IKKI TOUSEN (IC 0.5)

"In the span of 1800 years…the spirits of the dead have not found solace."

Welcome to Earth…or perhaps we should say, welcome back to Earth. Before you rush to any conclusions however, we'll clarify – this isn't the Earth that you may have come from…though many places will look familiar. The year is 1992, and anomalies have been cropping up all over the Tokyo area. Kids have been showing up with "memories of the past", the only common point between them being special jewels called the magatama.

You don't need to investigate into this of course – there's nothing binding you to this place, but you should at least be informed that there isn't too much going on elsewhere at the moment. Before you go ahead and decide what to do with your time here there are still more preparations to make.

Here are some resources for you to work with, **+1000 CP**

Let's start with the basics…

[**At this moment in time…**]

To begin with, let's decide what your background will be. Should you prefer to have no connections with the world, we would advise the Civilian option. Otherwise…some more specialized backgrounds exist. Be wary that some of these options have obligations that you should keep in mind.

Background	Description
Civilian	Just your ordinary everyday citizen, except your memories span far beyond that of your counterparts. All of your memories you've gathered thus far are for you to keep. Good thing too, since if you get caught up in the mess that has started, you're going to want to keep your wits about you. Unlike the other backgrounds, no destiny ties you – which may ultimately be your saving grace.
Warrior	You have come to inherit a magatama, a stone containing the spirit of a deceased warrior. Your family stresses upon you the importance of this position, but on top of that…they'll also remind you of the destiny you have to fulfill. As with your ancestors who inherited a similar fate, you will suffer a similar fate to the historical spirit you inherited. Almost as if you were re-enacting history…you possess the willpower to resist the pull of fate – but you'll find yourself facing countless trials to do so.
Strategist	You have come to inherit a magatama, though your magatama in particular contains the spirit of a deceased strategist. Not so talented in the field of fighting as a Warrior, you possess all of the knowledge of the war's outcome, and how things will come to pass. How you use this knowledge is up to you – but there are plenty who would seek to defy

	their fate…or at least prolong it.
Dragon Spirit Inheritor (500 CP)	Beyond considerations of whether you're a Warrior or a Strategist, you'll find that your destiny is far grander than both. As the inheritor to a dragon spirit, unfortunately while you'll gain substantial power and prestige, you'll also find yourself intricately tied with the recurring history. More so than anyone else, you're going to have a difficult time trying to resist the current of fate.

[**An Issue of Magatama**]

Each Magatama represents an individual warrior, strategist, or leader from the Three Kingdoms era of China. Though the magatama can exchange hands, those who do not possess sufficient willpower will find that the spirit within the magatama may overwhelm them entirely. Magatama are generally filled with evil spirits – all the more so if you happen to be a dragon spirit inheritor. It would serve you well to have a good level of personal willpower here – as many of the local Warriors will demonstrate.

Should you happen to possess the Magatama of an individual that already exists, be it a Warrior, Strategist, or Leader, you may find yourself in one of the following possibilities.

SUBSTITUTION

There is the chance that you've replaced the original individual completely – they may still be present nearby, but they won't possess any of their magatama qualities. A substantial amount of power comes from the magatama alone after all. In this case however, be wary that the original fate of your chosen Warrior will bind you severely – there will be individuals that are "fated" to defeat you as you recreate the history of the Three Kingdoms.

DOPPELGANGER

There is still the chance that you and another both bear the same Magatama – a most peculiar circumstance, but certainly not impossible. The Magatama contain spirits of the dead – but so much time has passed that it is difficult to recognize the spirit within the Magatama on sight. Though the cycle's hold on you is tentative, don't let your guard down – or you may find yourself substituting for your counterpart's fate.

ABNORMALITY

Your existence is utterly abnormal, perhaps a warrior that has been forgotten in the long passage of time, or perhaps a dragon whose existence was mistaken for another. Either way, you're about as distanced from the cycle of history as one with a Magatama can hope to get. But as to figuring out who you are?...

Well, we might be able to help you with that, but an explanation is in order.

Long ago, the Magatama were sacred jewels – but in places where extreme bloodshed occurred, these jewels became tainted with the spirits of the restless dead. But tainted as they might be, the Magatama are still sacred jewels – and there are many mysteries about them still unsolved.

That being said, as a Warrior, a Strategist, or an Inheritor, you'll come to possess a Magatama when you find yourself in this world. But that doesn't mean your Magatama is necessarily ordinary…your existence isn't ordinary by any means, and top of that, there are plenty of Magatama will exhibit some…particular tendencies. An Inheritor's Magatama in particular, will contain both the spirit of a historic figure, as well as the spirit of a dragon. We'll explain that in further detail when discussing the Inheritors.

An individual is judged by their Magatama's rank, which can be determined by the color. As their rank increases through training and experience, the color will naturally intensify. Considering most Warriors wear their Magatama like an earring out in the open, that should give you a good heads up as to what kind of enemies you're facing.

That doesn't mean we haven't been doing some further research on the Magatama of course…

Ah! Right, before I forget…we should go over the map and figure out where you'll be deployed. The large majority of the Magatama have been located in a very specific area – you'll be deployed within this region to begin with.



Let's confirm your final location with a **1d8 dice.**

The Number of Fate	The Town Where You Lived.
1	**Central Tokyo**, the country's capital as well as well the most heavily populated region in the entire country, a large majority of warriors live here or in the smaller wards nearby. While there isn't any substantial advantage to starting here, Tokyo is the central hub for transportation, and getting anywhere else is very easy. Hopefully you're not trying to find a place to live, as cost of living here is obnoxiously high.
2	**Chiba**, just an hour away from central Tokyo, happens to be substantially more quiet than downtown Tokyo, making it a slightly better place for one to live if hustle and bustle isn't their thing. The Urban Monorail makes going about the city extremely convenient.
3	**Saitama,** a smaller city to the north of Central Tokyo, as the capital of its own prefecture, Saitama has a substantial number of manufacturers that have set up

	home here. With some unique tourist draws like a Bonsai Village and of all things, a John Lennon museum, Saitama is probably a good place to hang out for a short bit of time.
4	**Yokohama**, the second most populated city within Japan after Central Tokyo, thankfully living here is at least more feasible than trying to live in Tokyo. Not as many Warriors are active in this region, but it is located close enough to Tokyo that fights unfortunately tend to spill over from time to time. The MM business district tends to be a key shopping location for anyone who shows up, and has pretty much anything a traveller will need.
5	**Yokosuka**, a city further to the south of Yokohama, there is a military naval base nearby which generates some substantial controversy. Yokosuka marks the southern boundary of where most Magatama bearers operate. As an active naval port, it's pretty easy to go elsewhere about the country from here.
6	**Kisarazu**, across the opposite side of Tokyo Bay, is seen primarily as a residential zone for commuters to the Kawasaki-Yokohama-Tokyo region. Connected across the bay by the Tokyo Bay Aqua-Line, this isn't a bad place to start off – the neighbourhood here is peaceful if nothing else.
7	**Narita**, a city in the region north of Chiba, is also the home of the main airport that services the Tokyo region. If you happened to be looking for a way to leave the country, this is the quickest way out…at least for the common traveller.
8	You get a free pick within the region, while leaving the region is possible of course, you'll have to pick up the slack and pay for your own airfare to leave the country. Hopping on a train and hitching a ride is possible of course, but if train rides are your thing, you should consider buying a monthly pass.

That's not the end of your preparations of course…there's still the matter of figuring out the modifications that will suit you and such – I mean if we're going to give you resources, we should be giving you options to make preparations with right? The same will go for if you need companions or items.

It should go without saying that the preparation resources we've arranged should be more than enough for your needs. That being said, if you find it lacking, there are still some…additional opportunities available. I was hoping that *he* wouldn't show up so soon, but he came asking specifically if I had anybody coming this way to help him…

Don't say I didn't warn you, but if you're really looking for more opportunities…well, he's been very interested with this timeline since he arrived.

[PERKS]

Well the best preparation starts from within right? Ah don't misunderstand I'm just talking about developing yourself – we can help you with that, buddy. Why don't you go and see if there's anything here that might interest you?

CIVILIAN

The best fight really is the one that doesn't need to be fought in order to be won. As a civilian you really should have no business in the fight between warriors – but it's more likely that you'll get caught up in their affairs because they themselves lack the capacity for restraint. Hopefully these skills will come in handy in keeping you alive.

Among the Masses 100 CP

Well if you're looking to avoid a fight, you could probably achieve that simply by removing yourself from the list of targets. If you're not a target…then the chances of you getting lumped in should drop pretty drastically. As long as you can find a sizeable crowd to blend in with, you'll be able to slip by the roving eyes of others. The larger the crowd, the more effective this becomes – let them try to find you in a sea of bodies.

Street Basics 200 CP

Even if you're a civilian, there are some basic survival skills that you should probably learn, and though nobody is ever going to advocate it, street fighting can come in handy in more situations than you'd think. You're not always going to have a weapon, but your ability to fight with whatever you can get improves substantially. Your reflexes will improve slowly as you fight more and gain further insight into the way fights work in the streets.

Close Game Life 400 CP

But even with a strong foundation in fighting, ultimately a civilian is out of their element in a fight between magatama wielders. When the people fighting around you are being possessed by millennia old spirits determined to see each other dead…well let's just say that they're more than willing to overlook some collateral damage if it means settling the score.

Fights here among these supernaturally "blessed" individuals tend to become very dangerous for everyone involved – including bystanders. Even if you just happen to be passing by, you risk a stray blow blasting your clothing away – if you're lucky. Thankfully, your ability to sense danger from afar has improved dramatically.

But if you're the kind that likes to actively seek danger and take risks, you'll find that as the situation gets more dangerous your body will grow stronger in response. In moments when the odds seem impossible, you'll even break the physical limitations of

your body for a short period of time. It's probably for the best if you take that time to get away though.

The Shifting Fates 600 CP

If you get well acquainted with some of the magatama wielders, you'll find that regardless of the differences in their personalities, they all have a commonality in that "fate" is very important to them. Given all the "records" on the official history behind the original spirits inhabiting the magatama, as well as the firm conviction that "fate" is bound to repeat itself – this isn't too peculiar.

But you're different from them. You're not part of the bloody mosaic that they find themselves in. When you're added to the picture…things will undoubtedly begin to change. Just like a rock dropped into a pond, the consequences of your choices will spread to the very edges.

Your presence alone defies the notions of "fate", and things that are "destined" to happen will be skewed such that their significance in reduced. By being around those who would otherwise be bound by some sort of fate, you can skew this as well to a minor degree. If you were to know the intended outcome of their fate – you could potentially avert it entirely.

But fate is a patient adversary – and in a cycle which has repeated itself over countless times, it is willing to wait for the moment when you lower your guard. Once you part ways with someone whose destiny you had been staving off, fate will soon come to claim its prize.

WARRIOR

Being a Warrior doesn't have to be all gloom and doom. Sure you're going to find yourself fighting on a very regular basis, and depending on the spirit possessing your magatama, you might have to fight off fate's machinations, but at the same time, you'll never feel as alive as when you're fighting for your life. Hopefully these skills work to actually keep you alive.

Resilience & Resolve 100 CP

You're going to need a fair measure of both given the trials that you're going to be facing in the times ahead. Without physical durability you won't last in a fight, without mental tenacity you'll break from the stress of the situation you're in. Thankfully you'll see a good boost to both of these, and on top of that, you'll be hardened against the attempts that other people make to control your actions and your thoughts. Even if your fate isn't entirely in your hands, at the very least you'll be keeping your own sense of self intact.

Infusion 200 CP

As a warrior though, one of the first concepts you'll be learning from the influence of the magatama is the presence and awareness of ki. The concept itself is pretty simple and even without the magatama you'll soon be able to perceive Ki in its ethereal form. But with this you'll be able to harness the Ki and manipulate it for your own purposes.

At this elementary stage, you'll only be able to gather and mould Ki around yourself and around items, but this is something you can improve yourself with substantial practice. The energy being universal, if you already possess it from elsewhere you'll merely see a substantial boost in your pre-existing talent and capacity instead.

One Against a Thousand 400 CP

In practice, numerical superiority is generally the deciding factor in a battle. Ten men against one and the ten will likely win. A hundred men against one and the hundred will likely will. But this war re-enactment was set in place by individuals, concentrated around the actions of individuals, and so in a war like this…the numbers don't matter as much anymore. The masses might as well be faceless dummies.

Let them come, in dozens or in hundreds, the greater the numbers arrayed against you the stronger you'll become to answer them. As a warrior you stand as the antithesis to the idea of "numerical superiority", and every man that falls will be a stepping stone towards the conclusion: your victory.

Your body might grow stronger in response for each additional foe, but you'll find that past a certain number of enemies…the difference is rather negligible. By then you'll likely end up seeing them as another brick in the wall to punch out anyways. On the other hand though, for each opponent that you do take down, you'll gain a small bit of strength back to keep the fight going.

Wild Dance of the Spirit God 600 CP

With time, a warrior will grow to establish a level of mastery over their magatama and the energies it provides. With more time, a warrior can surpass the limitations of their magatama and call forth a strength that can only be described as their own. Not a relic handed down by some long dead revenant, but a materialization of their own inner strength.

This strength, an extension of your fighting spirit, will become visible even to those who possess no understanding of supernatural forces – though they probably won't comprehend what they're seeing. Manifested, this acts as armour, its presence alone is enough to hamper attacks and even movement around you to a slight degree.

