The Great Yokai War

Version 1.0.1



Yokai, the traditional monsters of Japan. As long as there has been a Japan they have existed in the shadows of the world. As humanity and civilization developed they have been pushed further and further, where once they would perform night marches through Edo, now the city lights keep them away and they stay in their own world parallel to that of humanity.

But this does not mean they hate mankind. Nor does it mean that all do not. There are yokai who are friends to mankind, those who are foes, and those who are not yet decided on the topic. Soon one ancient spirit, born of the hatred of the people forced out and killed by Imperial Japan not in WWII but when the imperial line was first founded, will attempt to destroy modern Tokyo, only the yokai are aware of this threat to humanity, and some will try and save it with the help of a chosen hero - the Kirin Rider.

You arrive at the beginning of the film.

Location:

You begin your journey in Japan, either in the human or yokai world, though you can choose where you begin within Japan.

Age and Gender:

Your gender is your own. Your age is a little more complicated, as a child you are presumably a child, as a yokai or bakemono you may be far far older, possibly old enough to remember when the Imperial line of Japan was first founded or earlier still.

Origins:

Your origin determines who and what you are in this world, as well as providing you discounts on associated perks and items. You can choose to drop-in as any background if you'd prefer.

Child: You are a human, and presumably a young one as those tend to be the ones chosen to be heroes in this world.

Yokai: You are a yokai, one of the supernatural beings of Japan. Some might call you a monster though as you're more neutral or even good by default we'll save that term for the next origin.

Bakemono: You may still be a yokai. It's… unclear. When Kato was turning yokai into kikai they said he was turning them into bakemono so we'll use it for Kato and his faction. Whether you're allied with Kato or not, you are a monster that is opposed to humanity, maybe an onryo fueled by rage, or just a mechanical kikai.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Humans Live in Limbo Knowing Nothing (200 CP): And this perk won't get you out of this limbo, but you might help others. You know how to teach things in an entertaining and engaging way, making certain that your students absorb the knowledge. This won't let you teach things to people who can't learn them, but you'll be able to teach people things significantly faster than others.

Innocent Tears (300 CP): When Tadashi, having cut down the kikai made from his friend, cried tears of innocent loss upon it, it was enough to allow it to revert to normal to die as itself. Hopefully your use won't be as tragic as your heartfelt tears can reverse forced transformations and mind-control. This won't work if the transformation was willing or voluntary, and an effect sufficiently powerful may be able to resist this, though to help with that the more thoroughly you have beaten up the recipient the more easily this will break the curse.

Night March of a Hundred (or More) Yokai (300): You possess the ability to once per jump (or 10 years whichever comes first) call a party of yokai down on a location. By deciding that it should happen, somehow word will reach thousands - maybe hundreds of thousands - of rowdy yokai which will quickly arrive to party. They recognize you as a friendly face but don't necessarily obey you; they are just here to party hardy. That said they are liable to wreck the place, and to destroy things that try and attack them or stop them.

Yokai Don't Die Easily (300 CP): And if Kato or Sunekosuri are anything to judge by, they don't necessarily stay dead either. Now you don't die easily either. 1/jump when you should have died you will return. If you simply should have died, but no one important confirmed it happened, you will simply not have died. If you were confirmed dead, or it would have been truly impossible for you to have survived it, you will reform some time later at a safe place.

Idiot Savior (600): You are the unknown X factor that destroys the plans of evil… or well of those who would harm your way of life. There's just something about you that guides you to be in the right place at the right time to cause plots and plans to fall apart. Strangely this works best the more clueless and incompetent you are in the situation. If you were stumbling around drunk, freaking out about the horde of yokai that had

suddenly appeared around you, you might wander into the fortress of an age old spirit of hatred without encountering any resistance, only to jump towards a beauty and in the process accidentally launch a bean full of positive energy into their hate-powered doomsday machine to stop their plot which an army of yokai and the chosen hero had just failed to do. While you don't *have* to be totally out of your depth for this perk to help you, it will be at its strongest when you are; of course if you do clue in on a plot you typically need less luck to stop it than if you're unaware. This luck will also help protect you from the situations it puts you in along the way.

