BLUE EYE SAMURAI JUMPCHAIN

Version 1.0d, by Aabbcc.Google Doc is here.



In 1633, Japan closed its borders to the outside world. Completely.

Citizens would never see a white face, nor any face that was not Japanese.

A child born of mixed race would be considered less than human.

Pitiable. Impure. Monstrous.

From these times rose a legend.

Of a swordsman.

Of a sword.

Of REVENGE.

Blue Eye Samurai is an adult animated series, animated by Blue Spirit and published by Netflix. It's a revenge story set in Edo-period Japan (with slight modifications). As of the writing of this document only the first season is out. A summary of the episodes can be found in wikipedia, and a couple episodes can be found in Netflix's youtube channel. Before proceeding further, take these:

+1000 CP

TIME AND LOCATION

The timeframe of the events of Blue Eye Samurai is unclear, as is the age of the characters. The protagonist, Mizu, should have been born around 1633~38, with the series ending in an analogue of the Great Edo Fire of 1657.

You may start at any point between Mizu starting on her journey and the start of the series proper. The Jump will last the usual 10 years, but you may leave early if Mizu's quest and Fowler's plot are finished, regardless of how they ended.

For location, you can start anywhere in Japan someone of your Origin would normally be. Some notable locations in the series are Kohama village, Kyoto, Mihonoseki, and Edo.

CROSSOVER MODE

Given the events of this series cover so little time and space, you may take this Jump alongside another. You can also merge this setting with another that lacks a Jump.

This other setting/Jump must happen roughly on the same time period on Earth. It can also be a world with something close enough to Edo period Japan where the events of Blue Eye Samurai would fit. You can fudge dates a bit to make this work.

Take Origins that could blend, or be a Drop-In in one or both Jumps. You may pick which document to follow in regards to starting location and time. Drawbacks will, of course, adapt to however they'll better fit the merged world.

Feel free to change the identities of the remaining two targets of Mizu's revenge.

ORIGINS

You may take any of the following Origins as “Drop-In”. Feel free to change or keep your age and gender.
You can self-insert as a canon character. Just pick the purchases and Drawbacks that match them, or have something equivalent already.
The period's sexism and racism feature prominently in this series. See the Drawbacks section for a toggle to opt out of these.

The Samurai:

You are a swordsman (or swordswoman in disguise). You may or may not be an actual samurai, anything from a mixed-blood street urchin that picked up the sword to an actual samurai. This is the Mizu and Tengen Origin.

The Artisan:

You are a professional of a crafting trade, from making swords to cooking noodles. Your life experiences may have given you the perspective to give great life advice. This is the Ringo and Swordfather Origin.

The Courtesan:

You are a woman in feudal Japan, or at least everyone that sees you thinks so. Life has given you limited options, leading you to lean on your ability to please and manipulate men. This covers anything from a noble girl expected to be married off, to a whorehouse matron. The Akemi and Madame Kaji Origin, and to a lesser extent Lady Itoh.

The Villain:

The foreigner smuggler, the ruthless merchant, the ambitious lord, or the local head thug. Someone that has used ruthlessness and shady dealings to get where they are and amass power.. The Fowler, Heji, and Daichi Origin.

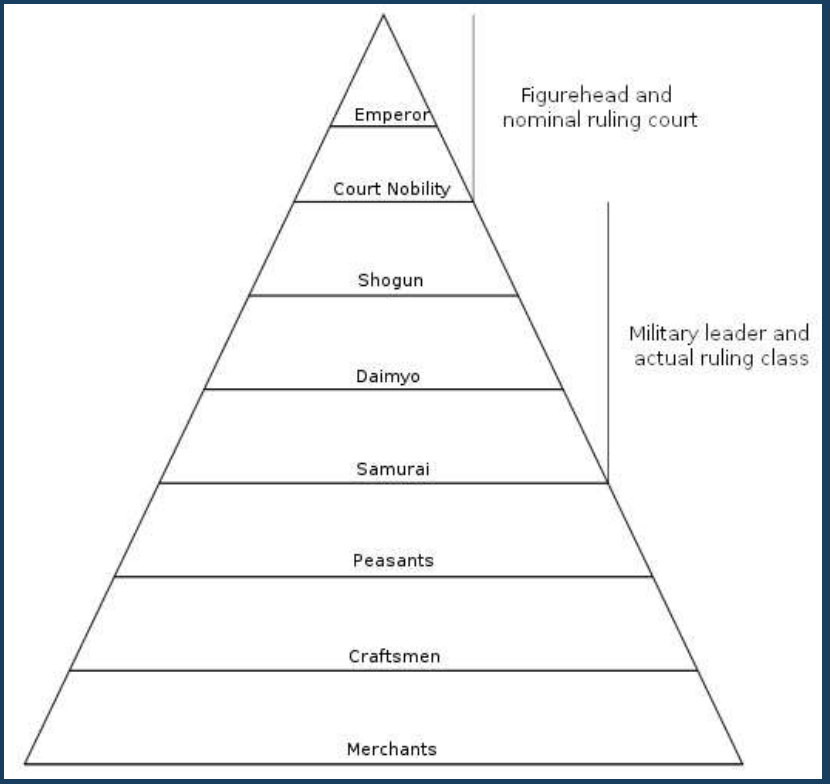
PERKS

Origins provide 50% discounts to their respective categories, with 100 CP ones free. The Courtesan and Villain origins have less perks, but more items, everyone gets the same number of discounted options of each tier, just not in the same place.