With time and effort, you can improve on this further, moulding your fighting spirit into a form that best represents you – perhaps the shape of an animal, or some

unorthodox shape. The flexibility of this aura is limited only by your own strength, and with sufficient physical strength and willpower, your aura can act autonomously, though it'll still be connected to you at all times.

STRATEGIST

You're not going to be particularly well known for your martial prowess, but that's not what you're here for anyways. Warriors exist to fulfill the prophecy by fighting, killing, or dying. Your part in this will be to recreate the flow of events – that flow will be determined by your actions – and your actions is only limited by the extent of your intellect. Whether you choose to oppose the system or follow the system is up to you.

The Flow of History 100 CP

Things are easier to predict when they fall in preordained patterns, and there's more merit to the saying "history repeats itself" than you might think. Even if something doesn't seem to have any precedent, your ability of analyzing situations allows you to quickly draw parallels and reach conclusions on the most likely outcomes. It helps if you know the history a bit, and you'll find it easier to access and interpret the local history, even if written records don't necessarily exist.

Adaptation of Legends 200 CP

It's never been imperative that Warriors know their historic roots. Most Warriors can get by simply by fighting off assailants and surviving to fight another day. But as a strategist, well you need to exercise a bit of finesse. Sometimes brute force doesn't solve any problems – and subterfuge is a better option.

Subterfuge is something that improves with knowledge. Whether that knowledge is about a specific individual or a historic figure, so long as you possess it, you can manipulate it for your purposes. The better you know your target, the easier it becomes to use this information – know them inside out, and you can very well become them, and most people won't know any better. Certainly the masses that are ignorant of the situation won't be able to see through your disguise.

With enough knowledge you might be able to even fool the original – but this works in both directions as well…so make sure you make all the necessary preparations before you use this too brazenly.

Marionette Messiah 400 CP

If you don't have to fight yourself…there's really no reason to be risking your life. There's a lot of Warriors out there fighting without real purpose or direction…but if you can give them these, they'll ascend to even greater heights than where they stand now.

Provided that you can find Warriors willing to place themselves at your disposal, you can control them remotely – making them effectively your proxies.

The abilities as a strategist that you possess will apply to them as well, and depending on how much control you allow them to retain, you'll either act like a spirit lingering within their body and borrowing their senses, or you'll be manipulating their bodies fully and experience the world entirely through them, with all of their abilities at your disposal. It'll take some time to get used to this however…and naturally it works best with a partner that you actually know.

Adopting Fate 600 CP

With the cycles having repeated themselves so many times, it's no secret that spirits reside within the magatama – even if you've never seen one yourself, you'll meet plenty of Warriors capable of being influenced by said spirits. However, that same feat is something you can perform on yourself, allowing a spirit to temporarily take hold of your body.

It's not as scary as it sounds of course, they won't gain full control over your body, in return for giving them a physical shell to temporarily inhabit you'll gain their accumulated knowledge and even some of these abilities. For this reason, it's best to find spirits of renown, and spirits possessing long histories.

But be wary of one thing – there has to be an accord in place. If the spirit is not consenting to the pairing, you'll gain nothing out of it, and they may withhold their strength from you. Naturally, if they are consenting, you'll find that it's very easy to disguise yourself as them. Similarly, you can project this possession onto another individual under your control.

But at the end of the day, spirits aren't meant to linger in this world for now – and as such, after some time, you'll find that the spirit will naturally leave your body and pass on.

Dragon Spirit Inheritor (500 CP – No Discounts, locked to DSI)

The rarest among those who would possess a magatama, each of these individuals are destined to bring about a storm to this age. The normal warriors may be possessed by ancient spirits, they may be formidable warriors, but those with dragon spirits are on a different level entirely. The relationship between man and spirit is already a dangerous one, so it goes without saying that the relationship between man and dragon…well, only those who possess abnormal control and confidence in their own restraint should consider this to begin with. Should a dragon spirit inheritor run loose, should that restraint slip away, the results will be nothing less than cataclysmic.

Borrowing the Elements 0 CP

Throughout history, the dragon has always been associated with nature, a much deeper association than other mythical beasts, and certainly far deeper than any association man has ever possessed. The dragons of yore held the reins over natural elements, and as an inheritor, part of this power leaking into you has induced a shift in your own strength.

Of course, even a dragon would possess a principal element, and you could only be described as a fledgling at best as far as your connection to the spirit goes, so you'll only be able to attune yourself to a single natural element to begin with. Those with no affinity will gain a foundation, while those who already possess a foundation will see remarkable growth in what they possess.

With a foundation in place and a fair bit of practice, that element of your choosing will bend to your will. Naturally your tolerance for any harmful effects from exposure to this element increases greatly, but the capacity to manipulate this element from your surroundings is likely to be more useful.

Reflecting Nature 0 CP

But where the dragon spirit gives strength, it also demands strength, and its demands shift from Inheritor to Inheritor, reflecting qualities about the Inheritor as an individual. Some Inheritors are prone to self-destructive acts; others are prone to spreading misery and chaos around them. In any situation where the dragon spirit takes hold, you'll find that your mind will not be wholly yours to control.

In such a state of rampancy, the dragon spirit focuses on a single emotion, often negative in nature, and blocks out everything else besides. Acting solely with that emotion in control, your own strength will increase dramatically as your state of rampancy continues. It should be obvious that this is a bit of a double edged sword, the longer you allow the dragon to run rampant, the greater the risk that you'll lose control and awareness completely. The dragon's rampage will eventually end…but there's no telling what damage it may have caused in the meanwhile.

Taming the dragon and extending the time it takes before all semblance of control is lost is possible, but it will most definitely require a herculean level of mental fortitude. Be wary that even after being tamed, there is still the chance for the dragon to take control, should your mind be wrested from your grasp by other means.

Sleeping Dragon 100 CP

More so than any other warrior, as an Inheritor it is absolutely necessary for you to come to terms with the spirit that slumbers within the magatama. Either you control the dragon within, or it will follow its own whimsical follies and likely control you in

turn. But sometimes in the process of taming the dragon, you may realize that letting it run rampant isn't necessarily all bad.

The dragon possesses a font of pure spiritual energy, something that tends to be filtered when the spirit is leashed. By letting it free, the entirety of that force is brought to bear unto anyone unfortunate enough to be nearby. Naturally you won't have full control of your own body – but in return the dragon will put out enough force to likely devastate your surroundings. With the sheer amount of spiritual force that the dragon puts out, even wounds on your body will close up as it goes on its rampage.

By wary that once you have attained this level of expertise, any time your mental stability is entirely compromised, the dragon will take over. How destructive its rampancy becomes will likely be dependent on your relationship with it.

One Who Breaks Supremacy 100 CP

After experiencing rampancy, it becomes easier to appreciate the threat that the dragon spirit possesses, whether the individual it possesses is yourself or another. Beasts such as these were never meant to exist in a city such as this, the clash of the two will result only in the destruction of one, and a dragon isn't likely to give way. As such, the most important concept to an Inheritor is restraint.

Controlling your own dragon isn't so different from controlling another. Asserting control is a matter of dominance, and thereby a matter of willpower. While it is certainly far easier to reign in your dragon in comparison, with a bit of practice and a lot of resolve, you can forcefully break the hold of a dragon over another. In a similar fashion, those nearby who have lost their own faculties will be affected by this, but the forceful separation between controller and controlled will likely result in substantial disorientation in the latter.

The Elements, Revealed 100 CP

Regardless of whether the dragon is dominant or whether the inheritor is dominant, over time the dragon's power will spread through the inheritor's body. As such, most inheritors see a substantial amount of spiritual growth. But growth alone does not imply that one is capable of controlling the full extent of the dragon's power. On the other hand, being able to see that power lays out a foundation on which proper manipulation can be achieved.

Your eyes reveal the flow of the elements around you. Though your dragon's primary element is always the most apparent, you can see other flows as well as they circulate through nature. Being able to see these flows makes manipulating them simpler, and makes it possible to harness them, even redirect them as necessary into others. While the dragon's power alone may have made it possible to forcefully grab on to the

elements nearby, with this you can now temporarily infuse the elements into others as well.

The Dragon Wakes 200 CP

Ultimately all inheritors reach a plateau, a point where man and dragon become one, and in doing so they truly master the power resting within the magatama. The cursed jewel may guide the powers towards destruction, but with the dragon fully under your control, the final say on what that power is used for belongs to you.

What was once rampancy is now finely controlled havoc; and now you dictate the surge and ebb of the dragon's flow. Rather than having pure energy surge out, the flow surging out now manifests in the form of your dragon's element. How much is retained to speed up your recover and bolster your strength, how much invades your surroundings and asserts dominance, is for you to decide.

Be wary though, manifesting the dragon to this extent would make you only a step away from being the beast itself. Those who have harnessed the power of subduing such beasts will find their skills rather effective on you as well.

Isshoukenmei 200 CP

Despite their namesake, the dragons are really rather single minded entities. Perhaps this is due to the influence of the magatama, or perhaps it is simply their nature as spirits, but they only act on a single principle at all times. Even once that power is harnessed, you'll find that handling the power is easiest when you are concentrating on a lone motivation, a single drive.

The more concentrated you are on an objective, the more aligned the energies within you become, and all attempts to sway you otherwise will fail more often than not. External energies that attempt to disrupt you will be pushed aside, attempts to control you will utterly fail, but mental concentration is something that is taxing on the mind.

Domination is in the dragon spirit's very nature, and as such, infusing your sole objective into another individual is entirely possible. With your energy flowing through them, they will similarly march upon your goal, undeterred by magic or manipulation. Be wary though, that there is an element of willpower involved, and should your objective be not to the target's liking, they may struggle against it, and break free should they be strong enough.

The Will of Heaven 200 CP

The magatama thrive on conflict that much is certain. But while ordinary warriors re-enacting the same events over and over again may provide a fair measure of strife, it takes dragon spirits to truly split the heavens and shake the earth. For the magatama's purposes, surely having more of these spirits around would be favourable.

But making dragons is not such a simple process, not when the youngsters bearing the magatama pale in comparison to their historic counterparts. On top of that, magatama can't simply replicate itself, and it certainly can't replicate a dragon spirit with ease.

But one dragon can lead to the birth of another. If the inheritor is willing, a part of their own energy can be pulled out of them and inserted into a new inheritor, in which another dragon spirit begins to grow. Within the new inheritor, the dragon spirit will slowly mature, and manifest the same capabilities that all dragon spirits exhibit. Naturally, you'll have to find a magatama or a sufficient substitute for the spirit to reside in, but that much is a minor issue.

The creation of a dragon isn't necessarily safe or prudent. Those who possess willpower too weak to hold the beast in check may be possessed in turn and others may use their new found power with no measure of restraint. As the inheritor actually initiating this process, careful consideration should be applied as to whether this process should be done or not. While the donation of internal energy is a permanent one, with time, that too will restore itself.

[ROLES]

Roles are discounted depending on background. ***Perks within the role come as a package, though you can buy individual perks at 200 CP each (100 CP for the appropriate backgrounds).*** *The exception to this is the role conditional perk, which cannot be purchased from an external background. Discounts for buying individual perks are only valid if the role aligns with your background. Do note that the role as a package will affect your background to some extent.*

GANG MEMBER – 400 CP (CIVILIAN)

While crime in Japan is generally seen as "less common" than elsewhere in the world, it merely means that the perception of it is different in comparison. After all, gangs still exist, organized crime still exists, and even if you weren't a member of a gang…well street fighting is a really big issue in this area as you're probably aware.

Being in a gang isn't all bad though. For one thing having people willing to back you up in a fight is nice. For another, you get all sorts of odd jobs that likely involve skills you otherwise would be hard pressed to put to use in Japan's modern society. But like any job, it does have some complications associated to it. Having to fight against other gangs certainly isn't everyone's cup of tea, and if you do too well, it's likely that you'll make your fair share of enemies. Do try not to cross paths with the law too often…

Role Conditional: Back Alley Bruisers

As a gang member, you'll have your fair share of fights, even if you aren't actively hunting for them. It's only natural that some gangs don't along, but it's also only

natural for the police to try and intervene when a fight breaks out. Thankfully, for those of you looking to settle business undisturbed, with the experience you've gained as a gang member, you know just how to start a fight where nobody is looking. So long as you wish it, your fights can go on essentially undetected by law enforcement, and even bystanders will be inclined to look away. But if the amount of collateral damage you're causing to nearby individuals or infrastructure is too great, this effect will weaken dramatically before it completely fails.

Criminal Connections

Being a gang member is somewhat like living in a different world, one that runs parallel to normal society. The same shops will treat you differently, there may be locales that tailor to you specifically and with enough infamy, maybe people on the street will recognize you on sight. But everyone needs to have places they can trust to get what they needed and gang member or not, you're no different.

Whenever you enter a district or a locale, you can instinctively tell what shops will serve you, and where you can get supplies. These change from time to time, as shopkeepers don't always hold you in the same light, so occasionally upon returning to a place you've been to, these "alerts" may change. There is another thing to point out, and that is while this will lead you to the most helpful shops, they won't hand you things for free.

Underhanded Accessories

With your connections and your responsibilities, it isn't always easy to get the tools you need for a job. Knowing the right places to find those tools can help of course, but it won't solve the problem if you're strapped for cash…or you can't show your face in public. In such cases, you'll simply have to make do with what you can scrounge up on hand.