Song of Peace (400): There is a song in your heart. A song that returns grudges and hatred to the earth, and washes away power born from hatred, rage, and malice. This song draws power not only from your spiritual strength but from the goodness in your heart and your motives, the earnest wish for a world of peace and kindness, all of these will increase the power of grudges it can cleanse. And if you are not strong enough others who earnestly wish for a better world can join by your side and sing. While even the chosen human hero of this world might not be strong enough on their own if enough joined you, especially those who once opposed you, you might be able to sing away the manifest darkness and grudges of the spirits of an ancient mass extinction or a god of hatred. Unfortunately as good as this is at dealing with creatures of manifest hatred and negative energy or powered by it, it won't stop less supernatural manifestations of hatred or stop a supernatural being that is angry but not born from that anger; this could stop a mountain sized creature born from hatred, but a much weaker angry war god might still smash you even if you all hold hands and sing a happy song to it.

With time and practice you can likely learn other ways to use this song and its ability to spread good feelings and positive energy of peace, friendship, and kindness. It will remain best at what it does (dispelling things drawing power/born from negative energy), but maybe you could eventually learn to use this power in other ways. Perhaps eventually you could calm the anger of a god with this song or use this positive energy as a source of spiritual power.

Child Perks

Dreaming Disasters (100): Sometimes, when a great disaster - natural or supernatural - is going to strike the area you live in you'll have vague dreams forewarning it. These dreams won't really tell you *what* will happen, just that something big, and destructive is coming. If an ancient monster born from grudges was going to destroy your hometown with an army of robot-monsters, you might dream of your town having been destroyed, but there'd not be details about robot-monsters or ancient onryo. Still any warning is better than none.

He Can See Us (200): Not everyone can see yokai. You, though, you definitely can see yokai. And this isn't limited to yokai, you would be able to see other creatures with special qualifications needed to see them. This won't let you see through all forms of invisibility, if only those with spiritual strength, second sight, or some special spiritual trait can see something you qualify to see them. This won't overcome something like an *Invisibility* spell that can be punctured by spells to see invisibility, or super science invisibility that cloaks them against the visible spectrum but can be overcome by viewing them in the infrared spectrum. This would help, though, with fairies that can only be seen by those with second sight or those with pure hearts, shinigami that can only be seen by those who have touched their magic notebooks or have enough spiritual power, etc. This doesn't fade when you grow up.

I Can't Just Walk Away and Leave Someone Suffering (400): Is there a better way of convincing someone of your moral worth than by saving them when they would have killed you? When you save people they are more likely to see your way of things, coming closer to your way of thinking and your ideology, especially if they were your enemies. While this is at its best if you are going out of your way to save someone, it will still function as reduced effect if you are simply sparing them; spare an enemy and they may turn over a new leaf.

While this can work for villainous, cynical, and selfish ideologies, it is most effective for those which appeal to some form of noble sentiment. If you'd like when you take this perk it can come with a one-time personality 'upgrade' to make you the sort of person who loves even your enemies.

Kirin Rider (600): You are the Kirin Rider, the Child of the House with no Gables, or whatever they call the chosen hero in the next world you choose to visit. At the start of each jump you can choose to be recognized by any prophecy as the chosen hero (or villain); you can choose specific prophecies of chosen ones if you want. Signs for these

prophecies will point towards you, and attempts at divination will point to you instead of the normal recipient. Even if you do not choose to slot into a prophecy, you always count as ‘the chosen one’ able to use weapons and objects which only work for their rightful wielder, and any tests for if you are the ‘chosen one’ which tests based purely on that status will automatically pass.

