Under Ninja Gauntlet



by Kingpan1c

You have been drafted into the shadows of modern Japan. Beneath the ordinary world of schools, apartments, convenience stores, and salarymen, 200,000 ninja still operate, cloaked in secret and armed with the discipline of the past and technology of the future. NIN, the National Intelligence of Ninja, serves the country from the shadows, while the mysterious Under Ninja wages its own hidden war against them. You will begin as one more disposable ninja, expected to obey orders, maintain a civilian identity, and perform whatever miserable assignment your superiors deem necessary. Take 0cp and do your best to survive a year in this modern battlefield.

Drawbacks

Dog of the Country (Mandatory):
You are one of Japan's ninjas, and that means you belong to the system whether you like it or not. Your life is ultimately subordinate to your duties, with your choice of NIN or UN expecting you to obey orders, maintain your cover, and serve Japan from the shadows. Over the course of the jump, your handlers will give you assignments for you to carry out. Failing or avoiding enough of these will result in them deeming you a target for elimination. Keep up the good work.

Neet (+50cp):
You have become a spectacularly unproductive member of society, spending most of your days doing absolutely nothing of consequence. Fortunately, this is practically a recognized lifestyle among some of the less fortunate members of the modern ninja world.

Low Priority (+50cp):
You are a low-priority asset within NIN, and nobody particularly important is concerned with your career. Missions, equipment upgrades, promotions, and useful information tend to be handed to somebody more valuable before they reach you.

Bad Reputation (+50cp):
Something about your behavior, history, or personality has earned you a poor reputation among your fellow ninja. Other shinobi tend to assume you're incompetent, strange, unreliable, or otherwise troublesome before they have a chance to get to know you. Earning respect and trust is more challenging.

Ugly (+100cp):
You are simply unfortunate in the looks department, possessing an appearance that makes blending into ordinary society considerably harder. People are more likely to remember your face and less likely to overlook you in a crowd.

Alcoholic (+100cp):
You have developed a serious dependence on alcohol, and resisting the temptation to drink is considerably harder than it should be. You can still function while sober, but stress, boredom, and emotional turmoil make relapse particularly likely.

Deadly Sin (+100cp):

One of the Seven Deadly Sins has taken an unusually powerful hold over your personality. Whether it is greed, lust, wrath, envy, gluttony, pride, or sloth, this vice continually tempts you toward increasingly excessive behavior.

Short on Cash (+100cp):

Money is perpetually tight, leaving you struggling to afford even the mundane necessities of modern life. Your ninja salary is either laughably inadequate or somehow constantly disappearing into rent, food, alcohol, equipment, and other expenses. You can still earn money normally, but financial security will remain an ongoing problem.

Bad Neighbors (+100cp):

Your home happens to be surrounded by people who are unusually nosy, eccentric, or difficult to deal with. They may borrow your possessions, observe your activities, invade your privacy, or otherwise make maintaining a secret ninja identity unnecessarily complicated. The problem is that they aren't necessarily ordinary civilians either, so dealing with them may occasionally require more tact than simply telling them to mind their own business. Vary from nosy kids with cameras to retired ninja.

Killing Your Feelings (+200cp):

You have difficulty processing or expressing your emotions, making genuine emotional connections substantially harder. You still feel them inside, with fear, guilt, and hesitation all acting as normal, but conveying these feelings to the person trying to kill you mistakenly is almost impossible. They will see a cold, dead wall of a person.

Wanted by UN (+200cp):

UN has identified you as an enemy and would like to see you dead, captured, or otherwise removed from the board. Their operatives are skilled enough that simply hiding from them indefinitely is not a realistic solution, particularly if you begin interfering with their operations. The more important you become, the more attention the Under Ninja will devote to eliminating you.

Wanted by NIN (+200cp):

NIN has decided that you are a rogue element that needs to be dealt with. You lose the protection normally afforded to an official ninja and can expect other shinobi to investigate, pursue, or assassinate you. Even if you once served the National Intelligence of Ninja loyally, your former comrades will now treat you as a legitimate threat.

Abused Child (+400cp):

Your childhood was exceptionally brutal, leaving you with deep psychological scars and a complicated relationship with authority, intimacy, and violence. Panic attacks, emotional reactions to other people's histories, and freezing when something triggers you are all habits needed to be accounted for.

School War (+400cp):

You are forcibly inserted into the conflict surrounding Kodan High School, taking the place of one of the students caught on the frontline. You must maintain your civilian identity while dealing with ninja assassins, UN operatives, heavily armed enemies, and students who have absolutely no idea what is happening around them.