Thankfully, even if you're stuck without a supplier, you can still slap together rudimentary items to make a somewhat feasible tool. Of course, it would help if your choice of items to assemble together for use had some level of relevance to your intention for the final product. Slapping forks, knives and keys together might make a serviceable weapon, but it might be a little tougher trying to do the same thing with rolls of toilet paper…unless you're really inventive.

One last thing – these rough combinations may serve their purpose, but they won't have much as far as durability goes. So unless you're going to keep maintaining these "combo-tools" you'll find that they'll probably only hold together for a single use.

The Underdog's Secret

Being in a gang doesn't necessarily mean that you're up at the top of the world. On the contrary, you could still be scrounging your way up from the bottom, just with a

different ladder than those corporate goons trying to make a living for themselves. But it's not all bad being down low in the chain. As long as you remain in a spot of relatively low responsibility in any organization, not only will others within the organization overlook things that you do and the choices which you make, but even outsiders will tend to ignore your presence when it is convenient for you.

BUSINESSMAN 400 CP (CIVILIAN)

An honest life, with honest work, at least that was how the adage used to go. Nowadays kids seem to just like fighting amongst one another and "establishing" themselves that way. It might work for some, but for you, a life of buying and selling still works best. No one said it had to be honest of course…there are many things that you can find buyers and sellers for, it all just falls down to a matter of necessity.

Now, what is it that you want most?

Role Conditional: A Matter of Wants, A Matter of Needs

Everybody has wants and needs; supply and demand is the basis of the industry after all. But the problem is, not everybody is open about their desires, and frankly, our society doesn't really encourage them to open up about that. Thankfully, you don't need to wait for them to open up.

You have an instinctive knack for portraying things in a light that makes other want them, and if they should have wants, those wants will quickly become needs. Be wary of how you manipulate this and how often you do so…after all, a smart businessman knows which opportunities to take, and which ones to leave behind. It would be wise not to exploit people too heavily even if it is something they need, as pushing people never has good results.

Front Business

At the end of the day, running an honest business can be a good thing. It keeps the authorities off your back, and it helps you keep up a healthy reputation in the community. But sometimes, you need to expand your markets. Sometimes the things that students need aren't the things that you'd find in a normal convenience store…

Whenever you open a business, regardless of what it is that you actually deal in, you'll always be able to maintain an "honest" business at minimal cost. It might not be the most profitable venture in the world, especially if you choose not to focus on it, but whenever people question your business integrity, it's your front business that they'll see, not whatever shady dealings you have on the side. This works similarly even if you don't deal in businesses, like if you were, for example a practicing doctor…

Artificial Inflation

If the proper situation won't present itself, sometimes, we need to make our own opportunities. Take the current situation in Tokyo for example…with the youngsters all fighting one another, doctors and medical supplies have been in short supply and high demand. There's even word that more…illicit tools have been requested for, such as those that one might use for assassination.

Business is a matter of taking advantage of opportunities, and when you can't find any, you're an expert at stirring up rumours to create opportunities. Even when certain necessities may be in ample supply, you can convince individuals that they are urgently in demand and drive up prices accordingly. When necessities truly are in short supply, you're a natural at convincing others that the alternatives you present will serve the trick and perhaps even be a better option. Endearing yourself to potential customers is a trivial matter, though you'll have to work to ensure that your reputation stays clean…even if you don't necessarily speak in complete truths.

Trade Routes

A businessman can't survive without supplies; after all, if you have nothing to sell, there are no profits to be earned. Thankfully you possess an inherent knack for identifying avenues from which you can obtain supplies. Finding people willing to provide you with the right resources is far easier when they naturally approach you.

Every so often, you'll have strangers who will try to draw your attention to local resources that they can make available to you, some of which may be hard to find elsewhere. Of course, how you handle negotiations is still your problem to deal with…and there's nothing saying that you need to accept every offer for Chinese herbs or ancient rocks that people make.

School Student 400 CP (Warrior)

Just because you're a warrior doesn't necessarily mean that you belong to an affiliated school. In this case however…well you do belong to a school, and that means you're more tightly bound to this conflict than most people in Tokyo. Whether you like this lifestyle is one thing, but regardless of whether you like it or not, as a student within the district you should always be prepared to defend yourself. There's no telling when a fight might break out after all.

Role Conditional: Recognized Hoodlum

While hoodlum isn't the most endearing term to be referred as, for better or for worse, with this you've effectively joined the ranks of many other students in the area, and will be recognized as such. Those who bear witness to your strength will quickly spread word of your prowess.

As such, after each fight, your reputation in the local region will quickly increase, more so if you win, less so if you only put up a good fight. You'll find that regardless of social status, even those who have only heard of your name will respect you, perhaps even fear you depending on your reputation. A reputation is still something that needs to be maintained however, so take care not to neglect it too much, or over time even those who once held you up high may forget your name.

Intensive Study

At the end of the day though, studying is still what a student is meant for. While certainly plenty of students will disagree, there's no doubt that schools were made so that students could study and learn. Like most of the other students participating in these brawls however, your academics are the least of your worries.

In fact cramming information at the last moment seems to be the most effective way for you to know. Your ability to digest large amounts of information under brief periods of exposure is improved drastically, and you can retain the absorbed knowledge for a longer period of time before it starts to fade.

Academy Enrolment

It only makes sense that if you're a student, you belong to a school. But choosing that school that you belong to makes a substantial difference on your future. Some parents like to think that certain schools are better than others and in reality this may just be the case, depending on your natural tendencies.

Regardless of your appearance or personality, regardless of the depth of your knowledge or your choice of attire, so long as you wish it, you can always pass as a student of a local academy. Naturally, people may not recognize you very well if you happen to be a foreigner, but in most cases they'll presume you're a transfer student. Be wary though, being a student may have its benefits, but if you push things too far…even students can face punishment.

Traditional Arts Successor

It isn't the most glamorous thing in the world, being the successor to some sort of martial art. It takes a fair bit of effort to maintain the tradition, and it takes a strong level of commitment to continue practicing it, especially if the tradition happens to be no longer in favour as far as society is concerned.

You may choose a form of martial art, provided that it has existed on Earth, and for this martial art you will act as its successor, learning it and developing it further as you go along. With this specific martial art, your ability to integrate other techniques with it has improved significantly, and your ability to teach this art to others has also seen a remarkable improvement.

ASSASSIN 400 CP (WARRIOR)

With all the brawls that are going on in the area, there are plenty of opportunities for the real players in the game to do the work which really needs to be done. There are plenty of warriors who struggle against the will of the magatama, looking to survive beyond their allotted time. If they won't accept their fates…your job is to deliver it upon them.

Of course, this avenue of work might not be particularly savoury for you. But where there are assassins, there are those who possess the skills to stop them as well. Perhaps learning these skills will come in handy in the future?

Role Conditional: Death Masks

Assassination is more than simply slipping a blade into an unsuspecting target. The act of killing may involve a blade, it may involve a gun, but the mark needs to be properly identified and surveyed before the assassination can proceed flawlessly. Unlike some white collar job, assassination is a profession that does not accept mistakes.

To help you in this task, mastering the masquerade will no doubt be of aid. Shadow a target for long enough, and you can mimic their mannerisms, habits, and even enough of their appearance to pass as them in day to day life. While their closest companions will likely be able to tell something is off about you, most of the target's acquaintances will not notice anything amiss, as long as you don't intentionally break the veil.

Out of Sight, Out of Mind

Historically, the flashiest of assassins were generally not the ones who lasted very long. Killing other people is typically not something you want to publicize, especially not in modern society. But most warriors who become assassins are well aware of how society sees murder, so many have already made the necessary adaptations.

You're not different. Your victims look like they suffer from accidents more so than murder, and bodies that you hide away tend to remain hidden long after your departure. Of course, you should have the sensibility not to commit murder in broad daylight with a bunch of witnesses around. Even if it seems like an accident at the time, too many witnesses may lead to further investigation.

Urban Warfare

In the heart of a booming metropolitan city packed with people, assassination doesn't come as an easy task. Those who practice the trade have made many adaptations to the city's conditions, from the increase in public surveillance to the problems posed by the increasing population density.

You have an instinctive knack for finding the quietest spots even within a densely packed city. Pocket holes that few people frequent, balconies and building floors that

have long been abandoned, upon entering a region the locations of these sites become apparent to you. It'll be your own little slice of the city, somewhere from which you can conduct your business…or proceed with disposal.

Shadow of Death

Assassination can be lifestyle of solitude. It isn't something one can speak of with pride; it isn't something that one can confide in to family. Not all who choose this path did so willingly, and that is a sentiment that many Warriors can understand. After all, many Warriors would say that their fates were not of their choosing. But death attracts death, and in this line of work, one's foes tend to look for rather final solutions.

But you know death intimately, and this intimacy hones your senses, such that you can instinctively sense when an attempt is being made on your life. Even from a moderate range, whenever such an attempt is made, you'll instinctively sense its general direction and distance. Whether you can act in time to respond however, is dependent on your own skills.

THE DOCTOR 400 CP (STRATEGIST)

It's not a particularly good time to be a doctor, but even a thousand years ago, doctors were not necessarily all too popular. On the positive side, having medical expertise will make you valuable in the eyes of many Warriors, but on the negative side, there will be some who will attempt to coerce you into donating your services to them exclusively. Never forget that the skills are yours, and accordingly, only you can decide how you choose to employ them.

Role Conditional: Medical Neutrality

There is perhaps one benefit to taking up the mantle of responsibility that comes with being a doctor. Most folks will recognize your worth, your talents, and accordingly, they won't be as inclined to disturb you while you are applying yourself to a patient. In any conflict between multiple parties, so long as you demonstrate your skills accordingly, the various sides will leave you alone to your business.

Naturally if you actively participate in the conflict in an offensive capacity on a given party, you should probably expect them to respond in kind, skills or not. All otherwise however, warriors and leaders alike will be content to leave you be.

A Play of Five Beasts

Before the marvels of modern medicine became apparent, during a time when war and injury were common place, there were doctors who learned and practiced on those bloody fields, doctors who perfected their trade while observing things as they occurred in nature. In observing the way animals in nature moved, in mimicking their behaviour and actions, there were doctors who developed a system for regulating the

human body. While modern medicine may not recognize these outlandish practices, with the knowledge bestowed from the magatama, you know their merits.

Not unlike a form of martial arts, the Five Animal Play is the basis for a set of techniques that draw out an individual's internal energy. With routine application, the flow of internal energy will be greatly amplified, which in turn leads to significant improvements in how the individual's body functions, as well as their affinity with natural elements. One should note that teaching this to others, while possible, may take a rather lengthy period of time.

Spiritual Acupuncture

While not a staple of Western medicine, the use of acupuncture has long been a commonplace practice in Chinese medicine. The effects are dubious in the eyes of some doctors – but others would attest to its effectiveness. But a method is a method, and debating its effectiveness is best left for a time when it isn't necessary. Sometimes, medicine is not as accessible as you would like.

Learning the practice develops an inherent understanding in the workings of a body, with a fair bit of practice and exposure this can be extended to bodies that have peculiar physiologies. As acupuncture claims, with a needle or similar tool, you can stimulate the workings of the target's body and clear up irregular energy flow. If you channel your own spiritual force into the tool, for a short period of time the target will possess an additional measure of spiritual force as well. It's best to do this in moderation however, as introducing too many foreign energy flows can backfire in a destructive manner.

Pins and Needles

Those who know how to heal also know how to harm. Doctors inherently know that those two things are akin to two sides of the same coin, so much so that many doctors are sworn by oath to see the coin from only one side. But those doctors haven't been swallowed up by this conflict and they will likely never face a threat to their lives.

While it would be best if it was never necessary, you possess the necessary skills to defend yourself using your tools of the trade. Immobilizing others with needles, binding them with string, incapacitating them with incense, your expertise is enough for you to hold your own even against a warrior for a short period of time. Should it be absolutely necessary, you can forcibly disrupt the flow of internal energy in an assailant, but that might put you a little too close for comfort…

The Old Man 400 CP (Strategist)

With age comes experience, and with the magatama dictating its will mercilessly, those who live to a long age in this time of strife surely possess a fair measure of wisdom. It would be quite odd for your appearance to be youthful, though it certainly isn't

impossible, but should others ask where your wisdom comes from and why it doesn't match your appearance…

Well, you'll have time to come up with an appropriate explanation. Just be wary that should word of your wisdom spread, it is likely that many will come looking for your advice.

Role Conditional: The Predecessor

What good is having a massive amount of knowledge if there is no one to pass it on to? With all the time that you have had to accumulate knowledge, you have also had ample time to formulate how to pass it onto others. While it goes without saying that passing on principles and techniques are far easier with this experience than without, the reason why this is so cannot be ignored. The knowledge that you have gained is regarding how to break complex concepts down into simple, acceptable components. As such regardless of the difficulty behind the subject in question you can still help others establish a base understanding in it.

Experience Given Form

Having copious amounts of experience is a good thing, especially when you're participating in something that seems to be repeating itself over and over. After seeing the same pattern repeat long enough, it becomes easy to envision all of the possible conclusions. For this conflict and future conflicts that you come across, the more related information that you can collect, the more likely it will be that you can predict the final outcome with astounding precision.

Passing the Baton

Not everyone stays in one place forever, and perhaps one day, you too will leave this place for other places. Should circumstances force your hand and demand that you leave a legacy sooner rather than later, all that experience of yours will surely come in handy in the preparation of your successor.