This does not give you any of the special abilities, powers, or capabilities the chosen one is supposed to have. You’ll have to obtain/provide/buy those yourself. If you want to replace Arthur this would let you draw the sword, pass a DNA test as Uther’s son, and even potentially be recognized by Merlin as the rightful king, but you would not get his natural talents as a knight or king. And if the chosen one is supposed to be a powerful wizard you’d not be able to pass a test of showcasing your magic just from this.

Yokai Perks

Yokai (100): You have the form of a yokai of your choice. This doesn't have to be a 'canon' yokai if you'd like to define your own form. This form will grant you some minor benefits over a human, but if you want something more powerful than being a kappa - somewhat stronger and sturdier than an equivalent human and built for underwater movement and breathing - you'll need to take **Supernatural Power** as well. Yokai are, however, much longer lived than humans as a rule, or outright immortal, and you will gain this longevity in this form regardless of the shape chosen for it.

Post jump this becomes an alt-form.

Hime (200): For each non-human alt-form you possess, you now gain a form that blends it with human leaving the form looking closer to human with only a few inhuman traits which somehow serve more to highlight your attractiveness than detract from it; a water yokai might have scaled hands and cutely pointed ears, or a fox spirit might be humanoid with a slightly inhuman nose structure and a bit of fur about their eyebrow and nose. You can define this separately for each alt-form you have, and can still assume the original form.

This also serves to increase your attractiveness in any and all forms. While not necessarily the most beautiful person in Japan or even Tokyo, you're pretty good looking.

Unseen by Mortal Eyes (400): Yokai in this word seem to be visible only to certain individuals, unlike kikai, but that'd be a bit much to force you to pay for the background, so that's here instead. You are now invisible to anyone who lacks significant spiritual strength, magical aid, certain types of madness, or sufficient intoxication. Unlike a normal yokai you can turn this off or on at will, and you can even choose to allow specific individuals to see you while remaining invisible to most.

Supernatural Power (600): Before you were a rather background yokai, now you might be one of the big names. Pick some more major supernatural ability associated with a yokai. It doesn't have to be a yokai shown in the films, but you're limited to something equivalent to the Great Tengu's strength, flight, and wind manipulation, or the yuki-onna's stated but not shown ability to cause a blizzard. This could include the Shoujou's powers of manifesting from a mask and illusions, or similar things on that level.

For an additional 300 CP (not discounted) this can go beyond that power level to that of the Bujin or maybe the Fox Faced Woman. Something like being a war god that the other

yokai consider too powerful to try and fight against, or an ancient fox that could open dimensional portals, shoot energy blasts, summon magic swords, turn truly invisible, manifest from her mask, teleport, and who knows what else. Could also be the mirror yokai able to scry on anyone or anything you can think of. If you take this upgraded version you can take **Yokai** for free (if it wasn't free already).

Bakemono Perks

Combat Acrobat (100): You actually know how to fight. Not only that you're proficient in using agility in combat, leaping around and moving constantly. This works best with a longer range weapon such as a whip, so you're now good at aiming with thrown weapons, and using whips.

Kikai (200): You are one of the machine-monsters, or kikai, which Kato used Yomotsumono to create. Unlike the others you are not controlled by him. Larger than a human, you are made of living metal, possessing great durability and superhuman strength, able to leap onto the roof of a house, and tear through it, or to knock someone flying dozens of feet. Your body will also possess some sharp weaponized aspects. Post-jump this becomes an alt-form.

Even out of this form you will have a general increase in strength and speed to put you at mildly superhuman levels.



Things Humanity Used and Discarded… Arise (400): You are able to use your spiritual energy as a catalyst to give birth to living grudges. By infusing discarded objects with your spiritual energy you could cause them to transform into mechanical monstrosities guided by their hatred of the humans that discarded them, or by infusing it into the fossils of sea creatures you could create a kaiju sized monster guided by its hatred of being stuck stranded on the land. The more spiritual energy you possess, and infuse into something, the more powerful a creature you can create, though the greater the grudge that the objects or remains possess the more energy efficient this will be.

