment. Inner Peace. Spirituality. You know, if you weren't so damn distracted. Earthly desires will grab your attention much faster than normal, even if you had no desire for it. There will be moments you can force yourself to the task at hand, but those thoughts and wants will be planted in your heart for your time here.

-Fashion Error (+100CP): You're going to have a terrible time with outfits here. What on earth made you think that lime green shirt went with the polka-dotted pants? And those neon orange shoes? Any fashion sense or sense of style you had is utterly shot while you're here... no, stop! Don't wear socks with sandals! That looks weird!

-Stuck-Up (+200CP): There's this... person. They're just better than you. More pretty, more athletic, more smart, everything. And they won't SHUT UP about it. They're going to be taunting you about it for the ten years you're here, at any opportunity they can get. Worse of all, you can't harm or kill them; their luck is so crazy any attempt backfires comically.

-Fortune Problems (+200CP): All your powers are tied to how much fortune energy you have now. The more you use, the more 'luck' you'll burn through. If you cause too much before you can recover, it's going to cause a lot of problems for you and others around you. Do you feel lucky?

-Reference Hell (+200CP): No one will ever treat you seriously. Maybe it's the way you act. Maybe it's due to a behavioral quirk. Who knows? All I know is you're going to frequently encounter people using your catch phrases, talking about or mocking embarrassing events from your past (to say nothing of making up nicknames from these events), even dressing up in various costumes meant to look like you or any of your alt-forms to be a caricature. It's going to be ten years of painful reminiscence here.

-Who Are You? (+300CP): Something went wrong when you were thrown in here. You lost all memory and knowledge of who you were, and now you'll likely be living your life as someone who has no idea of what they did. You're essentially a blank slate. Hope you won't make any mistakes when you're like this.

-God Problems (+300CP): You're wanted! The gods of this world have seen you arrive and have declared you an error, and they will send people to regularly try and bring you in to be 'purified'. This is bad news. Fortunately they're mostly the low-level gods, but they're going to be a constant pain... and should you evade them enough, Chief-level gods will get into the picture. Worse yet, Chief-level gods will have a habit of coming in with ways to copy or deflect your abilities. Hope you're ready.

-Lockdown (+300CP): Your abilities have been sealed with a curse! You cannot enter your warehouse, you cannot use any of your abilities... for all intents and purposes you are a normal human in a world of gods. You cannot benefit from Fortune Energy like this, either. Any attempts to fix these will result in outright pain and agony until you stop.

-Like a Bubble (+600CP): Uh-oh. You know how if someone gets enough fortune energy they'll become a god? ...not you. If you absorb too much, you're going to explode and be sent home instead. In a world where fortune energy is being tossed around like candy, this is not a good thing. To make things worse, your limit is not very high and this drawback railroads you on the plot. Figure something out, fast.

-Misfortune Upon You (+600CP): Well this is weird. You've become a nexus of misfortune energy... but not in the fun way, it's directly messing with YOU. Most things you do will fail, machines will break when you try to use them, and shame about that appearance of yours. Attempts to change this will backfire in the most hilarious of ways, and fights will become much more difficult as a result. Even if you were a Misfortune God, it would only work in a negative manner against you without empowering you. When people think 'unlucky', they're going to think of you.

-Freaky Friday Flip (+600CP): Oh. Oh dear... I may have made a mistake when bringing you into this world. You have all your abilities from here... but nothing else. No warehouse, no other abilities. Why? Because you're a reincarnation, and your ACTUAL body has been split off from you believing it is the original. They have all your abilities and skills, and will wish to reunite you with themselves. If this happens, it's considered a loss condition. Good luck.

-Ikari's Plans (+800CP): This is bad. Like, really bad. In a world where things can become comedic or light-hearted, this guy is NOT FUNNY. He's spent centuries accounting for plans, brokering deals and slaughtering anyone who doesn't go with his plan... and now he sees you as a problem to eliminate. He knows all your powers, equipment, and skills. He knows how you will likely react. He knows what you fear. Worse yet, he has accounted for ALL of these things now, and will have a counter to every single one of them. I really hope you know what you're doing choosing this.