Some things are better shown rather than described. Talking about a technique doesn't necessarily have the same impact as infusing it upon your pupil. Though it will drain you somewhat to do so, you can force the fundamentals of a technique upon another. Whether they possess the faculties necessary to utilize it is a wholly different question, whether they have the necessary energy to utilize it is also a matter of concern, but with this they will possess the understanding of the technique's foundations.

Ask the Wind Where Your Destination Lies

Teaching a student and passing your knowledge down upon them is good and all, but all the experience in the world may still not reveal to you a student's intentions. What they choose to do with your teachings, what they intend to inflict upon the world –

such matters are often hard to predict, and harder to control. But for every student that you come across and bestow a bit of your knowledge to, you can catch glimpses of what they can turn out to be.

What you see may not be what you like, what you see may not be right for the world, but what you choose to do with those glimpses is up to you. The more you interact with your pupil, the clearer their plausible future becomes.

[AUXILIARY PERKS]

These skills and quirks really don't fit anywhere else, and while no background has a discount for them, there's no limitations as to who can purchase them either.

A Bountiful Inheritance 50 CP

The magatama might have bestowed formidable skills upon the warriors, but there are many cases in which the warriors have inherited something distinctive from genetic legacy rather than the influence of a possessed stone. Whether it is abnormal strength in a specific body part, or a distinctive attractiveness related to your body, it's possible to shift your body one part at a time.

For each time you take this option, you can adjust a specific part of your body in a singular fashion. Whether you'd like that part in question to become stronger, more flexible, more appealing, or something else, the only limitation is that the level of improvement cannot exceed beyond half of the part's current capabilities.

If you would instead wish to enhance your entire body all at once, this is possible too, though distributing it evenly over your entire body would mean the resulting effect will be reduced as well. You may enhance your entire body at once for **200 CP –** the level of improvement won't exceed beyond a fifth of your body's current capabilities. Adjustments such as height and weight count as singular modifications.

Center of Gravity 100 CP

Warriors start off first by learning to use what they have before moving on to things that can be considered as extensions, like weapons and accessories. But the body always remains as the foundation from which we improve. While it takes most people a substantial amount of time to get used to their normal center of gravity, you possess a certain measure of flexibility with yours. At will, you can adjust your center of gravity, allowing you to maintain your balance even under infeasible situations. However, each time you shift your center of gravity, it takes a bit of time before you can shift again – so be wary of this. On the other hand, with practice, you'll become extremely resistant towards attempts to disorient you physically, so even if your center of balance is roughly shifted, you'll still be able to maintain control of yourself.

Unorthodox Handling 100 CP

There are many situations in which a fight ends the moment one's hands are incapacitated. Remove one's hands, and generally you take away their ability to use any weapon, effectively ending the fight as it were. But in preparation for that, you've adapted to handling weapons properly using other body parts as necessary.

Depending on what body parts you've further enhanced via A Bountiful Inheritance, your expertise using that body part in combat and weapons handling increases substantially.

Cast Off Your Chains 100 CP

In a fight, people are bound to rough one another up. But as your skill improves, it becomes possible to "focus" your efforts against specific parts of your enemy. That is, the basis of targeting after all – but the level at which you've mastered this allows you to transfer damage otherwise inflicted upon the target's body towards their clothing instead. The stronger the blow, the more demolished their clothing will become, but very little of the damage will actually be inflicted upon the individual.

Finding Your Center 200 CP

Though there isn't too much literature as far as natural energy goes, the fundamentals can be traced back towards ancient medicine – which points towards focal points within the body from which the natural energy originated and spread. While those points are largely the same from individual to individual, it's not unheard of for them to shift.

However, shifting these points requires that a certain level of preparation is made beforehand. Only a body part enhanced via A Bountiful Inheritance is a valid candidate for the shifting process – body parts that are insufficiently reinforced may not be able to bear the strain. Once the process is complete however, the new focal point will begin to channel natural energy throughout the body.

Emitting this natural energy, is naturally easiest from the source – the farther away from the source you get, the weaker the emission becomes and the weaker the flow as well. While this can be reinforced by taking this option multiple times, increasing the flow at the same time, one should keep in mind that too much flow on an insufficiently prepared body part can have disastrous results.

[COMPANIONS]

Tokyo is a pretty busy place, good place to have parties, good place to have friends around, well provided that you're not busy working of course. But if you happen to be alone in Tokyo without much to do, maybe you might want to consider bringing some friends along for the ride?

The Adventuring Band 50 CP

Urban adventures tend to be more enjoyable when there are people around, and having people you can trust around in a metropolitan city can make the daunting atmosphere much more manageable. Whether you only have a single companion or a full group, if you'd like us to arrange for their arrival as well, that won't be an issue for us, though we'll have to charge you a small fee of course.

Import a companion for 50 CP; they gain 400 CP to spend on skills and the synthesis items.
You may import in a batch of 8 for 300 CP, with the same benefits.

Established Connections 100/200 CP

If you're looking for a bit more local help though, we can make appropriate arrangements for that as well. If you're willing to do the leg work to convince them to partake in your journey, we'll be willing to cut the cost by a fair bit. Otherwise to make the necessary arrangements ready for your arrival it'll cost more.

You may make a companion out of a local individual – for 100 CP if you can convince them to join you during your time here, or 200 CP if you would prefer to be companions from the moment you arrive. Similarly to imported companions, they'll gain 400 CP to spend on skills.

Be wary that even if Multiple Timeline Convergence is active – individuals of the same identity from different universes do not possess abilities of that universe, but rather the abilities of their equivalent in this universe. Their appearance and mannerisms may however, shift considerably.

[ITEMS]

This store carries specialized items as well as standard items. Granted, everything is tailored to help make your time here easier in certain ways, but whether you'll want all of it is a different matter entirely. Don't worry; at least it's all pretty cheap!

SYNTHESIS ITEMS

The specialized selection is further divided into the Magatama, an item that Warriors, Strategists and Inheritors will become quite acquainted with, and the Apartment Suite, something that's more suitable as a basic safety net for the Civilian. There's no reason why you have to take any option of course, and you may well refuse the free item altogether if you see no need for it.

THE MAGATAMA 100 CP (1 FREE FOR ALL BACKGROUNDS EXCEPT CIVILIAN)

The living proof of a warrior, the vessel for lingering spirits, the magatama looks deceptively normal, but within it dwells the force that gives their descendants strength – regardless of their role. Be wary of one thing. With great power comes great responsibility, which is to say, the magatama binds its wielders to a "similar fate" of their ancestors.

Only those possessing both fortitude of body, mind, and soul may overcome this. Those who do not…well, history has spoken of their fate once already. Note that by default, the spirit dwelling within the magatama is from the Three Kingdoms era. If you were to change that, we'd have to tweak the jewel a fair bit, so don't expect it to be free.

Trait of a Legend 50 CP

Within every magatama rests a spirit, even if you aren't very familiar with the spirit at first, by possessing the magatama on your body, you will naturally exhibit some of the tendencies from that spirit. These tendencies can range from mannerisms of the individual in question, to particular talents which they were known for. As this does not involve the spirit taking over at any point, it can be triggered so long as the magatama is nearby.

Soul Infusion Reinforcement 50 CP

Even without a dragon spirit, the magatama possesses a substantial amount of spiritual energy. It is this font of energy which makes manifesting the ancient spirit possible, and the same font of energy also reinforces the magatama bearer's body, making these nasty brawls between warriors possible without as many fatalities as it could potentially have. It is possible to further strengthen the magatama before you leave, multiple times even, but naturally it'll cost you. The reinforcement process will enhance your natural capabilities by roughly an extra tenth of your physical state

every time it is conducted. Similarly, the spirit within the magatama will also be strengthened, rendering you more resistant towards attempts to sway your mind.

Prismatic Jewel 50 CP

By now you should realize that it is possible to only borrow parts of the spirit residing within the magatama without being taken over by it. However, channelling parts of the spirit tends to only last for brief moments. With a slight tweak to the magatama, it is possible to use the spirit within like a masquerade, manifesting it about yourself to act as a disguise. It'll fool the eyes, but be wary not to speak too much, or else your actions may give you away.

Adaptive Compatibility 100 CP

All magatamas can be utilized by allowing the spirit to take over control of your body for a period of time in order to access their full strength. But sacrificing control isn't something that sits well with everyone. This will take a fair bit of modification to the magatama, but after it is complete, you'll retain partial control over your mind and body while accessing the spirit's strength. With more experience using the magatama, your level of control will improve, until the point where you can master it completely. By the time this process is complete, you'll be able to utilize the magatama's power, even without having it on necessarily.

Multiple Possession 100 CP

With this many potential modifications to your magatama, it's safe to say that what you possess is definitely no normal spirit catalyst. The idea behind each of the magatama is rather simple – it acts as a vessel to contain a spirit. In theory, it would be possible for a single vessel to contain more than a single spirit. This would work in a similar concept to how some Warriors are capable of forcing their own souls into the magatama, but naturally there's a bit of a catch involved.

Unfortunately, the division of space between multiple spirits does mean each individual spirit is weakened somewhat. However, different spirits grant extra flexibility in terms of a variety in abilities, and each extra spirit improves the spiritual strength which the magatama provides. With each time this is taken, space for an extra spirit is provided. Where you'll find these spirits however, is your own problem. The magatama are attuned to contain human spirits, and this one is no different.

Foreign Spirit 200 CP

While the information regarding the spirits within the magatama has been kept on a need to know basis for the majority of students in the area, the truth of the matter is that the spirits trapped within the sacred beads are not limited to those of the Three Kingdoms area. While certainly those have been easiest to find, with a bit of work we

can arrange for a different spirit. In turn, you can choose whether to replace you initial spirit, or to add in alongside the existing spirit, provided that sufficient space exists.

Of course, in order for us to find the spirit, they would have to be dead first, and all of the magatama spirits have one thing in common – they were human warriors of renown. This certainly narrows down the criteria somewhat.

Obscure Element 200 CP

Despite the spirits residing within the magatama being most definitely of Chinese origin, the information that we have on some of the resident dragon spirits suggests that the dragon spirits possess the traditional five Japanese elements instead the traditional five Chinese elements, with the inclusion of a Thunder Dragon in place of a Metal Dragon tipping us off. Of course, if you're only to invest a little, we can break from the norm with this as well.

As long as the element is a natural one, we can make the appropriate adjustments, to the extent where even if you do not possess a dragon spirit, you can still channel this element through your internal energy while in possession of the magatama.

The Dragon Lies Dormant 300 CP

For any normal Warrior, possessing a dragon spirit may well be suicide, so don't say we didn't warn you. Subduing a dragon is a battle of wills, one that not everyone has the resolve to follow through until the end, and forcefully inserting a dragon spirit into a magatama can be described as creating a walking time bomb. But should you possess the necessary willpower to subdue the dragon, the strength that it possesses will far outstrip that of any normal spirit.

Just don't overestimate yourself.

THE APARTMENT SUITE 100 CP (1 FREE FOR CIVILIAN, BUT NOBODY ELSE.)

While every Warrior, regardless of their nature, possesses the sacred bead, as a civilian you're unfortunately bereft of that. In any case civilians really shouldn't be swept up in this turbulent conflict, but in recognition of the folks who drew the "short straw", we've arranged for your stay to at least be paid for and comfortable.

The apartment isn't much, but utilities and rent won't be an issue. If you find it suitable to your tastes and would like a similar room as you move on, we don't mind either. Of course, if it isn't to your liking, we can always make certain modifications – provided you're willing to cover some expenses. By default, the suite will appear close to your starting location.

Size Upgrade 50 CP

The standard suites in Tokyo aren't particularly large, especially if you've previously lived elsewhere. You'll generally find that most apartments are below $20m^2$ in size, almost a third of typical apartments elsewhere. However, the architectures have worked out space conservation meticulous, with most furniture built in to the walls, and all the utilities accessible. We do understand if this is inadequate to your needs.

Accordingly, for each time you purchase this we can increase the size of your unit by half. Since we are only adjusting the internal dimensions however, please be wary that any visitors you have may be a bit surprised…should your suite look bigger on the inside than on the outside. Naturally of course, all facilities within will be relocated accordingly so to make good use of the space.

Vehicle Storage 50 CP

Owning a vehicle is fairly expensive, both in the vehicle itself as well as the necessary maintenance costs. But if you do own a vehicle, provided that it isn't substantially larger than a truck you might see on the road, we can make adjustments such that there will be space in your apartment to store your mode of transport. You'll have to put together a maintenance station yourself if you're into that sort of thing though.

Environment Control 50 CP

While there is a built in thermostat as part of the suite's utilities, if you would like more extensive modifications perhaps this unit will be more to your preferences? Capable of modifying the features of your suite down to the wallpaper, the view out the window, and even wall placement, this is about as far as we can go for personalizing your suite.

Expanded Rooms 50 CP

While there's enough room in here for two to three people to live somewhat uncomfortably to begin with - depending on whether you like sharing beds – if you do find it a bit cramped but don't have the heart to tell prospective companions to leave, perhaps you might consider adding an extra room?

The additional room will expand the suite, giving your companions a place to stay, but it'll also serve as a place for a single reserve companion to stay should you happen to take the suite along with you. While as reserve companions they can't leave the vicinity of the suite, you can interact with them as you would normally.