General Perks

Cultural Understanding (Free / 100 CP):

This is not a safe time to buck cultural norms unaware. The Edo period saw the Shogunate try to strangle any kind of social mobility and everything they thought of as destabilizing.
The Itoh's rule is even more restrictive on foreigners than the Tokugawa of our history ever were: Only four are allowed on the islands, out of sight, unable to travel except to pay fealty to the Shogun once a year.
This Perk gives you a broad understanding of culture, religion, and customs for this period, and lets you speak and write Japanese like a native. It will adapt to future Jumps that take place in Edo period Japan or locations heavily based on it.
For 100 CP, this extends to other places in the 1600s.





Disguise (Free):

You know how to disguise your gender, ethnicity, and unusual features. You know how to use clothes, makeup, posture, altering your voice and so on to disguise them, and the results will only get better if you have more to work with. A very useful skill in this era if you don't quite fit within cultural norms.

Samurai Perks



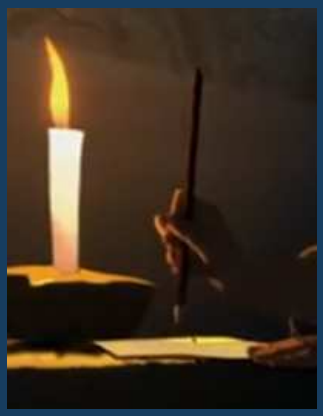
To Master The Way Of Battle (100 CP):

You're one hell of a swords(wo)man, with almost as much skill in other melee and thrown weapons, hand to hand, and even improvised weapons. Your cuts are masterful, your ground game excellent, you are agile enough to use acrobatics in combat, and you're ambidextrous. With this Perk alone you are as skilled and fit as Mizu, but without the sheer drive that makes her so dangerous.

This comes with a practiced ease at trash talking.

One Must Be Acquainted With Every Art (100 CP):

Or so the saying goes. While not every art, you've learned many traditional Japanese arts. Calligraphy, painting, poetry, tea ceremony, flower arrangement and so on. Even those you didn't practice you developed an appreciation for. Beyond making you a more rounded individual and letting you have a cultured conversation, this has given you a keen eye for all forms of art, letting you appreciate the skill of the artist with but a glance at their work, be it a single brushstroke or the smoothness of a cut.





Despicable Assholes In Your Area (200 CP):

What good are all those fighting skills if you don't get to use them? Just toggle this on, pick a direction and walk. In little to no time you'll run into someone who rubs your morals the wrong way. Ready to attempt to rob, insult, and/or do whatever else you need to give you a clear conscience for beating them up (or worse).

This Perk does not create people or alter their behavior, it merely alters circumstances to put them on your path.

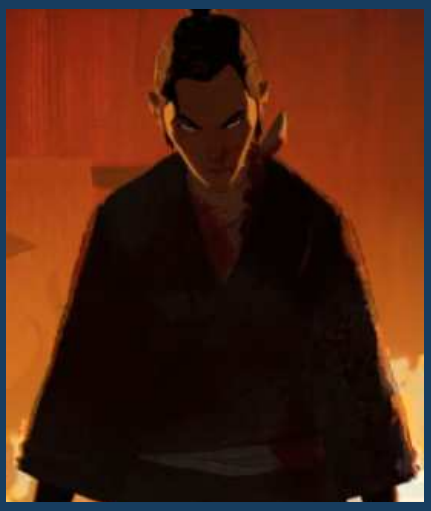
Shadow Fighting (200 CP):



Your fighting experience lets you predict the first few moves of the fight by just seeing your opponent's stance. This takes the form of a ghostly illusion, there within an eyeblink. Seeing it lets you know what to adjust to avoid what you saw, and turn things in your favor.

The better you are compared to your opponent, and the more you know about them, the farther you see. A big enough difference and you can even use this in group fights or even larger battles.

The More Pure The Steel, The Harder It Is (400 CP):



Your will is like iron, you have the dogged persistence to pursue your goals, pushing past injuries and setbacks to a ridiculous degree. You could be drowned, strangled, stabbed, smashed, tortured, drugged, and been far too close to explosions, and yet you'll still get up and keep going.

This comes with a significant boost to your fighting prowess, and the ability to push aside your existing injuries while fighting. You might have been limping all the way there, yet still go jumping and swinging your sword the moment the fight starts, or catch a second wind.

Your injuries won't be as aggravated as they ought to be from this, it'll take a surprising amount of time to bleed out, and your chances of full recovery are great: if you survived and they didn't outright slice off a limb or something, you'll likely heal back to full.

Take care, however. Steel that is too pure is brittle.

Impurity In The Right Place Is A Quality (400 CP):

The lesson Mizu is still in the process of learning: focus is all well and good, but it blinds you, and discarding everything about yourself for a goal makes you weaker, brittle. You no longer suffer from this problem, no matter how infinite your willpower or persistence may be, you know how to stop, to consider it's enough, to look at a situation and understand when following this drive is likely going to cause far more problems for you or everyone else than it's worth, to keep it from compromising your morals and identity unless it is something you actually desire, and even if you did at one point, to be able to come back from this brink when you'd no longer want to.

Onryō (600 CP):



Be it an icy gaze, a towering physique, a fierce mien or some other characteristic, you're great at intimidating your foes or just producing an aura of 'Fuck Off'. An effect you can enhance when you're particularly angry or determined by giving it a slight supernatural edge, like your eyes seeming to glow, or the lighting shading your features just right.

You can also make it match some destructive mythological creature, making people think of it whenever they see it. It won't make them believe you are one from the get go, but scare them enough and they'll start to wonder.