Onryo (600): You are a being born of lingering grudges and hatred. Or if not born of it you are at least powered by it. You are able to draw power from the hatred, resentment,

and negative emotional energy of others, using it to empower yourself and taking it in to grow in power. You have a limited capacity but you can work and train up this capacity for power. If you were well topped off with just this perk you could theoretically match Kato's abilities in combat, able to block blows that would destroy a kikai straight out with no damage, and answer with even more powerful blasts. However just as you are empowered by hatred you will be weakened by love and positive feelings; though this will not make you weaker than simply not having this perk, merely stripping you of the reserve of power this gives you. You will also have to find a strong source of hatred yourself, this perk alone does not give you one on par with Kato's so topping off may require some effort.

Though if you want a foundational grudge you may pay **an additional (undiscounted) 300 CP** to gain one. At its default level this will be something equal to Kato's, the hatred of the people who were driven out by Imperial Japan, their lands taken from them and the people slaughtered. For **another (undiscounted) 300 CP** this is increased to the level of something like the Yokaiju or Yomotsumono powered by an even greater grudge - something on the scale of the resentment of all the objects the Japanese have used and discarded, or the anger of all the animals killed in what is now Japan during a mass extinction event - and with it a physically powerful kaiju-sized form. With either upgrade this increases your starting maximum capacity for negative energy, allowing you to absorb further energy to empower yourself above these levels. In addition this foundational grudge will not influence your personality and nature unless you are actively tapping its power and even then only relatively minimally.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Ushioni Bike (100 CP): This motorcycle looks like something Johnny Blaze might ride. Adorned with a skull on the front, and with fire burning around its wheels and its sides. It leaves a trail of fire behind it, fading after a few moments. You can also summon this bike from thin air or dismiss it again allowing it to crumble to ash and disappear. It doesn't seem to need fuel, and is always fully repaired when you summon it. You can import a non-motorcycle vehicle into this if you want one that leaves behind a wake of fire and can be dismissed and summoned anew.

Sudden Sword (100 CP): This is a simple, rather ordinary one-handed sword of a type of your choice. The noteworthy thing about this sword is that you can just materialize in your hand as a form of quick draw without needing to carry it on you making it good for stabbing people in the back. You can import any handheld melee weapon into this, and it will get a sword alt-form as well as this ability to be summoned.

Cooler Full of Beer (200 CP): This cooler is full of Kirin Ichiban brand beer, at least a dozen cans, and ice. Drinking a can of this beer will temporarily grant the imbiber the ability to see spiritual entities that would normally be invisible to most people except those with some special spiritual or mental traits. These beers resupply themselves one per day, and the ice will automatically replace itself as it melts.

Azuki Beans Grown from Love and Peace (300 CP): This is a wooden basket of azuki beans. These red beans are grown from love and peace, and filled therefore with positive emotional energy. Their presence can repel monsters powered by negative emotions, hatred, or evil, and a diet heavy in them will weaken magic fueled by evil, hatred, or negative emotions upon the consumer. They can also be used to disrupt rituals drawing power from negative emotions, hatred, or evil. While they'd not repel something as powerful as Kato, they might be able to destructively disrupt a powerful ritual. If eaten or loss these beans will resupply at a rate so that they could provide their protective quality to one consumer continuously, or at a rate to provide a meal of beans a day.

Bujin (400 CP): A stone statue just shy of 10 meters tall. You can invoke the spirit of the warrior god into it, causing it to begin to burn with an inner heat and animate. It bears a shortsword on its front which when drawn will turn from stone to metal, stretching longer even than the giant of stone and burning with heat. This sword could cut through even a powerful monster several times the size of Bujin-sama (300 meters in diameter, though a disc not a sphere), at least if it had some boost to its jump height, though a powerful enough beast might intimidate even Bujin-sama. This version of Bujin-sama seems to have taken a liking to you, and while still prone to destructive rages, will mostly direct them in the direction you choose. You may import a mecha into this option if you want your mecha to be possessed by an often angry war god; this potentially gives them an alternate form of the stone statue. Counts as a follower unless you choose to import it as a companion.