So long as they remain reserve companions they can't be swapped with your active companions, and accordingly, their powers will be weakened appropriate. We did include a television set in the room though, so maybe you could find them a gaming console and give them something to do to pass the time?

Moving Day 100 CP

If you're not too keen on staying in the local area, and you'd prefer to have you abode elsewhere, then provided that you can actually reach your desired location through some means of transportation, we can move your abode accordingly. It would not be wise of course, if you happen to have become a crucial part of this conflict, to drag it elsewhere. Keeping the destruction localized is in everybody's best interests.

For each time you fork out for this option, we can make it such that your abode can be "duplicated" in another location elsewhere. While each individual location shares the same suite, you can't use this to travel between different places in the world. Better get used to flights if you have wanderlust.

STANDARD ITEMS

Exactly as the name says – these items are meant to help you out in your day to day while you're here…though you might find other uses for them as you continue to travel. Who knows? Take a look and see if anything interests you.

Credit Card 50 CP

A handy tool for those who don't like carrying cash around, this prepaid credit card will refill 100$ worth of your local currency each month. You can always add more of course, though the amount that refills monthly will always be 100$. Unfortunately, as part of the terms for maintaining this card, you'll be declined the moment your balance hits zero. Limits are pretty harsh nowadays!

Ikameshi Bowl 50 CP

This shouldn't really be called a bowl – considering the squid itself is really the container. Essentially a small stuffed squid, it serves well as a meal for one, and there is enough variety in the stuffing that you shouldn't get too bored of eating this on a regular basis. The supply of this refreshes in your warehouse on a regular basis.

Osaifu Keitai 100 CP

It's a fair bit more difficult nowadays to go through daily life without a cell phone. Certainly not impossible, but you'll miss out on a fair bit of convenience that the cell phone can afford you. Practically unbreakable under conventional stresses, this unit has the added functionality of serving as a GPS unit as well. If you happen to own a credit card, integrating its function into this unit is completely free.

For an additional 50 CP, you can even upgrade to our full service plan, which will grant you an additional unit for each of your companions, allowing you to stay in touch with them – even if the area has no regular service.

Suit & Tie 100 CP

In this world where clothing often seems to be the first casualty, having a set of clothes that won't succumb to the stress of combat might prove valuable. Despite looking rather form fitting, one might even say tight, you'll find that these are rather comfortable to move about in – and certainly won't hamper any of your combat abilities.

Architectural Repair Kit 100 CP

A repair kit designed for the environmentally conscious folks who like to clean up after their own fights, the tools found in here serve as a quick fix for any damage done to the nearby architecture after a brutal fight. From craters to cracks, scrapes to shears, this kit has what's needed to return the damage to a state where it is as good as new.

Well, not quite as good as new – a lasting vulnerability will remain; even though a bit of the durability will be returned to the overall structure. Fast acting and easy to apply, even a Warrior with no engineering background can use this.

Inconspicuous Laptop 100 CP

Regardless of whether you're a Warrior or not, there's never been any reason why you shouldn't make good use of what modern technology has to offer. Certainly, with all the information that you can access through a computer nowadays, getting a hold of one will be quite helpful. The software inside can recognize faces and match them to existing databases so that you can determine the identity of the individual, though this takes a short bit of time.

Truth Revealing Stone 100 CP

A stone rumoured to divulge the secret intentions of all those who would touch it, frankly this one is a bit of a "leap of faith" purchase. Though touching the stone does indeed compel the individual to act on their first desires – these often happen to be the most immediate rather than the most prominent desires the individual possesses and unless you can delve into the minds of others it may be hard to distinguish between the two. Use this carefully.

Spirit Binding Chains 100 CP

Though not necessarily the strongest seals one could afford, these chains are durable nonetheless – and most notably capable of repairing themselves after time. You're not

going to hold a dragon back for any extended period with these, but against a large number of weaker spiritual creatures these will prove to be rather effective.

Suzuki GSX1300R, Red Hare Custom 200 CP

It was once said that the Red Hare horse could traverse a thousand li in a day, all while far out speeding any other horse who would hope to compete. Emulating its namesake, this custom built motorcycle won't need refuelling anytime soon – and its maximum speed is well beyond even other bikes of the same make. Naturally, you don't need to keep the distinctive red rabbit logo on the chassis, but it does serve to make your bike quite distinctive.

Fake Imperial Seal 200 CP

It looks every bit like the real thing, and without the careful scrutiny of an expert it'll certainly pass for the real thing, but what you have on hand is a fake imperial seal, designed to fool all of the Warriors hunting for it – even if the effect only lasts for a brief period. While it's active however, people will be entranced by the mere sight of it alone, and if you remove it from one's sight, even those who are aware of the fake can be fooled again.

Medical Acupuncture Techniques, Complete Volume 200 CP

A manual that was made in consideration of medical students looking for alternatives to modern medicine, this book teaches the basics of acupuncture, as well as the nature of pressure points and how they tend to appear in standard physiology. With intensive study of this, you'll be able to pinpoint where pressure points should appear, even if your target doesn't happen to be your standard human. Success isn't guaranteed naturally, and it's important to note that medical accidents can sometimes prove to be quite harmful…

Concealed Forging Techniques, Complete Volume 200 CP

In this day and age, carrying a sword around isn't going to be the best idea for anyone. To counter that, it isn't uncommon to find skilled weapon smiths who have perfected the art of turning a mundane item into a lethal weapon. Concealing blades within tonfas, canes, even electric guitars, this manual serves to teach you the means to do such things – with other mundane tools.

Tamahagane Ki Forging Techniques, Complete Volume 200 CP

The ability to transform jewels into steel that can channel spiritual energy isn't particularly sought after nowadays, given that jewels are valued more for their appearance rather than any martial application. Still, the art of this forging technique hasn't gone completely extinct. A student of Seito Academy still bears a Crescent Blade forged with this technique – a living testament to such workmanship. This manual will

instruct its reader as to the forging method, though you certainly aren't restricted to forging pole arms with it.

The Journals of Doctor Genka 200 CP

A doctor who has become rather well known in the region for his acupuncture arts, we had originally thought that his notes might shed further insights on the usage of acupuncture, but this was not the case. His notes are very detailed, but wholly focused on the matter of developing techniques and items for use in suppressing spiritual energy and masking one's presence. Perhaps useful for an assassin who would not benefit from having their presence detected by those who can sense spiritual energy.

Prayer Shrine 200 CP

A shrine that will always appear in every world you venture to, it is specifically arranged to be in tune with all aspects of nature. Fitting, as it is meant to give mortal men a conduit by which they can attempt to sway the will of Heaven – anyone using this can manipulate the weather about them to a certain extent, whether it is to stop an earthquake or a volcano, or to alter the course of a hurricane. As such, be wary of who is aware of its powers. Its effective range is wholly dependent on the individual who uses it.

Qing Nang Shu 200 CP

A collection of medical works that was rumoured to have been lost over 1800 years ago, while many of the excerpts inside have become slightly out-dated with the advancement of medical science, there is still one element which remains unique to this book. With the knowledge of this book, you can adapt different seeds and herbs and combine them to create more effective poisons and stimulants. Even if the combinations are incompatible, you'll still find yourself creating a very powerful hallucinogen. A special excerpt exists apparently to teach you how to remove the toxic nature of plants, likely as a safety measure.

It goes without saying that even with this safety measure, you should be careful about mixing things haphazardly.

Hyakuhekitou 200 CP

Though perhaps not one of the five legendary blades that everyone seems to be seeking, if you ask any Warrior about this sword you'll come across the reason why everyone seems to be hunting them down. With a history as old as the Magatama themselves, these blades appear to be made specifically for the purpose of subduing dragons. Capable of wounding a Dragon Inheritor even in their possessed form, this sword has a natural affinity for cutting down dragons – cleaving them apart like paper.

It's said that the original five blades were each aligned with an animal, but while each one of these should have a "destined owner", yours seems to be the exception, remaining exclusively yours unless you choose to relinquish it. The blade's resilience is legendary, and you should be wary not to lose it carelessly.

Dragon Jade 300 CP

There are many rumours which surround this legendary item, but the only thing that could be confirmed about it is its inherent abilities of binding and releasing dragons. While it works best against dragons of the spiritual variety, it does work to some degree against physical dragons as well, restricting their strength significantly. With enough dragons bound, it isn't out of the question to tame these spirits and drive them into the body of another.

But whether the intended recipient can handle the force of this energy…well that's something else altogether.

[The Other Options]

Are you seriously that short on resources that you need to consider odd jobs and situations like this? Well…I'm not going to be the one to stop you, that's for sure. There are two different opportunities that are available, one isn't quite as bad as the other, so consider them both carefully and figure out what it is that you want alright?

[Fate Takes Another Turn – Major Arcana]

Fate has a strange way of putting people on paths, but there are times when we have the opportunity to choose for ourselves which path we take. There are ten cards here; each card represents a possible twist, a possible fork in the road. The moment you choose a card, you bind yourself to a fate.

Such a choice is not without recompense. For each card you choose to draw, you'll receive 100 CP, to a maximum of 300 CP. Once a card is drawn, it cannot be drawn again, either by yourself, or your companions. That is to say, that if you have companion who can gain CP, they too, can draw. The limit of 300 CP is shared between all of you.

Roll	The Arcana Reveals Itself	Your Fate Changes Accordingly
1	~Arcana 1**R**~ The Magician	A strange old man with a tendency to show up whenever nobody expects him to be present, Zuo Ci always has things to say, but very rarely do any of his observations make sense until after something turbulent happens. He might as well be the harbinger of strife, but he always seems to disappear right before the actual event occurs. The fact that he seems to be shadowing you is troublesome. The fact that attempts to remove him have no apparent effect is concerning. The combination of both will likely draw you into the center of the magatama conflict regardless of your intentions. Your constant appearance whenever something critical happens is likely going to be noticed by every Warrior…so expect plenty of challengers knocking on your door.
2	~Arcana 2**U**~ The High Priestess	As generally no student ever calls the police after a brawl, most of these fights end up with at least one or two fellows beaten up and left for dead. Oddly enough however, there are folks who seem to be actively working to save as many of these warriors as they can. And they're really keen on recruiting you to join them, whether you like it or not. Essentially paramedics without licenses, these people will constantly contact you whenever they need help,

		whether it's to keep people off their backs while they perform necessary lifesaving procedures, or if they simply need help carrying a body away. If you have a phone, they'll contact you even if you never gave them your number. If you don't have any means of social communication, they'll generally show up in person. You could always refuse them of course…but that wouldn't be very humanitarian of you…
3	~Arcana 8**R**~ Strength	A wise man once said, do not pursue Lu Bu. However, should Lu Bu be pursuing you, well there was no sagely advice for that. In your unfortunate case, a strange blue haired girl by the name of Ryofu Hosen has developed a deadly interest in you. Considering her interests are both perverse and martial in nature, you should likely be ready for a fight at all times, as she can appear out of literally nowhere.
4	~Arcana 9**R**~ The Hermit	While you would normally expect to find a fair share of strange personalities in any densely populated city, it seems that stalkers are a particularly troublesome issue here in Tokyo. In particular, you've attained a strange admirer…one who likes to express their appreciation for you by burning incense. It's a strange practice that would be otherwise alright, if it didn't knock people out cold whenever they did it. While you might be able to resist the effects of their incense with sufficient willpower, don't expect others to, especially if there are civilian bystanders around. This is probably going to get more troublesome as they continue the practice… Even if you attempt to get them to stop, they'll only refrain for a little while before resuming.
5	~Arcana 11**R**~ Justice	With all the brawls going on in school yards and streets, it's hard for the police not to notice and start hunting down delinquents. Unfortunately, you have a pretty bad knack for being tailed by the police. It's almost as though they've tuned the Orbis system to track you down, but whenever you get involved in a fight, you can pretty much expect the police to show up within a matter of minutes. They might let you off with a warning once or twice, but they're not very lenient with repeat offenders…
6	~Arcana 12**U**~ The Hanged Man	Imitation may be the sincerest form of flattery, but when their impersonation of you doesn't portray you under any positive light, it really doesn't feel too sincere. There is somebody masquerading as you around town, but seemingly never where you are. The problem is the strange acts they do in your name, most of which garner more public attention than you could care for. Word of your antics will spread around town, likely developing a reputation for you that you never asked for.