And they will. With every encounter you have, every foe they see you defeat, everything they see you survive, the effect will keep getting stronger. You could be panting for breath, unable to stand, and your foe would still believe you to be unstoppable, a thing to be appeased or fled from.

As you embody this monstrous legend and build momentum, you'll find yourself empowered by it. You'll fight harder, keep track of your foes better, find it easier to get up and continue your rampage. Luck will start to swing on your side, be it making a deadly strike miss anything vital or causing misfortune to your foes. The particulars can be tweaked to better match the mythology you wish to embody.
The longer and more impressive your onslaught, the stronger the foes you defeated, the greater this effect, and the terror you generate, becomes.

Blue Eye Samurai (600 CP):

Mizu was able to learn swordsmanship from watching various samurai show their moves to Master Eiji. Despite never receiving any instruction nor seeing any fights, she managed to copy the moves, discern their strengths and weaknesses, and build up her own fighting style. Now you have this ability too. You still need to practice, but you only need to see things once.

She didn't stop at just copying fighting techniques, seeing her adoptive father use his touch to feel how samurai moved, she learned how to do the same to keep track of her foes' movements while fighting up close. You can do the same, boosting the speed you learn such things.

Like Mizu, you can analyze and merge disparate moves and abilities into a coherent fighting style of your own.

Artisan Perks



Tools For Hands (100 CP):

You are very capable of making up for disabilities, for example if you were rendered blind by a fire, you'd quickly develop your hearing and touch to make up for it, to the point it doesn't hinder your craft any. If you were to lose your hands, you'd quickly develop enough dexterity with prosthetics or even just tools tied to your stumps that you could do nearly everything you could do before, and particularly any fine work.

Useful (100 CP):

You've learned an astounding variety of skills. You can forage, camp, cook, clean, mend clothing, sew wounds, ride and tend horses, work wood, smith tools, make simple medicines and poisons, you've learned religion, philosophy, poetry, and even the principles behind swordsmanship. You may not be a master at them, but you're good enough to be considered skilled.
For this and future Jumps, if there's a craft that you could have reasonably picked up in your Origin's free time before entering the Jump and you find yourself in need of it, you can add it to the list, retroactively fitting learning it into your Origin. You may add up to 5 per Jump.



Naturally Stealthy (200 CP):

Like Ringo, you have an uncanny ability to be unnoticed and move silently even if your size would suggest otherwise, and your foes have a bad tendency to dismiss you as a threat until you act, happily eating the drugged food you gave them and ignoring the knife in your hand. Maybe someone should put a bell on you.

All Must Be Pure For The Sword To Be Pure (200 CP):



The metal must be pure, so now you can identify flaws in your crafting materials with ease, be it by sight, the sound it makes when struck, or however else would be appropriate.
The maker must be pure, so you know how to clear your mind, to set aside your worries and concerns and put your soul at rest.
The one to wield it, well, you don't have any control of that one from this Perk, but if you so wish, if the one you made the art for is dishonest about their intentions for it, your art will dramatically break as an omen while making it, and the same will happen later if they lose their way and they attempt to use it, or if taken with ill-intent.



Traditional Forging Methods (400 CP):

It's hard to care about your 1000x folding when you could buy a bar of steel from the shop, use a modern forge, and get something superior. This Perk gets around that. If you could make it with machinery from the setting you're in, or if you know how to build such machinery, you can now achieve the same results using the same base materials with the closest analogue in traditional methods and equipment. Effectively, you are replacing machinery with more labor.

Swordfather (400 CP):

You've learned and experienced much to become an artist, and this has made you a great mentor figure, with an unending well of patience and the life advice your charge needs, even if it takes them a while to get it.

You can effortlessly theme this life advice after your craft, use religion, philosophy, allegories, poems, or even speak it all in haiku without hindering your student's understanding of it.

You also know how to teach your craft, or any other skill you're sufficiently good at, and blend the above life advice within your lessons seamlessly.

Path To Greatness (600 CP):

Ringo has faced hardship and ostracization his entire life, and yet he has never lost his optimism, his belief that he can become more than what he is, giving him the motivation to push through and learn skill after skill. Now you share this feature as well, what makes you you and your motivation will remain unbowed in the face of hardship, only changing when you desire them to.
And like Ringo, fate seems to reward your persistence with teachers. Whatever path to greatness you seek to pursue, you will encounter teacher after teacher willing to help you achieve it.



To Be An Artist Is To Do One Thing Only (600 CP):

An artist gives all they have to the art, the whole. Your strengths and deficiencies, your loves and shames, you turn your other skills into more fuel to your craft, perhaps even your relationships. You may pick one art and elevate your skills to that of a master on par with Master Eiji, furthermore, you gain insight into how to use everything else you have to make it better, this can be directly, like how to wield your emotions and fully express yourself through your art, or indirectly, like using sutras to clear your heart and remove distractions.

Your weaknesses are included as well, for example a lack of sight would lead you to develop how to tell the quality of steel and to find any impurities even better than you could have done with your eyes before by listening to the sound it makes and feeling how it vibrates.

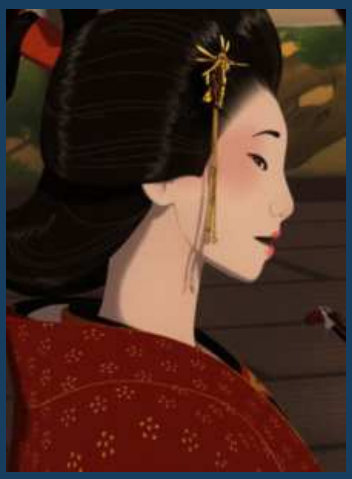
With such skill comes recognition, your name, signature, smith's mark or whatever else is recognized far and wide across Japan, and in future Jumps any amount of your reputation as an artist can be incorporated into your Origins at your discretion.