Child Items

Sunekosuri (100): A “shin rubber”, this yokai looks like a small furry animal. They’re invisible to most people, with those with spiritual power, some children, and the intoxicated able to see them. They are physically affectionate and despite being a small animal only able to make animal sounds are fairly intelligent. Counts as a follower/pet.



Water Dragon (200): Larger than a subway car, this dragon is formed of the top half of a dragon skull and ribcage with what looks like strangely solid water forming its mouth, whiskers, fore-claws, and long, serpentine body. It is able to carry people as it flies, and fairly powerful by this world’s standards, able to survive a cave in and to hold one up for a time. No matter how fast you become, when you ride on its back it will be able to fly faster than you could run/fly on your own, and while it will not grow stronger it will become more durable to always be able to serve you as a mount in battle.

If you’d prefer you can have a kirin instead. While physically weaker it possesses somewhat stronger spiritual power and a certain holy element to its nature.



Great Tengu's Sword (400): This is a magic sword, not a katana but a form of straight, double-edged sword, far too large for the child that would be expected to wield it. It is powerful enough to cut through metal kikai with ease, and will pull you along with its actions when needed, allowing it to correct your blows, pull you into great gravity defying leaps, or give the force needed to your blows to let you actually cut down metal monsters. Beyond this it generates electrical energy, adding to its blow helping ensure that when striking a kikai - or something else that lacks traditional vitals - you don't just wound it but bring it down, the electricity surging through them. It can also focus and amplify your spiritual strength to form balls of spiritually infused electricity which it can launch out, or simply to increase its electrical powers.

If you'd prefer you could have Watanabe no Tsuno's sword instead. A nodachi far too large for a 5th grader. It is similar to the Great Tengu's sword but instead of electricity it uses a more generic and non-aligned spiritual force. This will produce somewhat less power from the energy from the sword itself, or amplification of energy you put in, but will be harder to resist.



New Clothes (600): This outfit seems to have been designed with a heroic flare to it. It has your title/emblem proudly displayed somewhere upon it, perhaps as a headband, or written down a long coat, but beyond that the exact design of this outfit is up to you. It's not armor, but it's something better. When you wear it, it grants you a measure of heroic charisma, increases your durability to the point of being able to survive being smacked flying through the air into iron supports, and strength enough to temporarily hold up the foot of a 10 meter tall stone statue-god. More than this it just seems to make you better overall, you are stronger, faster, smarter, luckier, and just all around more when you wear it, increasing your capabilities in all regards by a small amount; don't expect doubling or anywhere close to it in any field from this, but even a small amount to everything is enough to make a major difference. These clothes will resize and reshape to fit your form, and will adapt to your powers so they are not damaged or destroyed by them, and do not constrain them unnecessarily.

Yokai Items

Ittan-Momen (100): This yokai resembles a flying roll of cotton and functions similarly to a flying carpet. Technically intelligent, this yokai is a long strip of material, broad enough for a person to sit on, and long enough to allow multiple riders. It flies at a decent speed, faster than a crow, but slower than a jet, and will obey your commands loyalty. Counts as a follower.

100 Year Old Object (200): This object has reached an age that has caused it to develop a life of its own. While it can seem like an ordinary object of its type, it can also open a single eye somewhere on its surface, extend a long tongue from a mouth that will form upon it somewhere else, and can even stretch out a pair of hands and a single hopping foot if needed. It's also self-aware, capable of hearing, talking, and interacting with the world, and highly loyal to you. You can import any item designed to be held by hand for a human into this to bring it to life, or you can select a handheld item that could be from 1920 or earlier to gain this way. Counts as a follower.