The Foreigner (+500cp):

You are a foreign rogue ninja who has become a major threat to Japan's secret shinobi establishment. NIN, UN, and other Japanese ninja organizations all have reason to investigate or eliminate you, while your very existence threatens to expose the country's hidden ninja infrastructure. You are hunted by all.

Perks

Take a 50% discount for each price tier

Shinobi Rank (-0/200/400cp Undiscounted):

You have been trained as one of Japan's modern ninja, possessing the physical conditioning, stealth, infiltration, dexterity, acrobatics, concentration and weapons training expected from a competent shinobi.

For free, you are a genin. You could rank at almost any official tournament in a country in all disciplines covered above, as skilled as the best mundane soldiers, albeit in more subversive disciplines of operation. Any military would be happy to have you.

For 200cp, your skills are at the rank of Chunin, a Journeyman Ninja. You could make it to the Olympics without trying too hard. If you went into athletics, you'd be in conversations for the best in the world on debut. You are trusted to run operations in enemy territory, decidedly skilled enough to fight and survive your way back home if needed.

For 400cp, your skills are at the rank of Jonin, an Elite Ninja. Your skills are beyond anything a real fighter could do, able to defeat scores of elite soldiers bare-handed. Dodging the path of bullets, escaping from wall-busting robots, and running on walls are all standard fare for you.

Disguise Artist (-100cp):

You are a master of makeup, prosthetics, clothing,and physical mannerisms, capable of transforming your appearance without advanced technology. With preparation, even people familiar with you can fail to recognize you.

Studious (-100cp):

You are an effective learner who can absorb academic information and practical knowledge at a doubled rate compared to most. This makes you unusually good at learning new ninja techniques, technology, and civilian skills without requiring years of repetition.

One Who Endures (-200cp):

Pain is something you can acknowledge without allowing it to dictate your actions. You can grit your teeth through injuries, exhaustion, and physical hardship, continuing to fight when another person would collapse. You can teach this mindset technique to others.

Heart Under Blade (-200cp):

You can deliberately enter a cold, focused state where killing becomes a tactical decision rather than an emotional crisis. While in this state, you can assess opponents, choose targets, and execute lethal actions without panic, hesitation, or emotional overload, while retaining your normal intelligence and morality. You can teach this trance-like mindset technique to others.

Heartbreaker (-400cp):

You possess exceptional skill at persuasion, manipulation, and reading emotional vulnerabilities. You can identify what people want, fear, or desire and tailor your words and behavior accordingly, making it much easier to establish trust or manipulate someone into doing what you want.

Tech Wizard (-400cp):

You possess an exceptional understanding of the bizarre technological arsenal developed by the modern ninja. You can maintain, repair, and modify advanced gear like optical camouflage systems, surveillance devices, specialized weapons, and other NIN technology, even when the underlying technology would be incomprehensible to ordinary engineers. Given sufficient resources, you can eventually reproduce or improve upon most of the tech you encounter here.

Autonomous Ultra Instinct (-600cp):

Your body has developed an almost frightening ability to react independently of conscious thought. When an attack enters your awareness, your body can instinctively move, dodge, duck, redirect, or reposition itself before you've consciously decided what to do. You can still be overwhelmed by sufficiently fast, wide range or concealed attacks

Battle Computer (-600cp):

Your brain processes combat like an advanced tactical computer, allowing you to observe an opponent and rapidly reconstruct their habits, techniques, and preferred patterns. Given enough exposure, you can reproduce their fighting style yourself, effectively downloading the principles behind their movements into your own muscle memory.

Items

Take a 50% discount for each price tier

Katana and Shuriken (Free):

You receive a high-quality modern ninja katana and a generous supply of two dozen conventional shuriken. You can get a new supply if lost or destroyed a week later, sent to wherever you lay your head.

Basic Apartment (Free):

You receive a modest Japanese apartment suitable for maintaining a civilian identity. It contains the ordinary necessities of modern life, along with enough privacy to store your ninja equipment and conduct basic preparations. It isn't luxurious, but it is exactly the sort of unremarkable residence a low-ranking ninja could disappear into.

A Thousand Cuts (-100cp):

You possess a seemingly excessive supply of metal weapons and blades. Knives, shuriken, kunai-like tools, throwing blades, and other shapes can be produced according to your preference, giving you enough ammunition to outfit yourself and several allies. The steel itself is mundane, but your supply is effectively replenished whenever you return home.