Courtesan Perks



Oshiroi (100 CP):

Dress styles, manners, makeup, this era has a rich and complex culture revolving around what should and should not be used in different social contexts and by whom, with the usual fleeting fashion trends on top of it all. This Perk gives you this knowledge, self-updating to wherever you may go, alongside the skills to apply it all, equivalent to a professional makeup artist, costumer, hairdresser and so on.



You'll Find I Can Handle Anything (200 CP):

Sometimes, all it takes is a great poker face and some good acting. Whether it's faking it for a client or pretending to ignore your in-law's attempt to humiliate you by making you eat your own pet bird, you can now put a front like the best of them, putting aside any disgust or visceral reaction to a situation.

Remember To Lilt Your Voice (400 CP):

In a snake's den like the Shogun's court, you are equipped to do more than survive, but succeed. You know how to study people, identify their weaknesses and how to approach them, and then pull it off. You can put the right tone of voice, body language, and pick the right words to get what you want. In short, you have Akemi's charisma when she actually tries.

A Complete Education (400 CP):

You were taught far more than usual for someone of your station, taking advantage of the burgeoning printing industry to become very widely read, from confucian texts to bawdry tomes. Of course it didn't stop there, you are very skilled with multiple musical instruments, flawlessly perform every social ceremony, and played every board game that has made it to Japan's shores. This Perk enhances **Remember To Lilt Your Voice** and **The Floating World** significantly by giving you more tools to work with.

The Floating World (600 CP):

That's what they call the pleasure quarters, where one must travel to reach heaven. Any woman can study woodcuts and master the 12 and 20 positions, your skills go significantly beyond that, and not just in sex either. Like Madame Kaji, you've got what it takes to go from zero to running, and more importantly keeping your own brothel despite having to pay half your profits and more for protection. Finances, management, training, dealing with all sorts of customers, and of course, the practiced eye to identify just what your client desires, even if they won't speak of it, or even acknowledge it to themselves.

Akemi's Own Luck (600 CP):

Despite all the dangerous or just undesirable situations she found herself in, Akemi always managed to come out unharmed, having gone through far less than she could have, and often enough, on top. Part of that was her charisma, but a great deal of it was sheer luck, often despite her actions.

She decided to flee her home with only her old tutor for protection to seek Taigen, yet when they were robbed Seki managed to intimidate the robbers into not using violence, and the one that cornered the fleeing Akemi only took her shoes and money, and the shoes were only because Akemi threw one at her head in frustration after her money was taken.

The flesh trader she hoodwinked into getting her to a whorehouse in her search never tried anything, and was greedy and dumb enough to be led around through various villages until she found her target. Her first and only client turned out to be someone she could get off with poetry and a sultry voice, the monstrous swordsman who beat her love whom she planned to drug and drag to said love turned out to be rather forgiving.

She was retrieved by her father's guards, to be married to a man with a horrible reputation, yet it turned out the reputation was fake to cover for his stammer. She was at ground zero of a coup and a fire that consumed the whole city, imprisoned by her father after finding out about the coup early, yet she got rescued, evaded most of the fighting, and the side of her new husband won.

You now have her luck.



Villain Perks



Commerce. Tea… (100 CP):

You know how to do business in this era, you know who has it, who will pay for it, and who'll transport it, you know the value of things and how to handle money, how to manage the vast amount of people needed to make national-scale merchant operations work.

…Flesh, Opium, Guns (200 CP):

But why stop at legal products? There's so much money to be made if you bend or break the law and you know how to get away with it. Bribery, smuggling, extortion, blackmail, gaining and maintaining all those shady contacts to make it all happen, and of course, keep everyone's mouths shut.

And you know how to sell the deal, how to conduct yourself at the negotiation table, and straddle the line between charming, professional, and intimidating. In this era where merchants are the lowest class, you have the skill to become powerful enough to have the Shogun himself eating from your palm.

To While Away The Hours (400 CP):

In his time in his gilded cage, Fowler sought just about everything to fill his time. He mastered multiple arts, pursued every pleasure, learned gun design, and he even became a master swordsman just to have something to do.
You have all these skills and his talent for learning, without the accompanying frustration.

Like him, you're also capable of putting up a calm facade of civility, all to better intimidate your foes when you let the mask slip.



Master Smuggler (600 CP):

There's smuggling a few very illegal guns past the noses of the authorities with the quiet permission of the Shogun, and there's getting an army worth of rifles past every attempt at interception from people who know the land, have all the local contacts, and know the location, time and date of them, all organized from the comfort of a gilded prison where your every move is watched.
Fowler's inventiveness when it came to smuggling and combat never failed to take his foes by surprise, and now you have them too, you have a physique at least as strong as his, and his sheer inventiveness to use anything and everything in your environment to win.

This Perk enhances the other Perks of this tree, if you have **Commerce, Tea…** or **…Flesh, Opium, Guns**, the scale you can operate now extends all the way to the other side of the world, and your skill increases to let you run circles around local players. And if you have **To While Away The Hours**, you now have his quick mind too, the ability to look at a tattoo and swiftly deduce whom Mizu had killed already, figure out her gender and where she came from from the sound of her bones breaking, or know just what to say to fast talk his way out of being killed.



ITEMS

Like with Perks, each Origin provides 50% discounts for their respective Items, with 100 CP ones becoming free for their first purchase and 50 CP for any additional ones. As mentioned before, Courtesans and Villains have less perks, but more items.