Great Tengu's Mountain (400): This mountain seems to exist at the border between the world of humans and the world of yokai. Or at least it would. But since you'll probably be taking it into other worlds without a world of yokai, it simply exists in its own pocket world and the normal world, with a group of yokai living on the mountain. This small settlement of yokai perceive you as a sort of leader figure, like their village elder. At night both of these existences overlap, allowing people to wander in, or yokai to wander out. None of these yokai are particularly powerful or noteworthy, though they are invisible to most people when they are not in the world of the mountain proper. These yokai count as followers.

Best Friend (600): This is an old flip phone which was thrown away. Still even though it is a little old by modern standards, it isn't trash; it's a friend. A friend that tells you world

news, and gives you information about others if you ask it for information. It could tell you what someone was seeking, or what someone's friend from 1000 years was. It's not all knowing but it's pretty good at informing you as to the answers of questions you ask it as if it had access to a fairly expansive spy network which was constantly gathering information for it at all times. It also seems to be able to access common knowledge, equivalent to something like wikipedia and a news feed from all across the world at all times even in settings without an internet; and in settings with multiple relevant planets/dimensions this isn't limited to only the one you're on at the moment.

Bakemono Items

Villainous Outfit (100): A villain has to have a certain style to them, and this will help you out with it. This can take the form of one of two styles either a respectable black suit that gives you an aura of serious menace, or a somewhat scandalous outfit that emphasizes your sensual appeal, and is somehow more socially acceptable than it should be; as long as it's close to the line of decent - even if on the indecent side of that line - it will be viewed as acceptable.



Razor Whip (200): This is a long whip with an end that forks out in the last few inches. You seem able to control it with surprising finesse, the whip moving more easily for you almost as if it was alive. But it's not the flexibility and ease with which you can use this whip that makes it valuable, it is powerful, able to cut through metal blades, or wound even a yokai as powerful as the Great Tengu.

Kikai Furnace (400): If you throw a yokai and an object into this large metal furnace you will fuse them into one, using the yokai's spiritual essence to turn the object into a monster loyal to you. While it won't have the stranger powers of the yokai it will form a powerful monstrous creature based on the object thrown into it. The stronger the yokai, the more powerful the resulting creature. And this furnace doesn't only work on yokai, other supernaturally powerful creatures could be used, and if you had something

sufficiently stronger than a yokai you could create something significantly stronger than the kikai of this world.

Yomotsumono (600): This tsukumogami (animate object yokai) takes the form of a giant, flying factory larger than the Tokyo Dome, and taller than the 48 story Tokyo Metropolitan Government Building. It forms a large, mobile headquarters, which with work could be used as an actual factory, and is capable of releasing smog that shuts down electrical systems within the area it covers, and absorb the resentment, hatred, and negative energy of those nearby to use as a power source either to make this smog or for other purposes. It does not have the power to make kikai unless you also bought a Kikai Furnace in which case it will contain one as well. It is however completely loyal to you, and you are able to telepathically command it as long as you are within it.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Extended Stay (Toggle): While only 1 character from the original film appears in the sequel, and there in a rather minor role, and some of the rules of the yokai are clearly changed (what's this about names?) they are seemingly in the same continuity just more than a decade apart. As both appear to be taking in the present that's presumably 16 years apart. So by taking this you extend your stay to 17 years so you can experience both.

Guardians (Toggle): Prefer the sequel to the original? You may start at the beginning of The Great Yokai War Guardians instead of the Great Yokai War. Tokyo is still threatened by a giant yokai, though this one is even larger than last time.

Shorter Stay (Toggle): These films take place over well a few days each. There's a lot of time between them, but if you don't want to stay in this world for the full decade how about we stay for a year instead. You can lower it further, down to only the span of one of the films, but you won't benefit from drawbacks if you do.