END CHOICE:

Your time here in the world has ended... I mean, assuming you survived. For all its comedy it's a pretty nasty place. Should you survive, drawbacks are revoked and any injuries you may have had are repaired. You are also left with a choice:

-Go Home:
-The sheer celestial bullshit, the wackiness, or maybe seeing the depths a person will go... either way, you've had enough. You return home with all you have gained, and as a bonus I'll let you become a font of Fortune Energy for free. Just be careful who you give it to!

-Stay Here:
Really? This place calls to you like that? Very well. Your affairs are handled back home, any pets you had will be cared for, and your loved ones will assume you left to find your own way and be content knowing you took the journey. As a parting gift you'll get another 1000CP to spend, and I'll elevate you to a Chief-class god so you can have some serious pull in the world. I hope you find happiness here!

-Move On:
It's time for the next world! Time is frozen here to you, and you collect what you have gained so far to move on to the next adventure that may wait for you. I hope it's entertaining...

NOTES:

**Keikaku means 'plan'.

-Heirlooms relies on what the item was to determine their abilities. A gun could fire off multiple bullets from their hands and a staff could strike enemies harder than normal, but a toy jet fighter would only be able to fly around like an actual jet and fire blunt objects as 'missiles'. You cannot use toys to gain powerful abilities.

-Heirlooms when becoming spirits are not affected by biological improvements. You could 'upgrade' them like a normal item or improve them with methods that involve spiritual energy, but you cannot improve them with biology unless the item was bio-tech.

-The Chakra Incense comes in whatever scent you feel helps you the most, and will never stick in your clothes/surroundings more than you wish it to. The Chakra Incense also comes in a bundle of sticks and replenishes whenever you run out.

-Burning multiple Chakra Incense sticks will not multiply the effects.

-Glove of the East when imbuing items can become stronger and more efficient, even working in tandem with your spiritual energy. However, the more you wish to improve it the more spiritual energy you will need. As you imbue it more and more, you will require exponential amounts for even the smallest gains.

-The Somin Shourai is capable of channeling the powers of summons or spirits you may have, and materializing one's spiritual energy. This also includes Stands, Hunger Demons, or any similar entities you may possess or can call upon.

-If the Energy Syringe is broken, it will repair itself in a week.

-The maximum Fortune Energy/Misfortune Energy capacity one may possess will only grow slowly with age, and cannot be increased with training. 'A Song For The Hopeless' or 'Burning Bright' will increase the rate your maximum capacity grows, but it will always be at a fixed rate due to age.

-If you take 'A Song For The Hopeless' and 'Never Enough', it will also increase your maximum Misfortune Energy capacity starting out.

-'Burning Bright' likewise is limited in that while you can temporarily supercharge yourself, your maximum Fortune Energy reservoir can only increase with age and not training. In addition, while you can try to supercharge yourself enough to become a god, you will only become a low-level one in the beginning. It will take hundreds of years for your reservoir to grow truly impressive.

-'Burning Bright' grants an AoE Fortune Energy-draining field that is a 10-15 feet radius around you, and cannot be improved. However, the more people around you the more you will drain by volume. A temporary timespan of 3-12 hours will not harm the person, but the more time you spend around others with the field on, the more detrimental it will be to them. Spending 8-10 years around a person constantly with the field on will likely result in their death, if they are mortal. The more powerful the entity, the less likely this will occur.

-'A Song For The Hopeless' is limited in that while you can take in misfortune energy to empower yourself, there is a limit to how much you can take in at a time. Furthermore, your maximum energy reservoir cannot be increased with training, only with age... and it will take hundreds of years before you can start affecting things beyond the boundaries of the city you're in.

-The 'Harem Dimension' is accessed as either a bracelet around your wrist or as a Warehouse Attachment, whichever your preference is.

-The 'Harem Dimension' can also let the women inside be summoned into the Warehouse, but they cannot leave the Warehouse itself.