Unless otherwise noted in their description, Items respawn in your warehouse or a property you own if lost/destroyed/stolen/used/etc after a day, they're self-maintaining, self-repairing, and self-cleaning, and you may import similar Items you already own or from this doc into other Items.

General Items

A Couple Basics (Free):

Some basic possessions matching your Origin: A few changes of period-appropriate clothes, enough pocket money for a meal or two, and a small knife. These are all entirely mundane, non-CP-backed Items.



Sunglasses And Hat (50 CP):

Clothing and accessories meant to cover for distinguishing features, changing to be appropriate for whatever setting you're in. They may give you an iconic look if you wish, and yet they will be inconspicuous and not draw attention to you by themselves.

When they repair themselves from damage, you may have the repair appear as if they were mended, when they self-clean, you may have it be incomplete, leaving some stains and dirt to further disguise you amongst the locals.
You can cancel this at any point and return them to pristine condition.

Some Pocket Money (50 CP):

Whenever you reach for it, you have a small purse with some setting-appropriate currency, enough for some pocket money purchases like street food, cheap lodgings, small bribes, or even pay for an hour or two in the red lights district. An additional purchase will upgrade this to the amount of pocket money available at any one time to what the average nobility would have.





Noodles! (50 CP):

A plate that fills itself with delicious food on command. It can be any mundane food you want, and defaults to Japanese dishes, particularly noodles if you don't specify anything. Comes with chopsticks.

A Small Bribe (100 CP, Free for Courtesans and Villains):



A chest with a bit of money inside… 50 thousand Ryō (about 40 million USD), or an equivalent amount in the highest denomination of local currency.
An entirely mundane Item, what's special about this purchase is the ability to pull such a chest out of thin air once a year.

A Horse (100 CP):

A well-trained warhorse who'll follow your directions unflinchingly, strong enough to carry three for a short while or an armored figure all day. While riding it, nobody seems to aim at the horse, even stray attacks seem to either go towards you or miss both of you completely. It doesn't seem to need to eat or rest, and won't make a mess.



Anime Training Weights (100 CP):

Improvised training weights to speed up your physical conditioning, one set for each limb. Like they usually do in fiction, these won't cripple your growth, risk injuries, cause undue strain or even chafe. To you, their weight adjusts to your strength while worn, but they don't actually make you any heavier, so no worries about falling through floors just because you're as strong as The Hulk.
If you have a **Master Eiji Sword**, these are no longer improvised. They gain the same properties as that item, and they're slimmer, better balanced, they can now be easily camouflaged by your clothing, removed swiftly, and they can be assembled into a staff. If your **Master Eiji Sword** is of a suitable weapon type, the staff can be screwed into the hilt of the weapon to make a polearm. This can all be done fast enough to be usable in combat.

A Dishonorable Gun (200 CP):



An imported gun, something none of the locals here know how to face. You don't need to reload it or worry about ammo, just cock back the trigger and it'll do it on its own.
Can update its firepower and accuracy to that of the local firearms in future Jumps.

Samurai Items

Master Eiji Sword (100 CP):



What is a Samurai without a sword? Here's yours, crafted by Master Eiji himself, indestructible, it'll never lose its edge, and of the ideal weight, shape, and balance for your fighting style, in fact, it'll continue to adapt those to you at the start of every Jump. This can be a different type of mundane melee weapon, not just a katana, and if you wish, it can be made out of a meteor of the color of your choice, giving it a particular sheen, or out of a material provided by you.

Tools and Weapons (200 CP):



A small backpack made of bamboo slats that every time you unroll it, it opens into a selection of small weapons and tools to break into places. Mizu's backpack included lockpicks, a grappling hook & rope, climbing claws, a garotte, a couple shurikens, and two grenades that doubled as surprisingly effective clubs. Yours can be these, or change into a similar selection more appropriate for the Jump you're in.

A Way In (400 CP):



A small map that whenever you open it, it shows a hidden entrance to a location of your choice. If there's no such entrance, this map will create such a vulnerability: a ventilation shaft, a sewer entrance, an underground river, a piece of the wall that's climbable and so on. This entrance may not be entirely free of traps or surveillance, but it's possible for you to get in undetected, and the map will detail how.

Dojo (600 CP):

Your very own martial arts dojo in a region of Japan of your choice, anything from a small family one barely able to handle a few students to something as obnoxiously large as the Shindo dojo, and as humble or as ostentatious as you wish. It can be empty, or full of students and teachers of varying levels of skill in any teachable styles of your choice that you know, with you as the Dojo's grandmaster.

If it has students and teachers, they are drawn from the local population, which could grant you considerable influence if it's a large and prestigious dojo. Their skill level depends on their potential and your teaching skills, although you may set this lower. The dojo's reputation, income, and quality of students it attracts vary depending on this.

At the start of each Jump you can have it be a Warehouse attachment empty of students and teachers (unless you are traveling around with a large-enough population), or you can set it on the world or attached to a property you own. The size, ostentatiousness, theme, which style(s) it teaches and so on can be changed at this time as well.

If the dojo was in the world, you may leave behind a mundane copy of it when you leave.



Artisan Items



Prosthetics (100 CP):

Gear to make up for any disabilities you have or end up gaining. Just reach into a suitably large container or pocket and you can pull out something viable for the local tech level to help you. A cane, glasses, crutches, a wheelchair, a selection of small tools that can be strapped to your arms to make up for your missing hands, etc. They will be a bit better than they have any right to, and not attract attention to this fact.