A Child That Can't Read Makes a Worthless Adult (+100 CP): You are illiterate. While you can read simple words and basic texts your literacy is that expected from a younger elementary child; you can read children's books just fine but you will have difficulty with anything written for adults and wouldn't be able to read a newspaper. You will not learn to read beyond this level during this jump.

Amanojaku (+100 CP): You might not be an amanojaku, but you are contrarian. Whatever you're told to do you feel the desire to do the opposite, but bigger than that, you seem to have a tendency to slip into speaking like it's opposite day. Oh you won't always do this, but you will find yourself often slipping into saying the opposite of what you actually mean.

Alcoholic (+100 CP): You are an alcoholic. While you will not always be drunk, you will find yourself regularly craving beer, and going to great lengths to get one if you haven't had one in a while. This will be especially odd if you're an elementary school student.

I Forgot to Call Home (+100 CP): You have a tendency to forget to inform your friends, family, and allies before running off on your own. You can still work with others, but you will not keep them informed on your own.

Jumpchan Likes Naps Too (+100 CP): You have a tendency to fall asleep in the middle of class, or other 'boring' situations. This could be studying, being lectured, or listening to exposition. It won't happen when you're actively physically engaged or in immediate danger, but otherwise you will risk some narcoleptic tendencies.

Still as Flashy as Ever (+100 CP): What's the point of entering if you cannot do it in style? You feel compelled to make flashy entrances whenever possible. You might not do so every time you walk into a room, but you can rest assured that if you're meeting a new group for the first time you will make your entrance grandiose and magnificent.

Three Great Evil Yokai (+100/200/300 CP): Normally country threatening events like those shown in the films would be rare, at least far enough apart for only 1 to show up during your time here, now you will have to deal with at least 1 additional event on a scale of danger like those shown in the films and on a collision course with you and those you care about. You can gain an additional 100 CP per additional event you ensure will happen to a maximum of 3; and if you think that this is fine because you're a villain, this will be an event that messes with your plans, and might be a heroic force as outright powerful as Kato instead of a villainous one.

Abunai (+200 CP): You are the comedy relief, and especially prone to suffer as the target of physical comedy. While when the chips are down and it really matters you can still shine, you will find that in most situations you are prone to clumsiness, and being recipient of 'comedic' accidents, or misadventures. This will never kill you, though it may worsen your position and force you to scramble for your life.

Crybaby Jumper (+200 CP): You are not cool. You are not handsome. You are not impressive. All those perks and abilities that make you charismatic, attractive, or people view you as awesome or respect you? They don't work anymore. Oh you might still be the chosen one, but you can expect complaints about that. In part because beyond just losing all those perks for the jump, you just seem to have a sort of aura of lameness to you. You are the awkward kid that people are prone to bully. You can overcome this by proving yourself in critical and important moments, not simply by flashing powers but by showing you are someone who can be relied upon in a crisis or by showing you are willing to play the social game, but you'll have to overcome this first impression again with each new person you encounter.

Received a Name (+200 CP): When a yokai receives a name from a human and accepts it they will cease to be a yokai and their powers will fade, not completely at least not at first, but they will fade. Now normally due to the inconsistency in this you'd not have to

fear it (many of the yokai in the first film were named), but now it seems you have accepted a name you shouldn't have. You and your companions have not completely lost your out of jump abilities, powers, perks and so forth, you still have them at a massively reduced level, but you will find yourself progressively losing them until they become lost and you are reduced wholly to your purchases in this world, and should you actively use your out of jump abilities this loss will be accelerated.

Those Who Discard Their Past Have No Future (+200 CP): This is not a saying you're liable to like as you seem to have discarded your past. Your memories, from this jump and out of it, are lost to you for the duration of the jump. Who you were and how you got here will not be yours to discover. You may be able to re-awaken your in-jump memories with at least a year's effort, but your out of jump ones will be sealed until the end of the jump.

Washing Azuki Beans (+200 CP): Azuki beans are grown with love and peace. That is your love and your peace. You find yourself compelled to wash azuki beans whenever you have the opportunity. And when you are not able to be washing azuki beans you will find yourself feeling on edge and ill-at-ease, unable to perform at your finest.