Modern Weapon (-100cp):

You receive a modern firearm suitable for a professional soldier, together with ammunition and basic maintenance equipment. You may choose an appropriate pistol, sniper rifle, submachine gun, or similarly conventional weapon.

Sky Drone (-100cp):

You receive a compact aerial surveillance drone suitable for modern ninja operations. It can scout locations, transmit video and audio, track targets, and provide you with an overhead perspective while you remain safely concealed, controlled by a cell phone-sized touchscreen remote.

Cardboard Robot (-200cp):

You receive one of the wonderfully ridiculous pieces of equipment that demonstrate just how strange modern ninja technology can become. The robot is disguised as something utterly mundane, like a pile of cardboard boxes or trash, allowing it to be positioned in public without immediately attracting attention, while its internal systems allow it to perform useful surveillance or operational tasks. Controlled by a remote VR suite that replicates the user's movements, it acts as a strong but clumsy additional support combatant.

Hidden Weapon (-200cp):

You receive a collection of weapons designed specifically to pass through ordinary security and evade casual inspection. This can include disguised blades, folding firearms, drone shuriken, and other compact weapons that can be concealed within apparently harmless objects or clothing. Untrained observers will generally fail to notice them on your person.

Self-Driving Vehicle (-400cp):

You receive a highly sophisticated autonomous vehicle suitable for ninja operations. It can drive itself, navigate unfamiliar routes, follow instructions, and function as a mobile base while you concentrate on the mission. The vehicle is also heavily customized for covert work, including concealed storage and systems intended to reduce the chances of ordinary civilians realizing what it really is from scans or monitoring. Can be a car, bike, or anything up to the size of a white van.

UN Style Marishiten (-400cp):

An optical camouflage suit modeled after NIN's advanced stealth equipment and built from a modified space suit. It renders the wearer extremely difficult to see and provides substantial protection against conventional weapons. Along with visual invisibility, it's bullet and blade-proof, has a mic and cams for Ops, airbags to protect against falling, and generally resists impacts. You also get blueprints and schematics on how to build more. In form, it can be a hoodie or shirt that only covers the torso or a full-body combat suit like the mk3 and mk4 NIN suits, respectively.

Military School (-500cp Undiscounted):

You possess an extensive military training facility designed to transform recruits into competent modern combatants. It provides training grounds, classrooms, weapons ranges, obstacle courses, and instructors capable of teaching conventional military skills alongside the specialized methods needed for covert warfare.

ESCAPE (-800cp Undiscounted):

You receive access to ESCAPE, NIN's space superweapon. A large satellite hanging in orbit, able to fire down lasers destructive enough to blast away an entire school or precise enough to cut a knife without harming the user of the blade. Only able to fire once a day due to built-in restrictions, this represents the greatest weapon around that doesn't breathe.

Companions

Import (-50cp):

Import or create a companion and place them into the setting as an appropriate member of the modern ninja world. They receive 200cp, and may take drawbacks as they please. Created companions may have their personality, appearance, and history chosen on creation as long as they don't conflict with any entries in the jump.

Secret Siblings (-100cp):

You gain three secret siblings, each of whom possesses legitimate ninja training at a genin level and a plausible civilian identity. They are loyal to you and each other, making the four of you a small family unit operating within Japan's enormous and often dysfunctional shinobi infrastructure. Their exact personalities, appearances, and specialties are yours to determine, although they are all competent enough to function as genuine ninja rather than ordinary civilians, and get 200cp each.

The End

Congratulations. You've survived a full year in this world of strange technology and urban tactical warfare. You may now move on and continue your jump. Lucky for you, you also get some rewards for your hard work.

Rewards

Shinobi

All purchases made within this Gauntlet become integrated into your Bodymod, your perks integrated forever, while your items will forever exist in your brain, able to be rebuilt in your sleep. Your physical conditioning, ninja training, combat instincts, technological expertise, and supernatural-seeming abilities remain with you permanently, allowing you to retain them even in worlds where modern ninja techniques or NIN technology would otherwise be impossible to acquire.

Network of Shadows

You gain a permanent network of contacts among the world's hidden ninja communities. It includes former NIN operatives, independent shinobi, technicians, informants, and other specialists who can potentially be contacted in future worlds, although they are not automatically your servants. In any sufficiently modern setting, you can gradually establish an equivalent intelligence and covert-operations network using the skills and relationships represented by this reward.