Travel Pass (200 CP):

Travel is restricted at this time, whether to enter a city or move provinces, you'll either need constant bribes or an official travel pass like this one. Now, normally a pass would only cover some places, but yours is an all around pass letting you go anywhere in Japan and beyond, changing shape to whatever token or documentation you need to travel unimpeded alongside any traveling Companions, filling in all the required paperwork in the right places.





A Humble Shack (400 CP):

Or a small store, or a traveling cart, or whatever else is most appropriate for a trade of your choice. It contains the tools needed for you to ply one art, as well as a replenishing supply of materials for it. The tools are simple and matching the local tech level, but it keeps upgrades and new tools brought in. In future Jumps you may have this be a Warehouse attachment, attach it to another property, or have it appear on the world. If it's in the world, you may choose to have its location known, attracting customers depending on your skill.

Meteorite Iron (600 CP):

Once per year, you can have a small meteorite fall nearby, just follow the trail to its crash site. It'll be composed of any mix of materials of your choice from the local setting or Jump(s) you've visited, in whatever proportion you desire. It's not a big meteor, about enough to make a sword out of it, if it were metal.
If you wish, something crafted from this can gain any of the effects of the basic Item fiat-backing from this document, and a weapon made with it can also gain any of the properties of the **Master Eiji Sword** Item.



Courtesan Items



Makeup Set (100 CP):

A full, self-replenishing, period-appropriate make-up set. What period? Whichever you're in. Guaranteed to take only a fraction of the time to apply or remove, be easy to clean up when you want it to, not get ruined or smudged when you don't, won't clog your pores, and won't have any allergens, lead, or any such things.

Latest Fashion From Kyoto (200 CP):



An outfit, or rather, any outfit. This garment can take the shape of whatever outfit you wish, or you can let it pick something fashionable and appropriate for the occasion. Whatever it is, it's tailored perfectly to your form, and keeps you at a comfortable temperature regardless of weather.

Jewelry Set (200 CP):

A jewelry box that opens to whatever accessories would go well with your current outfit, letting you nail whichever look you're aiming to accomplish. The box is what's special, the accessories themselves are mundane, so feel free to use them as tokens of your appreciation or as payment in an emergency.

Loyal Attendants (400 CP):

Diving into a snake pit alone without anyone to watch your back is hard, this Item hires you a small group of former prostitutes from the local population, paid well enough that they're loyal only to you. Their previous occupation makes them quite capable of putting up with all sorts of uncomfortable and disgusting situations without letting it show, while also having the skill set for their new position.



The People Will Rally Around You (600 CP):

Akemi's father planned to kill the Itoh clan, leaving her daughter as figurehead to rally the country behind. Lady Itoh plans to rule through her sons, now that her husband is dead. Well, those aren't possible anymore, because now you are in charge. Perhaps you came to power through a similar plot, or perhaps you were born or married to it and everyone else just died recently or is too young. Your control may be tenuous at start and enemies may be aiming to take everything you have, but whatever the case, you rule Japan now, either behind the scenes or as the sole remaining viable symbol for the current dynasty.

You can decide on the particulars of how you came to power, so long as it happened recently enough, the rule unsure enough, that a normal ruler in the same position would need to step lightly lest their subjects decide they'd rather ditch the current dynasty and start a new one.

In future Jumps, you can start in a similar position if you want, ruling something of equivalent size for the setting, be it something that already exists or adding a new nation to the map with similar technological level to the rest of the world. Like it was for this Jump, the particulars of how you came to power and whether you rule openly or not are up to you, with similar rules as before.



Villain Items

The Thousand Claws (100 CP):

Be it terrorizing every brothel in town or manning your island fortress, there's always a need for manpower. This is a renewable supply of such from the local population, reasonably skilled for mooks, well-armed, and paid well enough to go along with your shenanigans and keep their mouths shut. Just indicate your need and this Item will take care of all the hiring, outfitting, training and organizing. You can decide what aesthetics they go for on each Jump.



The Four Fangs (200 CP):

Sometimes you need someone specific dead, or just something done that's beyond the skill of the average mook. Rather than wasting your time and money slowly throwing bigger and meaner cutthroats at the problem, with this you can just go to the top. Instant hiring of the nastiest, most powerful, and most ruthless group of bastards for hire that could get to your objective in a timely fashion, paid handsomely enough to work day and night until either they're all dead or your task is done.



Tanabe Castle (200 CP):



A feudal fortress of your own on a location of your choice, built like a gilded prison like the one on Tanabe Island or as a more conventional fortress. It's filled to the brim with traps that make you question how they're possible with the available technology, including a rudimentary surveillance system based on mirrors and lenses, and can contain more exotic traps if you so desire like monkeys trained to pretend to be cute and harmless right before drugging the victim and beating them to death.
If you have the **Thousand Claws**, it's automatically guarded by it, alongside all the regular staffing to keep it operational and keep everyone fed, if you have **The Four Fangs**, you'll have the best bodyguard money can buy added to your protection, if you have **Every Stop A Surprise And A Delight**, you can have such luxuries delivered to the fortress whenever you desire.
The fortress keeps any upgrades and changes you want, in future Jumps, it can change its aesthetics and base tech level to match the local setting.

Every Stop A Surprise And A Delight (400 CP):

Why merely travel to your destination when you can do so in style? With this you'll travel in the lap of luxury, with pleasures you and your traveling Companions would enjoy waiting for you at every stop. It takes care of all the usual drudgery of arranging travel too, just indicate where you want to go and how much time you're willing to waste on the way, and this purchase will take care of everything.
You won't be delayed either outside major events or direct enemy action, you'll get there just in time, without weather or chance ruining your time table.