		You could choose to ignore it, but it may be better to find some way to resolve the situation with your slippery doppelganger.
7	~Arcana 15**U**~ The Devil	Very few people know the true nature of the magatama, or the intentions of the spirits which they harbour. But aside from them, there is definitely something pulling the strings of each individual warrior, pulling them together until a fight is inevitable. You're an anomaly as far the unseen coordinator is concerned, but they can work with that...they've had plenty of time to improvise from the kids who tried to take destiny into their own hands. Unfortunately, death is the only conclusion that they're willing to consider, and emulating all of the poor nameless soldiers who died on the field, they've found it fitting to bestow something similar upon you, by setting you up with routine "accidents". Some of these you might be able to avoid, some of these may take you completely by surprise. Whatever you do…stay alive.
8	~Arcana 17**U**~ The Star	Very few warriors have ever since a dragon spirit close up and lived to tell the tale, so at first, you may have no clue why traces of mass destruction can be found in random places over town. But as time passes and bodies start showing up, it'll become a bit more evident that something is amiss. A dragon spirit, unaligned, untamed, is wandering the town, and possessing those who happen to come upon its magatama. There will be times when the coast seems clear, and nobody seems to be in possession of this magatama. Then there will be times when it seems to trade hands over and over again – leaving destruction in its wake as each owner falls. The magatama seems to elude capture…perhaps it is wilfully avoiding all those who could subdue it, but sooner or later it will confront you. Try not to tear up too much of the town.
9	~Arcana 19**R**~ The Sun	With all the focus on brawls, it can be easy to overlook the people working behind the scenes. There are students in each academy who have adapted the personas of ancient strategists, with every one of them plotting and planning for their side to "win" the conflict regardless of the historic outcome. Unfortunately, you aren't the outlier in their plans, but rather a key element. Regardless of what you do, you can probably expect that there will be somebody that has incorporated it into their plan, from the most mundane of choices to the fights you get swept up in. It goes without saying that you should watch your back during your time here.
10	~Arcana 20**R**~	There are many academies within the Tokyo ward that are well

	Judgement	aware that they don't stand a chance against the big three. Many of these academies have no qualms about staying alive by using underhanded means. Why they're targeting you specifically however, is completely unfathomable. Perhaps they see you as easy prey, or perhaps your existence provokes an inherent fear within them. Whatever the cause is, they've sent people after, the signs are very clear. The signs are also very clear that your assailant isn't very competent. Many traps are placed in plain sight; many weapons are left lying around apparently discarded. The assailant themselves are never seen, but they leave traces of their plans for you to notice. Is this deliberate, or are they truly inept? Whatever the answer is, you can feel something watching you from the shadows…

[DRAWBACKS]

Have an urge to make your time here harder? Need some challenges to keep you on your toes? Do you find that for some reason 1000 CP is not enough? You can take up to 600 CP worth of drawbacks – additional ones are permitted, but you won't get any more CP from taking them.

Multiple Timeline Convergence 0

On top of the Warriors bearing the spirits of the deceased individuals from the three kingdoms era…unfortunately this world has more surprises in wait for you – the Three Kingdoms era wasn't the only one to possess the magatama. Spirits of warriors, strategists and politicians from all segments of Asian history will show up, possessing different individuals for a "second chance" at life. It's possible that some individuals may be entirely different from what you expected to be – to the point that their appearance might be substantially changed. However, their powers will remain within the norms of this world, even if their appearance might seem otherworldly.

Anomalies 100

History is decided by the victors, and those who live on are free to write history as they please. You'll find that often, history's embellishments mean that the real thing isn't quite what you were taught to expect. The Warriors and the spirits that they possess will all act against what you would historically expect of them – and recognizing your presence as an outsider, many of them will be inclined to take your essence for themselves, in hopes that that it will save them from their fate.

Strike First, Ask Later 100

The notion of verbal communication seems to be lost on the people of this world. Convinced that fists can solve any problem they have, don't waste your time trying to talk them down. If you're trying to negotiate, or even ask a question, prepare to first demonstrate your strength. Though normal people are slightly more sensible about this, don't expect any sort of sense from Warriors.

Just a Cloth Wound 100

Unlike 1800 years ago, wearing armour nowadays doesn't seem to be in fashion. Granted, with the way people fight, fashion isn't really much of an issue at all. In a fight between Warriors, clothes seem to be effective for about all of a minute until they are completely torn up. Don't wear anything you particularly care about to a fight.

Fated Reunion 100

A misunderstanding that you can't quite comprehend, on your first encounter with any other individual, they will always mistake you for somebody else entirely. Unfortunately, this can be anything from their hated rival to their long lost lover. Be wary that nearly every Warrior you meet will be utterly convinced that you are bound to them by historic fate – and if that history includes them killing you… Well, you had best be careful. If you take enough time to repeatedly explain the situation over and over again, you might be able to overcome the effects of this – but after any extended duration of no contact, they will revert as though it's their first time meeting you again.

Heart of the Storm 200

You have a very unfortunate tendency to always be at the epicenter of something ridiculous. Whether it's a fight or a raid, you'll find that you seem to be a beacon of disaster. While other people don't seem to notice because they're too busy fighting, letting your guard down for even a moment will be enough for something to occur. Be prepared for people to drag you into their fights at any time.

The Mark of Sin 200

The effects of a lingering curse will into existence by the restless dead, a skull shaped mark will appear somewhere on your body. As you fight, the mark will slowly creep towards your heart and should it reach your heart, the curse will rob you of your consciousness entirely, and perhaps that will be enough to spell your death.

You can stall the curse with magic, you can expel it with sufficient infusion of life energy, but each time you fight, the curse will return again.

A Lust for Combat 200

Much like many of the Warriors you'll come across, you have a burning desire inside you to fight everyone and everything that crosses your path. At first this comes across as an intense curiosity to gauge the strength of others, but with time it will grow into an intense need, one that is only momentarily sated when you win. The more you attempt to resist this desire, the greater the destructive impulses you'll experience.

A Clash of Dragons 300

Your presence is enough to trigger the appearance of a dragon in those who possess them, and unfortunately, most of the major players possess a dragon. This would be fine if you or they could control it, but unfortunately that does not happen to be the case.

Regardless of who is in possession of the dragon, they will run rampant and attempt to destroy everything around them. If that person happens to be you…well, hopefully your companions are strong enough to contain you. The only silver lining to this is that these destructive phases will come and pass in short spurts – and for the most part whoever goes berserk will have no memory of it afterwards. Even in cases where individuals have successfully tamed their dragon, these phases will still swing around periodically.

[SCENARIO]

THE RAVAGES OF TIME, 順天應時(+200 CP)

"Well…this is a pretty interesting premise we have here isn't it? I love these kinds of temporal anomalies, really. I mean, how often is it that you get to see history attempt to re-enact itself, even though none of these people belong in this time at all? To think that they're going to try to recreate history from over a millennia ago…these spirits really hold deep grudges don't you think?"

This man in front of you, surveying the same map that you were looking at with the old man a moment ago, is Threnos – a space/time researcher as the old man explains. The old man also explains that Threnos' job largely involves sending other people to do his job – which…essentially means you, if you choose to accept his "offer of opportunity".

With no further preparations to make, the old man will leave you with Threnos, who points your attention towards the map again. "It's a small area to be re-enacting history, don't you think?" It's pretty clear he's not looking for your opinion, but trying to make a point – but exactly what that point is…well let's just say he's not the best at communicating directly.

"These kids are all trying to re-enact history, but in such a small place, and with all the wrong people, there's no way they can get things right. But…this does make my job all that much easier. You see…I'm trying to study the anomaly caused by these revenants, and if you have the time…you can help me steer the course of history."

"You see, I don't particularly care for the re-enactment or the actors much, but what all this talk about irreversible fates has me wondering, is it all really inevitable? Well, that's basically what I want to test for myself anyways." He makes it rather clear that he'll compensate you for it regardless of how you proceed, though he would very much prefer it if you did not high tail it out of the prefecture at the first chance you get.

In any case, the choice is yours. Will you help Threnos or not?

MODUS OPERANDI, 順我者生

If you agree to help him out, the first thing you'll notice is probably the fact that Threnos seems excessively happy. Perhaps he wasn't expecting you to agree to help him out, or perhaps your participation has a greater consequence than you would have otherwise expected. You probably realized by now, but Threnos hasn't actually explained what it is that he wants you to do. In all of his excitement earlier you may have hesitated, but now would probably be a good time to ask him what the actual means to achieve his objective are.

It might relieve somewhat to know that he doesn't have a particularly crazy plan in mind. There's no time travelling involved despite the element of "time" being crucial to the re-enactment. His plan strictly involves the re-enactment, the actors, and unfortunately, depending on your choices thus far…perhaps some of your companions as well. But that's what he's here to explain now that he has your cooperation.

As you may already know, the people bearing the magatama have been continuously re-enacting history without end. But without some form of external influence, they're confined within a twisted spiral – one that kills off the necessary actors, and waits for a new generation to begin anew. However, your participation may be what it takes to break this spiral, and if you can do so, regardless of how you go about it, it'll prove that "fate" isn't so concrete after all.

Your role will be to witness these major re-enactments and decide whether you want to skew the course of fate, or let it follow the preordained path. While both options would still cause anomalies in the timeline since there have already been substantial deviations from history, the consequences of your choices will stack on top of the normal anomalies. In effect, your choices will tilt the balance.

Threnos will be assessing your choices via a very simple system.

The choices you make that deviate from the "proper course" accumulate in terms of "Deviation Points".

The choices you make that align with "history" as it is accepted accumulate in terms of "Regularity Points".

The same amount of Deviation Points will cancel out with the same amount of Regularity Points, like two sides of a scale. When everything is done and concluded, depending on where the scale falls, Threnos will compensate you differently.

Naturally, some actions weigh more heavily than others – because Threnos has already read up on the history, he'll kindly give you a heads up as to what is important before things happen. There's one important thing to note though – while historically many of these events were years apart, the re-enactment has compressed the time from a matter of years to a matter of months.

Guess even the magatama recognized that the kids wouldn't stay kids forever.

Don't worry too much if you end up with the scales tipped too heavily on either side. Threnos doesn't mind evening out the scales, and for a cost of 50 CP, he'll exchange for either 50 DP or 50 RP according to your needs. Of course, you might want to intentionally tip the scales in one direction over another…

But one thing that you do need to be wary of is that each major re-enactment bestows a blessing upon certain key individuals. Until their "preordained time" arrives, those individuals will not die by natural causes.

If you've taken the role of a key figure or one of your companions has taken the role of a key figure, be wary that your actions will influence the outcome as well. The magatama will certainly expect you to go with the historic outcome, but you'll have to choose for yourself whether to accept fate or not. Of course, choosing to accept death will result in your death, and people die when they are killed.

You can intentionally bend reality and kill the key figure before their time, but their death in such a fashion counts for nothing, as the magatama will elect somebody else to replace them during the re-enactment itself. Be wary that this kind of interference might come back to bite you later on down the line…the magatama is very selective in who it chooses to be the replacement, and the magatama always chooses the most capable candidate.

The spiral isn't going to break that easily, and Threnos warns you that there is most likely a third party controlling the re-enactment. The magatama alone don't seem to possess the right amount of willpower to steer events on a scale like this. But if you skew things too far…maybe they'll show up?

Threnos has one other warning, though this is more of a suggestion than anything. Given that all of the re-enactments will be occurring within the general vicinity…it's probably for the best if you find some shelter a bit farther away until the right time – because there's going to be a lot of fighting going on over the next couple of years and the real estate prices are going to rise higher and higher as property damage becomes all too real to ignore.

You can definitely sit around and be a bystander through it all, but if you leave too far away from the area before it's all over, it'll be considered as forfeiture – war isn't the time to be going on vacation after all, even if it's a re-enactment! This might be doubly true depending on your background…

Unless you have any further questions about where you're going to go, Threnos urges that sitting around here won't help you make any progress. It's time to go.

HISTORY REPEATS ITSELF, 光輝歳月

Either Threnos was too wordy with his explanation or he screwed up, but regardless, you'll find yourself quite literally tossed into an ongoing fight between several parties. It'd likely that you'll actually recognize absolute nobody, considering they're either a) not matching their historic gender or b) dressed up so bizarrely they might as well be in a visual kei band. If you happened to have no knowledge of the three kingdoms era,

consider yourself lucky, even somebody with prior knowledge could get confused by the appearance of these people.

That being said, they are fighting fiercely amongst one another – you've found yourself quite literally tossed into the first re-enactment. Thankfully your companions are all nearby, and aside from a bit of a locational mix up, everything else is in order. Once you can extract yourself from the fight, it might be a good time to take a look at Threnos' manila folder containing re-enactment information.

Period 184 – Yellow Hats

The land is in a state of unrest…turmoil plagues the citizens of Tokyo. Well it's mostly because this gang of hoodlums in yellow hats is running around and stirring up fights everywhere. It sucks that you've been thrown into the middle of it all, but at least they aren't *too* difficult to handle, even a civilian should be able to run from them easily in the worst case scenario. They seem to be more focused on spreading chaos rather than killing civilians.

[Historic Resolution – The Yellow Turban brigands are exterminated.]

Successfully completing this by eliminating the gang will result in 50 RP. If the gang survives for a period past **3** months, this is forfeit, and results instead in 50 DP.

[Historic Conditions]

The Yellow Turbans of old were known for wielding "magic", and while the gang is terribly disorganized, they're also prolific arsonists. The large scale activity of warriors has inhibited the local police force and left the gang to run unchecked. The longer they are allowed to run wild, the more you can expect extensive property damage, arson, and loss of civilian lives. From your initial encounter with them, it'll be rather evident that they also like to set up home-made explosives.

They aren't out to kill you specifically, but if you get in the way, they won't hesitate to remove obstacles with force.

[Key Figures]

The leader of the gang is a man by the name of Zhang Jiao. Possibly the only person with any measure of intelligence within the gang, he operates behind the scenes, manipulating the gang as well as normal civilians against the warriors. His motivations are unclear, but he seems determined to survive, and will take every measure necessary in order to do so. The gang seems to be a means to this end, and he does not care much for their survival.

Be wary, as he is best described as a Strategist, and unlike the rest of his gang, actually controls the element of fire. Whether this is coincidental, a matter of masterful

planning or real magic is hard to discern. Zhang Jiao's death results in 50 RP. If he survives for a period past 3 months however, it instead results in 50 DP. The death of Zhang Jiao will also lead to the resolution of this re-enactment, regardless of the time or how it occurs.