*'A Song For The Hopeless' interacts with capstones to allow you to strike at enemies. Beware, for the more powerful the enemy is the less likely these will take hold.
-'Known Survivor' lets you deal much more damage when using Misfortune Energy and allows for lingering, debilitating effects to affect your opponent's body such as sudden illness or frailties to take hold.
-'Gettin' to You' allows you to cause others around you to suffer sudden 'thought blanks' or blows to their beauty that could impact them for some time. Longer exposure could result in a permanent decrease in intelligence or for their bodies to break down and appear far older or ugly. This effect can be toggled.
-'Learn To Fly High' can shunt Misfortune Energy right into your enemy, causing temporary power incontinence with backfiring in attempts to use them again. The more times you do this, the more their powers could harm them with use or even be turned off permanently, though this would require a large amount depending on the strength of their powers.
-'All For You' allows for you to fire ranged attacks that cause catastrophe to strike where they hit, and attacks will have a greater ability to break through spiritual/magical barriers. Things could range from the land withering and dying, to equipment suffering catastrophic breakdown, to even small natural disasters.

*'Burning Bright' likewise interacts with capstones to bring good tidings upon those around you. Just be sure not to give too much at once!
-'Known Survivor' will find their guardians enhanced significantly in both power and defense, while their own energies work to let them empower items they're holding to become stronger variants that seem suited to the task. What fortune in battle.
-'Gettin' to You' ends up sharing the love, creating something of an aura that instead lets you start increasing the intelligence and beauty of those who spend more time in your company. They'll even find themselves getting a bit luckier too! Be wary people don't try to use you.
-'Learn To Fly High' has it where when you give your Fortune Energy to others, your own reserves recharge significantly faster than usual while suffering little to no bad luck at all for your kindness. The more you do so, the more their own luck reserves might start growing from all the exposure.
-'All For You' has turned you into a true spiritual warrior. Spiritual barriers can take a large amount of physical strikes and a tremendous amount of spiritual attacks, while blessings see a myriad of different abilities that outright go into the supernatural. You could cause enchantments with this, to say nothing of the damage you can do with spiritual attacks.

NOTES ABOUT GODS AND DEIFICATION:

-In this setting, the soul is akin to a container; the more the container is 'filled' with Fortune Energy, the better off one is. But if the container is overloaded, the person/creature will become a god. Gods are ageless, can manipulate their energies more efficiently, and are more durable. However, everyone starts as a low-level god. To become a more powerful god, your capacity must increase over time.

-If you become a god, Fortune Energy does not increase your luck anymore. Rather, it acts akin to 'spirit energy' with a slant to whether you used Fortune Energy or Misfortune Energy.

-Your energy capacity as a god dictates how much energy you may call upon, and as a result your strength. It is possible for you to discover more uses for how to use this Fortune or Misfortune Energy, but you will need to work quite hard to find these uses with a long amount of time... it could take decades, or even centuries depending on what you wished to use. It will not be easy.

-The worship/reverence from others can generate 'Piety', but on its own it cannot do much. To a god on the other hand, they can use this 'Piety' to convert into Fortune Energy.

-If a god's Fortune Energy is stolen entirely, they will revert to a human. However, the more powerful the god the more difficulty you will have doing this. If you are made human due to this process, your Fortune Energy capacity will return to the capacity it started before you ascended. If you become a god again, your capacity will return back to where it was before you were depowered.

-Likewise, the kind of god one can become is quite varied. There have been examples of travel gods that can manipulate boundaries, severance gods that can destroy bonds, dog gods that are exemplars of the noble breed, even gods of death or gods of pestilence that can more than fulfill their namesake. It seems to depend on the person as well as the circumstances of the Fortune Energy overload.

-Lands can also be saturated with Fortune Energy to make plants grow and the land flourish. However, it would require a spatially locked off place for it to gather enough Fortune Energy to undergo deification, and then you would have the problem of anything mortal vaporizing upon entering to leave only a soul.

-Curiously, if you put enough Fortune Energy in things like items they can become artifact gods with their own history and personality. Just be wary of doing this, as they've been known to get… possessive.