Red Seal Ship (400 CP):

Your gateway to foreign trade, a Japanese-made armed merchant ship about the size of a galleon, alongside a letter of patent allowing you to dock in Japan at the right ports… or you can just come under the cover of darkness if you don't want your cargo inspected. It's not the best ship in the sea, but it's a common ship in the sea, and that can be valuable on its own.
The Thousand Claws will crew your ship with decent but uninspired sailors and guards if you have them, letting you send them around the world to trade for you… or rob other merchants.
It keeps improvements if you wish, and in future Jumps you can have it change to any common type of merchant vessel of the setting.

…And We'll Appoint You As The New Lord Of The Sendai-Han (600 CP):

A small bribe, the third largest and wealthiest domain in all of Japan offered just like that, if they offer their right thumb as an assurance that they'll never raise a blade against you.
Once per year you can make such offers or gain it for yourself, with the size of what you can grant scaling with the setting, your abilities at this kind of thing, and the influence you have within it, with this Item automating the entire tedious process. This comes with a collection of thumbs from powerful people that have taken such deals from you, who won't dare to defy your will. Whenever you enter a new Jump, you can gain a new collection if you wish.



The Fall Of An Empire In Under An Hour (600 CP):

2000 British rifles of excellent quality, surprisingly accurate. Scales up to the best small arms money could buy in an equivalent quantity for the setting. Just indicate when you want them to arrive and they'll show up, disassembled and disguised amongst innocuous Items.
This purchase couples with **The Thousand Claws** and **The Four Fangs** to automatically arm and train your forces for you once the shipment arrives, they'll go from having never seen a gun in their lives to making marksman shots without you having to lift a finger.



COMPANIONS

Companion Import (Varies):

Import a Companion into the Jump, they start at the same time as you, and at a location that makes sense. They may not take anything from the Companions section, but they may take any Drawbacks that only affect themselves.
For 0 CP, they receive no CP. For 50 CP, they receive 600 CP. For 300 CP, you may import 8 Companions and each receives 600 CP to spend.

Recruit Anyone (Free):

Feel free to recruit anyone you want, so long as they agree to come with you. After the Jump ends, they'll gain any Perk inspired by their canon abilities from this doc.

DRAWBACKS

A Blind Eye (+0 CP):

It's a bit difficult to go around Japan at this time while not looking Japanese, or having much freedom as a woman, let alone trying to walk in as a purple polka-dotted alien. This selectively turns off these problems for you and/or any number of your Companions of your choice. You can use this to turn all of that off, passing as regular if a bit weirdly-shaped local free to travel anywhere provided you have a pass and engage in any behavior a man could, or selectively engage with only some of these problems. You can affect each of your party differently with this if you so wish. Other Drawbacks can override this Toggle.
This Toggle also applies outside Japan. If you, say, follow Mizu on her quest for revenge to London, you can be seen as a local Englishman just as easily as you did as a Japanese.

A Single Season (+0 CP):

As mentioned in the **Time and Location** section, this media only has a single season, you may leave early at any point after the main 'plot' is done, that is, Mizu's revenge is finished, one way or another, and so has Fowler's plot.

Self-Insert (+0 CP):

As mentioned in the Origins section, you can replace any of the canon characters if you take the relevant Origin and Drawbacks, and either take or already have the Perks/Items to be something vaguely close to the desired character. As a rule of thumb if a Perk/Item/Drawback lists a character in it, it's probably on the required list.

Naive (+100 CP):

Like Akemi, your knowledge of life and difficulties of this time is very limited, akin to a very sheltered maiden. This suppresses much of the effects of **Cultural Understanding** and any knowledge and experience you already had, leaving you constantly surprised about the dangers and hardships of life, or even beauty norms like the blackening of teeth. You can eventually overcome this after enough life experience here, the harsher, the faster you'll learn.

Hands-Free (+100 CP):

Like Ringo, you are crippled, perhaps from birth, perhaps from an accident. This doesn't necessarily mean losing your hands, but it means something equal or more disabling, like being blind. This Perk keeps you from regaining or healing whatever was lost, but not from making up for it in other ways, like several of the purchases in this document.

Poor People Skills (+100 CP):

Like Mizu, your ability for small talk and friendly conversation is terrible, you're harsher than you should be, you turn banter into insults, you get a bit too much into a spar and come off as crazed, and so on. You can still forge bonds and friendships, but it takes a thick skin and very stubborn people.

Hold On, Hold On. You Owe Me A Fight First. Me. (+100 CP):

Like Tengen, you get a bit… focused when it comes to your honor, you just can't help yourself from spouting off if it looks like your chance to regain it will slip through your fingers, and it can make you leave home and everything you know to chase a swordsman for a chance of a rematch in order to regain it.

Ooh! A Revenge Boat! (+100 CP):

Like Ringo, you babble. A lot. And whenever you aren't running your mouth, chances are you are humming or doing something else that annoys people.

A Storm In His Soul (+200 CP):

A hate radiates from deep in your heart, to the tip of your sword. Some past trauma drives you, perhaps it's an obsession to always be in control and do as you want like Fowler, perhaps is a thirst for vengeance that has you travel the land without rest to see it fulfilled like Mizu. Whatever it is, there's no getting rid of it during the Jump, only managed.
Take care, the demon's path is paved with sharp stones.

Limited Paths (+200 CP):

Women have limited paths in life in this era. Very limited paths. People apply the same or equivalent social expectations to you, and no amount of disguises are going to let you avoid that. This applies to people in general, Companions and some specific individuals are not affected.