Period 190 – Tentative Alliances

Regardless of how the gang of hoodlums in yellow hats was handled, six months after the resolution, trouble will stir in the district, as some upstart freshman from the nearby Rakuyo high school decides that a change in administration is necessary. Following through with the standard procedures, he hosts an event known only as the "Tournament of Fighters".

The outcome of this event will decide the fate of things to come…

[Special Conditions]

The Tournament of Fighters is rather straightforward, a martial arts competition in which individual contestants fight, with the winner receiving jurisdiction over all the schools within the region. However, only students of a school within the region may participate officially, and you may only choose a single candidate from amongst you and your companions.

Should the upstart freshman, Toutaku Chuuei, win, this special condition is resolved, and results in 50 RP. Should he lose, it instead results in 50 DP.

[Historic Resolution – Toutaku Chuuei is Killed]

Regardless of how the Tournament of Fighters concludes, it is after the Tournament concludes that the freshman makes his move. A battle freak to the very end, Toutaku Chuuei possesses an abnormal level of physical strength and endurance, enough to overwhelm groups of warriors at a time. His natural propensity for murder combined with a very good grasp of history, leads him to target key individuals from amongst those who bear the magatama.

Should anyone bearing a dragon spirit magatama be killed by him, it results in 50 DP. However, the dragon spirit magatama will disappear and seek out a different wielder at this point.

Unlike Zhang Jiao, who thrived on chaos to achieve his objectives, Toutaku is cunning, and will only strike from the shadows. His formidable strength and his tendency to conceal his actions leaves his most dangerous ability unrevealed: afflicted with a bloody curse that will kill those which he marks, be wary that Toutaku is not above using it if pressed against a corner. The curse is something that cannot be removed

without his death, unless he himself removes it willingly – and will kill its victims within the span of six months.

Toutaku's death results in 50 RP. Should he survive for over six months however, this instead results in 50 DP.

[Historic Conditions]

As if Toutaku was not bad enough, he has a very important warrior acting as a loyal guard – the feared Ryofu Hosen, who possesses the magatama containing the spirit of Lu Bu. She is without a doubt the absolute strongest as far as warriors go and the same disease that is sapping away at her life grants an inability to feel pain.

Capable of fully utilizing ki blasts, a wide variety of fighting techniques, and a master of all sorts of weapons, it is fully advised that you do not pursue her under any condition. Perhaps the only person to rival Toutaku as far as battle lust goes, she will chase down any warrior she sees to engage in a fight.

Given enough time, the disease will naturally kill her…but there is a very high chance with Toutaku's nature as volatile as it is that she'll kill him before then. Should Ryofu kill Toutaku, this results in 50 RP. Should Ryofu survive past a period of six months, this results in 50 DP, but treating her disease will be difficult for anyone without any medical expertise.

Period 200 – Clash of Clans

The mess that Toutaku stirred up will take a bit of time to settle, no matter how it ended. But with the passage of time, the other magatama bearers grow restless, and by now it is rather apparent that fate isn't going to let them off the hook. Ten months after the conclusion of Toutaku's mess, the students at Yoshuu High and Kyoshou Academy are preparing for a little "skirmish" of their own.

Even if they are destined for death, they will not go silently. So as tensions rise and warriors assemble between these two schools to the north, it looks as though a death match is all but inevitable.

[Historic Conditions]

Both schools have had ample time to prepare for what should be the decisive clash which will determine the fate of the north districts. Yoshuu High, led by the rather indecisive Enshou Honsho, has a decisive numerical advantage as far as combat capable students goes. On the other hand, Kyoshou Academy, led by Sousou Moutoku, has an immeasurable depth of talent. There is a rumour that Sousou may harbour a

dangerous spirit within him as well, which only adds to the uncertainty regarding this battle's outcome.

Neither side particularly tolerates third party intervention, and both are prepared to remove external obstacles before going at each other – in fact, they'll prioritize the elimination of any outsider over the other party. The magatama demands this clash after all. Yoshuu has a particularly insidious network of assassins, so anyone going against them should be wary of routine hit squads. On the other hand, Sousou has a preference for setting up geographical traps…regardless of whether civilians are involved. Be wary that these grow in intensity the longer the conflict extends.

[Special Condition RP >100]

Historically, the army of Cao Cao overcame a massive numerical deficit through a series of tactical victories, extensive subterfuge, and sheer dumb luck in terms of Yuan Shao's indecisive nature. The man who has inherited his magatama, Sousou, is well aware of this, and has made substantial preparations in advance.

He intends to have nothing but a complete victory, regardless of how many kids need to die for it. The sooner the conflict ends, the sooner he can address the real issues at hand. To this end, even if the entire Yoshuu High is erased from the continent, the ends will still justify the means.

Smuggling incendiaries into the school won't be a challenge considering very few people would expect students to be organizing arson activities. But just in case, Sousou has decided to attack from another angle as well, by framing the students of Yoshuu High with various crimes. Given the nature of warriors and their destructive brawls, that won't prove too difficult either.

This effectively hampers Yoshuu's ability to fight, and also makes Enshou significantly more hesitant to engage the forces of Kyoshou Academy. With Yoshuu at a disadvantage to begin with, all Sousou needs to do is hammer in the final nail on the coffin…

[Special Condition DP >100]

An anomaly which may warrant suspicion that somebody else is watching your activity, as the conflict between the two schools begins, an abnormally strong tropical storm makes landfall. While this doesn't change either school's plans, and the fight continues as normal, the situation has now definitely taken a turn for the worse.

On a positive note, the tropical storm means that most civilians will be out of the way. On the other hand, the storm itself will likely result in civilian casualties. Fighting inside a raging storm is also not the best idea, especially for people without much experience to speak of. The storm shifts in intensity as the fight goes on, but it does not dissipate until this conflict is resolved in one way or another.

To make matters worse, if any of the yellow turban gang members are still alive, they'll also show up to take part in the chaos. Throwing homemade explosives in the middle of a storm is probably a very bad idea. If Ryofu or Toutaku survived on the other hand, they'll also show up, eager to take part in the action. Now free from the twists and turns of fate, these folks have grown immensely in strength. It would be strongly advised not to pursue either of them, especially not if you have to take care of the students from the two schools.

[Key Figure]

The leader of the other faction is Sousou Moutoku, a dangerous man with deep ambitions, perhaps affected a little too much by the spirit within his magatama. His personal guards alone are formidable and more than a match for most warriors when they work together. However, the man himself possesses a dragon spirit, one that boasts extreme destructive power…the power to dominate the land as it sees fit. Befitting one who would take up the legacy of Cao Cao, Sousou is not afraid of defeat.

Just as Cao Cao did, Sousou grows steadily stronger with each defeat. His knack for avoiding fatal situations will become more apparent with each encounter, to the point where he is seemingly blessed with unbelievable amounts of luck. Be wary that should Sousou fall in battle, his dragon spirit will immediately take over, destroying the surroundings before retreating.

Not unlike the historic rendition of this battle, the outcome is largely dependent on the condition of Kyoshou Academy's students. Once the conflict begins, for each time that Sousou is struck down and his dragon spirit is released, it will result in 10 DP, up to a maximum of 50 DP. Interfere with Sousou too many times, and Enshou will likely win, regardless of how indecisive he is. Should Enshou win, Kyoshou Academy will go into a full retreat to recover from their losses…but being as indecisive as he is, Enshou won't move to pursue either. After all, he's already won in name.

[Historic Resolution – Enshou Honsho is Killed.]

Year 200 was a tumultuous year, marking the conclusion of a long campaign, and the establishment of what would later become Cao Wei. But it was not without necessary sacrifices, and the warlord Yuan Shao was one such stepping stone, one of the last hurdles to overcome before the north could be pacified.

The man who has inherited his magatama, Enshou Honsho, is no different. Without the pacification of Yoshuu, the "north" district will never have any peace. Relative peace in this case, but civilians won't care as long as the fighting stops for a little while. All this fuss with warriors and brawls has been destroying the community as of late.

Enshou isn't anybody particularly noteworthy, unlike the other warriors up until now. Truthfully, he appears to be the magatama bearer most adverse to the whole affair. If

he could toss it aside and live a normal school life he probably would. But on the other hand, his greed knows no bounds…and the temptation of seizing control of nearby schools is too great for him to pass up.

Getting to him through his sizeable force may be difficult, and he is rather content to sit back and wait for his subordinates to do most of the work. Should Enshou die within a span of 4 months however, the battle for the north is effectively over, and this results in 50 RP. Should he manage to survive on the other hand beyond the allotted time, this instead results in 50 DP. If Sousou's plans are left undisturbed, he will assuredly kill Enshou within the allotted time.

Period 208 – Of Bridges and Pyres

Regardless of how the northern schools fared in their struggle against one another, it was always known that eventually the fight would envelop the schools to the south as well. After all, this was how things had happened before, and certainly now, it looks as though this will be happening again.

Eight months following the conclusion of the battle in the north, enough time for Kyoshou High to recover from their previous conflict, Sousou's sights are now set on the schools in the south. Of these schools, only Nanyo and Seito Academy are sufficiently prepared to counter Kyoshou's attack. But the centerpiece of this conflict is not Sousou, but a girl who should have died a long time ago, as far as the history books would say.

The time draws near for dragons to clash with one another.

[Historic Conditions]

Ry

[Special Conditions RP > 100]

ry

[Special Conditions DP > 100]

Ry

[Key Figures]

Ry

[Historic Resolution – Kyoshou Academy is Defeated]

Even if Sousou would have it otherwise, history is very clear about how the first clash between Kyoshou, Nanyo and Seito will come to pass.

Off the Beaten Path, 光陰如箭 (Optional)

It doesn't take much thought for one to realize that there is something very peculiar about this re-enactment. For one thing, it doesn't make much sense to re-enact what happened in ancient China on the island nation of Japan, much less to isolate the re-enactment within a very specific portion of a single prefecture.

Considering the nature of the magatama, one would have thought that it would have been much more logical that spirits of Japanese warlords would have been trapped inside instead of ancient Chinese warlords. Unfortunately, if you've been keeping your ears open for word of any magatama related activities elsewhere, you'll find that soon after the clash between the three schools…odd events will start to pop up.

The news reports of school brawls should already be a rather significant hint. But if you have any background in Japanese history, then the names Yoshitsune and Benkei will likely draw your attention. The fact that they seem to be targeting those who possess the magatama is another point for concern, especially if you or your companions bear magatama themselves. There's one thing that you should be wary of – both of these re-enactments will start simultaneously…and the ensuing chaos might grow to envelop more than just the region you've been in up until now.

Period ??? Afternoon Thunder
[Historic Conditions] Both **[Special Condition RP >100]** Historically, **[Special Condition DP >100]** An **[Key Figure]** The **[Historic Resolution – Oda Nobunaga is Victorious]**

Period ??? East versus West

[Historic Conditions]

Ry

[Special Conditions RP > 100]

ry

[Special Conditions DP > 100]

Ry

[Key Figures]

Ry

[Historic Resolution – Tokugawa Ieyasu takes Control]

Even

THE BLACK DRAGON, 逆我者死

The three schools may have clashed once, but so long as the magatama exist, so long as warriors can be chosen, the act must go on. Of the three kingdoms, none can be the victor, so as long as one lives, the act must go on. The final outcome of the battle between the three schools may have shifted away from its historic course, but not long after its conclusion, the magatama will draw everyone in to start the conflict anew.

No matter how far the warriors may go to resist their fate, death waits patiently.

Regardless of whether the dragon spirit magatama changed hands – the three of them will move against one another once more. Kyoshou, Seito, and Nanyo are fated to clash with each other…until only one school remains.

At least, that's what they think. If this re-enactment goes to plan, the outcome may just surpass everyone's expectations… If it doesn't, then even the Heavens won't be able to tell what comes next.

Period 214 – A Tale to Scare Children
[Historic Conditions] Both

[Special Condition RP >100]

Historically,

[Special Condition DP >100]

An

[Key Figure]

The

[Historic Resolution – Nanyo is Completely Defeated]

Period 219 – Farewell to a Legend

[Historic Conditions]

Ry

[Special Conditions RP > 100]

ry

[Special Conditions DP > 100]

Ry

[Key Figures]

Ry

[Historic Resolution – Unchou Kan-u Dies]

Even

Period 222 – Of Blood and Fire

[Historic Conditions]

Ry

[Special Conditions RP > 100]

ry

[Special Conditions DP > 100]

Ry
[Key Figures] Ry [Historic Resolution – Seito is Defeated] Even

THE END OF THREE KINGDOMS, 天昏地暗

If history were to have its way, by now Kyoshou would be standing triumphant over the rest. Sousou may be dead, but his ambition would have fallen into the hands of another – somebody with far greater intellect, somebody with far greater guile. But history is history – and it belongs in books and tales. What you have ahead of you is a battle, by now you should be well versed in steering battles away from their intended outcomes…the one ahead of you will be the most difficult one yet.

This farce is coming to its end – and the window of opportunity for the magatama to complete the re-enactment is closing. As you might expect, the folks pulling the strings behind the scenes won't be too happy with this outcome. One full year after the last battle…the preparations for the final re-enactment come into place and at long last, a final victor from amongst the Warriors will be decided. Hopefully you'll have made every preparation you need in the time given to you.

Very soon, metropolitan Tokyo will be engulfed in conflict, and this time, there will be no cards held back.