Resentment of Objects (+300 CP): You (and your companions) lose access to your warehouse, and any out of jump items and properties. Worse than that you will find that the most prominent of your out of jump items and properties, those you most rely on or use, have become vengeful kikai and tsukumogami (that is living object yokai) possessed of all the hatred the object may have accumulated. These can be cleansed or destroyed, destroying the object, but you will get it back at the start of the next jump. You just have to fight your own items.

Take Care of Your Little Brother (+300 CP): Maybe they're not your little brother, but whoever they are they are a young child and it is now your job to keep them safe. You have to keep them alive or you will fail the jump (not necessarily your chain, but you'll lose everything from the jump). This wouldn't be so bad, except that they seem to be a magnet for supernatural trouble. Maybe you can help them learn to handle themselves or empower them, but you'll find the more powerful they become the more dangerous the foes and trouble they find for themselves become; there's a limit to how far this can go, but you're going to have to do some babysitting.

He's Fine He's Making Everyone Feel Better (+400 CP): Your closest friend and ally, a companion if you have any, has been turned into one of the machine monsters, a kikai, fused with an object and made into a mechanical killing machine. Instead of filled with

the object's hatred of humanity, this kikai is filled with a hatred of you. They still possess all of your companion's powers and abilities, and even gear and memories, as well as the benefits of being a kikai but their hatred for you is now absolute. They will do everything in their power to make you suffer or die no matter the cost for them. There is no way to save them except by ending them and this torturous existence, but if you do so they will not return until the start of the next jump. Can you stand to kill your friend even if it is the only way to save them from a worse fate? Of course they will be restored at the end of jump either way. You however will not remember or be aware of the details of this drawback, having to learn that they cannot be restored by any means available to you yourself, forgetting that they will resurrect at the beginning of the next jump (and perhaps discovering the hard way you cannot revive them except as a kikai), and forgetting that they will be cured if not killed.

Outro:

Your time in this jump has run to an end and now it is time for you to make a choice:

Bury Your Grudges: And go home, settling into your well-earned rest.

Live in the Shadows: And stay here, experiencing these paired worlds.

Fade into Legend: As you continue your chain going to the next world.

Notes:

Jump by Fafnir's Foe

Song of Peace's last paragraph is to help deal with the 'it's OP in jump but near useless outside of it' and 'well this is the sort of power I want to explore to its hilt'. While it can theoretically be used similarly to Onryo, except powered by good vibes instead of hatred, anger, and the rage of the beast, don't expect it to be as energy efficient outside of its specialty. You might find a way to use the spiritual energy to shoot down an apocalyptic asteroid, but it'd take a lot more good vibrations than the amount of hatred an Onryo would need to do the same thing. That said you could use it to depower said Onryo, or to do something like shut down Bison's Psycho-Power or be effective against Ganon (as an incarnation of Demise's hatred) with a small fraction of their power.

As a yokai you do not need to worry about being named. It's unclear how that worked, the fox-faced woman lost the lion's share of her power though unlike the drawback she might not have been losing more (it just made a more fun drawback than you lose all your powers immediately, and she didn't immediately realize she had lost her powers and started being reserved about using what she had left). The first film just didn't have that as a thing, so as it's inconsistent between the two films I'm going with the one which is less of a headache.

Onryo is only soft capped at Kato's level, and that's purely from the perk alone; if you have other forms of spiritual power you'll probably be stronger. And you can train it up. The negative energy doesn't have to be your own hatred either, it can be that of others. Let the suffering of others be your power.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Reduced price of Ushioni Bike and Sudden Sword. Made Onryo upgradable as opposed to a synergy option with buying Supernatural Power. Clarified that buying its upgrade does increase your starting capacity for negative energy, and that the foundational grudge does not consume your personality wholesale.