Unarmed (+300 CP):

Standard Power and Warehouse lockout, anything bar Bodymod and the purchases from this document are out until the end of the Jump. Companions are under the same restrictions.

Of Mixed Metal (+300 CP):

Like Mizu, you're not full Japanese, you may disguise this fact enough to deceive passing glances, but any close inspection will see through it, and between that, rumors, and your disguise slipping, just about anyone important will know on sight.
This effect extends to the rest of the world. If you were to go to wherever your foreign parent came from, you'll just look too Japanese, never able to fit in as one of the locals. This is not a time in history where it's easy not to belong anywhere. This cannot be taken with **Foreigner**.

Maybe You Really Are An Onryō (+300 CP):

Like Mizu, you seem to bring chaos and destruction wherever you go, death, disasters, and war seem to follow in your wake, sometimes unwittingly caused by your actions, particularly if those actions were in pursuit of revenge. If you have **Onryō**, the mythological creature you embody while here is one that's generally considered evil or particularly inimical to civilization, and the disasters this Drawback brings are themed after this creature.

Foreigner (+600 CP):

Like Fowler, it's outright illegal for you to be out and about in Japan, and there's just no hiding that you aren't Japanese. This leaves you constantly dealing with the local racism and relying on restrictive under the table deals to make officials look the other way and be allowed to be in the country under house arrest. This cannot be taken with **Of Mixed Metal**. Unlike that Drawback however, there may be some countries out there where you won't be affected by this. Oh, and you were in the country when she was conceived so Mizu wants you dead. That too. Eventually someone will talk and point her in your direction.

ENDING

What will you do now? Stay here? Go home? Move on to the next Jump? As usual, all the Drawbacks fall off if you've reached this point.

NOTES

Google Doc can be found here for commenting and stuff.

Regarding the time period: Blue Eye Samurai is set in early Edo period Japan (also known as the Tokugawa period). This is shortly after Japan finally unified after spending quite a bit of time warring against each other during the Warring States era.
The Edo period was a time of peace and prosperity, but it also was a time when the shogunate tried hard to centralize power and remove any social mobility and anything they thought could be destabilizing, it was a time of art censorship, increasingly strict social roles, and trying to stamp out any foreign influence and restrict it (and the commerce) to select locations, with as much control as they could manage. This eventually led to the Tokugawa shogunate being overthrown and the start of the Meiji period in the mid 1800s (if you watched Rurouni Kenshin, that's then).
In Blue Eye Samurai, the stamping out and restrictions on foreign trade are far stricter, limiting to only 4 foreigners. There are other small changes like replacing the Tokugawa with the Itoh to avoid using real historical people.

To Master The Way Of Battle specifically does not cover firearms outside using them as clubs, though if a second season comes in and Mizu starts no-scope 360 sniping, feel free to assume they're included.
All Must Be Pure For The Sword To Be Pure: the omen-based anti-theft, anti-misuse feature has some intelligence to it, if your user is disarmed mid-combat and some asshole picks it it won't just shatter then and there when the chance of recovery is so high, but it might cut poorly or the balance may throw them off. Now, if they run away with it and then attempt to cut peasants for fun or something, then it'll dramatically break.
For artwork that isn't used/wielded, say, a painting, there's a lot more leeway since the consequences of misuse are so low, but if there's zero chance of recovery and it won't be conveniently stolen by a good-hearted thief in the near future, then something will go wrong and the painting will get ruined.

Traditional Forging Methods: you're still limited to the type of object the traditional method could make. IE: you can't make a lightsaber or a chainsword on a forge, but you could make a monomolecular adamantium blade. You can't make computer chips, but you could make clockwork or gun parts with precision normally only achievable by machinery.

To Be An Artist Is To Do One Thing Only: given the themes the series works with, it'd be thematically appropriate to apply this to just about anything, martial arts, death, sex, revenge and so on, this is something several characters bring up on the series, including Master Eiji's speech on episode 7, on which this Perk is largely based on.
Note that this is a skill upgrade, not an upgrade on everything else you'd need to be good at it. If you're a sickly wheelchair-bound child and pick fighting, it may let you know how to apply your weaknesses and do some sick wheelchair attack combos or lure your foes into lowering their guard, but it won't give you any upgrade to your health, strength, and so on.

A Humble Shack, on the other hand, only applies to regular art. It can be something modern that doesn't fit within traditional Japanese arts, but you may need to bring tools in if the local tech level can't supply you.
The People Will Rally Around You: a jumper with a bunch of charisma, rulership, and organization perks is, of course, not a normal ruler. In future jumps you keep the same government type as the nation had before you took over, for a democracy you could be the winner of an election by a hair or with a politically-opposed congress-equivalent, the vice-president after the president suddenly died, someone with undue influence over the president but no formal position, etc.

CHANGELOG

Thanks to **AbyssThat SmilesBack** and **larslolxz** for your feedback and suggestions.
1.0:

- **DONE**. Finished the last two remaining purchases, adjusted the training weights text, buffed Opium and Onryo perks.

1.0a:

- Toyed a bit with the wording on the Courtesan capstone item, colored google doc links cyan.

1.0b:

- For some reason, the PDF was screwing formating of Courtesan and Villain items.
- Added an image to the Courtesan capstone so the page wouldn't be so lonely. No images of Japan as a whole in the series IIRC, so Edo will have to do.

1.0c:

- Bunch of typo fixes.

1.0d:

- Minor change to meteorite to allow selective application of the item fiat effects, for those times when you make stuff for people from the setting instead of yourself or companions.