Period 234 – The Stars Fall

[Historic Conditions]

Ry

[Special Conditions RP > 100]

ry

[Special Conditions DP > 100]

Ry

[Key Figures]

Ry

[Historic Resolution – Koumei Shokatsuryou Dies]

Even

THE CURTAINS FALL, 求仁得仁

As the battle dies down, the last re-enactment sequence ends.

It looks like for the rest of your time here, the magatama won't compel anyone to fight again. Their "will" has fallen silent, perhaps waiting for the re-enactment to start anew in the decades to come. Perhaps now would be the right time to destroy them, perhaps the re-enactment needs to occur again later down the line.

As a victor…no, as a survivor, you have the freedom to make that choice. But by now you should know, that having the freedom to make the choice and having the strength to turn it into action are two different things.

Historically, the decisive campaign between the kingdoms of Shu and Wei that hit a climax at Wu Zhang Plains marked the last major series of battles in the Three Kingdoms Era. Though there would be further battles to follow between the three kingdoms, with Shu's retreat, the way had already been paved for the final victor. But that victor was not to be Cao Wei.

No, the victor was to be Jin – a legacy that would be left by Sima Yi. Not any of the great warlords who fought to pacify the line, but the strategist who proved himself to be the equal of the one who would become a legend.

But by now, you may have already proven that this re-enactment is nothing but a farce. The fact that you remain alive may be enough to prove that "fate" is not so immutable. The magatama, however strong their compulsion was, did not take into account that the world is a much vaster place now than back in 184 AD.

With the re-enactment coming to an end, you'll find a strange parcel arriving to you by courier one day. Hopefully the courier didn't have to travel too far to find you. Inside is a note penned by Threnos, and a smaller present box, presumably the matter of your compensation.

Threnos' note is curt. *It's been an amusing several years.* Being a participant, "amusing" might not be how you would describe it. It seems that you're now free to spend the rest of your time here however you'd like.

Depending on the final outcome, you'll find that what's inside the box may be one of three different things.

Conditional	Inside the Box	Threnos' Note
DP > 200	Seven Gem Sword	A sword made to assassinate a tyrant, but twice it was unable to find its mark. The blade is ornate, but the patterns on it are designed

		such that blood never lingers after it pierces its victims. Despite failing to kill two tyrants, the enchantments on this sword have strengthened over time, allowing it to cleave through magical protection with ease. Even those protected by "fate" can be pierced with this sword, provided its user possesses the skill to handle it properly.
RP > 200	Sanguoqi Board	Sanguoqi is, for all intents and purposes, a modified variant of existing Chinese Chess. While the rules are largely the same, the dynamics shift considerably the moment a third force is introduced. This board itself can be used for its more mundane purposes of course, but the magic within it allows for one to "steer" individuals about. By assigning individuals to a piece – it is possible for you to move them externally by moving that piece. The process for assigning these things is a simple one – requiring the acceptance of the individual to be controlled, as well as the individual pulling the strings. As long as the relationship is established, the board can also be used to determine if a piece is under threat – which should give you ample time to respond if you're paying attention.
All Otherwise	The Wooden Statue	A statue made such that even the deceased could come back to inspire fear in the living. The statue itself, when inactive, resembles a normal human mannequin. Once activated however, the features of the statue will shift to resemble a living human – the exact features depending on the individual targeted for "copying". The more material exposed to the mannequin in terms of history, personality, and physical traits, the more lifelike the personification becomes. Copying the individual's skills becomes possible at a reduced effectiveness. However, regardless of how lifelike the mannequin becomes – it cannot break beyond what was exposed to it, and to mimic a different individual will require the destruction of the existing "persona".

[IN CONCLUSION]

Time's up, and it's time to make your choice as to what comes ahead.

GO HOME

- Return back to Earth with everything in your possession

STAY HERE

- Stay in this variation of Earth with everything in your possession
- Optionally, merge the Earth you came from and this one together.

ANOTHER LEAP FORWARD

- Continue onto the next world

Notes

Ikki Tousen Jump

General Notes:

>The Matter of Colors

The colors reflect the “ranking” and general power of the individual – like a power warning to people nearby essentially. The ranks go as follows:

S Rank - Seven Colors // Special A Rank – Transparent // A Rank – Gold // B Rank – Silver // C Rank – Scarlet // D Rank – White // E Rank - Green (or Jade)

However, outside of providing an aesthetic (and of course as general warning), the colors are not often mentioned within the story at all.

>Dragon Spirit Inheritor

>Just to clarify, the tied to recurring history thing just applies to this jump because of how important spirit inheritors are here (I think?) right?

Yes.

>Adopting Fate

>What qualifies as a spirit in future jumps?

Ghosts, spirits, and such. Much easier time if they're human.

>The Dragon Lies Dormant

>Exactly what is the difference between purchasing this and being a "regular" dragon spirit inheritor? Would it be redundant to be one and purchase it?

If you already have a dragon spirit, and you can afford another slot, you can technically have two. Otherwise, if you're an inheritor you don't need it, it's mostly there as a failsafe option for non inheritors.

>Dragon Jade

>Is it actually a chain or something?

It's actually the same form as the old Chinese imperial seal which was a rectangular block with a dragon sculpture on top.

But yes, it's a physical object manifesting spectral chains and not like bike chains. If you want it to be bike chains you'll probably need some item manipulation perks from elsewhere.

Are dragon spirits just nameless generic dragons?

Essentially yes, even the dragon spirits in series aren't named, though "Water Dragon" / "Thunder Dragon" are monikers given to them due to their traits.

Can we use Foreign Spirit to get a dragon from a myth provided that its not stronger than the normal dragons?

But I'd have to say no on the Foreign Spirit part since that's what The Dragon Lies Dormant is for. The importance of the dragon spirits in this series is rather substantial, and they're essential "one tier higher" than normal spirits.

Backgrounds

***Civilian –** Drop in substitute, designed to allow for some degree of "fitting in" while breaking away from the system established by the main plot.

***Warrior** – Combat oriented background, aligned with the strength and durability shown by their equivalents in plot.

***Strategist** – Tactics oriented background, aligned with the flexibility and planning shown by their equivalents in plot.

***Inheritor –** A locked background reflecting the few critical characters that the plot surrounds.

Perks

CIVILIAN PERKS

1	Among the Masses	*A slight boost to your ability to blend in and helps reduce the likelihood that anyone spots you in a crowd.
2	Street Basics	*Improves your general ability in fighting in close quarters, as well as your proficiency with using non weapons as weapons. *Small boost to your overall reaction speed.
4	Close Game Life	*Your abilities improve based upon how risky your current situation is. *Danger senses – proximity based
6	The Shifting Fates	*Substantially reduces the impact that "fate" based events have upon you. *Your presence skews the effect that "fate" has on others, reducing the severity of consequences that it has on them. *For this ability to function you need to be physically close to them and also be aware of what "fate" has in store for them. Should you leave, "fate" will resume its hold on them again.

WARRIOR PERKS

1	Resilience & Resolve	*A slight boost to your willpower as well as your physical

		durability, and reduces the impact of mental control in various forms against you.
2	Infusion	*Grants an elementary level of mastery over ki energy, or improves your ability in such arts should you already possess it. *At this level, can be used to externally coat weapons to enhance them physically.
4	One Against a Thousand	*Your abilities improve based on how outnumbered you are, though after a certain number you won't see much of a difference. *To a lesser degree, the more opponents you defeat in rapid succession, the stronger your body seems to become.
6	Wild Dance of the Spirit God	*Manifests your fighting spirit, initially in the form of an aura that reduces the strength of attack or spell – fatal blows will be reduced down to severe damage, regardless of their nature. *With more time, the aura can be refined and moulded into a shape, an animal or something similar. Can fight autonomously to a small degree with the same range you have.

STRATEGIST PERKS

1	The Flow of History	*A slight boost to your ability to analyze any situation at hand as well as your general ability to anticipate how a situation will unfold. *Also improves your general understanding of local history.
2	Adaptation of Legends	*Allows you to create personas by learning from history stories. You can temporarily disguise yourself as the historic individual, a disguise that improves the more details you know. *Can fool the untrained eye easily, and it takes someone who knows history to peel aside the façade in front of others. A badly made adaptation will make others sense something could be off. *Also allows you to masquerade in the form of others with this knowledge. How quickly you are found out will be dependent on your own proficiency and how much you know about them.
4	Marionette Messiah	*Allows you to remotely control individuals as long as they are willing. You can decide how much control of their own bodies they retain *While controlling them, you can disguise their physical

		appearance remotely, provided you have the ability to disguise yourself. *Under full control, you perceive the world entirely through them. As the degree of control reduces, you receive a mixture of information from your own body and theirs.
6	Adopting Fate	*You can perceive ancient spirits, and allow them to possess you. The more renown these spirits had, the stronger the effect of the possession. *While possessed, you'll gain all of their knowledge, and a fragment of their abilities. *If you happen to be controlling anybody by remote, you can have ancient spirits possess them as well, but the effect is weakened the further they are from you. *While possessed, your disguises improve dramatically, so long as the disguise and the possessing spirit align with one another.

DRAGON SPIRIT INHERITOR PERKS

0	Borrowing the Elements	*Choose a natural element, your proficiency in this element increases substantially, and you develop a large resistance towards this element. *You can absorb elemental forces from nearby, provided they are aligned to the same element as you. *For more outlandish elements, see the Magatama modifications
0	Reflecting Nature	*Each Inheritor possesses specific emotional traits that become exaggerated when their dragon takes over. *For instance, Liu Bei is self-harming whereas Mengde is destructive. *Pick a single emotion – the more you indulge in this emotion, the stronger your powers become. *The more you indulge however, the less control and awareness you'll have over your own actions until you run completely rampant. *If you successfully tame your dragon spirit through sheer will, the risk of rampancy decreases dramatically.
1	Sleeping Dragon	*Dramatic boost to your spiritual and physical energy. *If you suffer a grievous amount of damage, or experience a very substantial level of mental trauma, the dragon spirit within will awaken. *You'll immediately run rampant, but for a brief period, your physical capabilities are dramatically boosted in all

		regards. *While the dragon is still in control, any damage you deal will heal your wounds to a small degree.
1	One Who Breaks Supremacy	*Allows you to break the mental domination effects of a dragon, regardless of whether the dragon belongs to you or another. *This can affect those who have been possessed or controlled by anything similar nearby. *Expends more energy to lift stronger control effects, stuns the controller when there is an active connection between the individual controlled and the controller.
1	The Elements, Revealed	*Allows you to see elemental forces and spiritual energy in other people, and the environment around you. *Improves your efficiency in extracting natural energy out of the environment *You can filter some of your elemental energy into others to enhance them for a brief period of time.
2	The Dragon Wakes	*Allows your inner dragon to fully possess you without going into rampancy. *So long as it is active, your health and energy will replenish at substantially high rates, but excess energy will surge out into your surroundings in the form of your primary element adopted. *Your manifested dragon boosts significantly the effects of your chosen element, but as a dragon, you also suffer from any weaknesses a dragon may have. *Techniques effective against dragons are particularly effective against you.
2	Isshoukenmei	*Allows you to willingly enter into a mental state where you only have a single objective in mind. *In this state you are completely immune to the effects of any form of control, and the effect of magic is significantly reduced on you. *The mental state is released upon the objective being met, or you actively releasing it, but it can't be activated in rapid succession without draining your energy to complete exhaustion. *If you have the ability to put your energy into others, you can use this to affect another individual with a similar mental state. If the objective is not to their liking however they can attempt to resist your control to some extent.

2	The Will of Heaven	*Give up a portion of your own spiritual energy into another individual. While you can eventually build the energy back, the donation is a permanent one. *Permanently weakens you until you gain enough energy through other means to recover. *This creates a new inheritor – they won't have any perks besides the basic benefits the dragon spirit conveys, but they can manifest a dragon just like you, with their choice of elemental focus. *If the new Inheritor is too weak, they will frequently run rampant.
6	Adopting Fate	*You can perceive ancient spirits, and allow them to possess you. The more renown these spirits had, the stronger the effect of the possession. *While possessed, you'll gain all of their knowledge, and a fragment of their abilities. *If you happen to be controlling anybody by remote, you can have ancient spirits possess them as well, but the effect is weakened the further they are from you. *While possessed, your disguises improve dramatically, so long as the disguise and the possessing spirit align with one another.

AUXILIARY PERKS

0.5	A Bountiful Inheritance	*Refines and strengthens a specific part of your body – refinement doesn't necessarily mean it has become physically stronger, and as such, this can be interpreted as making a part of your body more appealing in some other fashion (size enhancement, size decreases, body hardening, whatnot) *Can be taken multiple times.
1	Center of Gravity	*Freely shifts your center of gravity, allowing you to orient yourself in different fashions or maintain your balance even in normally unfeasible situations. *You shrug off physical attempts to disorient you with ease – but this doesn't account for spells
1	Unorthodox Handling	*Makes it feasible to handle weapons expertly using abnormal body parts – thighs, feet, elbow grip – and other such parts that people would normally not expect a person to be using a weapon from.
1	Cast Off Your Chains	*Reduces the fatality of your blows to a point where the target's clothing takes the majority of the damage.

2*	Finding Your Center	*Designates a point from which ki begins to circulate through the rest of the body. Releasing ki externally from this point is also most efficient, in contrast to a distal body part. *This can be taken multiple times for greater flow – but requires A Bountiful Inheritance taken for that body part.