

In the midst of the Industrial Revolution, the world has nearly completely taken over by what the Japanse know as Kabane, superhuman zombies that can spread their infection with a single bite. Those of humanity that are still alive have hidden themselves behind giant stone walls. As travel in the wild became borderline impossible when entire populations scour the lands in hordes, railways supporting huge armoured trains are the only way people can travel large distances with any kind of safety.

Kabane are rather hard to kill, dying only to decapitation or complete destruction of their lead caged hearts. Even then, it will usually take numerous bullets in the same place to actually decapitate or puncture said organ. This world uses steam power to make up the foundation of its technology.

You enter this world just a few days before a Hayajiros comes crashing through the gates of Aragane Station.

Have 1000CP to start you on your journey.

Location:

Pay 50CP to choose where you start or roll 1d6

1. **Kongoukaku:** The most well defended location of the Shogun, and one of the safest places you could start at. This is a giant city surrounded by vast walls that houses thousands of people. This place is also known for its extensive research on the Kabane, trying to find out everything they can about them in order to remove the threat.
2. **Aragane Station:** Hometown of the main cast, soon to be overrun by the Kabane when a rogue train crashes into the station. This city is one of many that dot the land, a safe haven from the zombie hoards outside. Surrounding this city is a large river that acts as a moat, meaning the only way in or out is one of the various railway tracks that connect to the outside via drawbridge.
3. **Yashiro Station:** A mining station that recently was recently taken over by a fused colony, a massive Kabane monster made up of hundreds of Kabane fused together. There were few people in here even before they were exterminated. A death sentence unless you can get out quickly. Luckily the Fused Colony has entered a light form of hibernation so if you are careful you can avoid waking up the beast.
4. **Hayajiros:** You start the jump on a travelling Hayajiro, a giant armoured train that travel over this island country. This thing is more like a tank on tracks than any ordinary kind of train and usually ends up splattered with the blood of the countless Kabane that throw themselves at it while trying to get at the humans aboard. You happen to appear in an empty cabin, away from prying eyes, but it won't stay like that for long.
5. **The Wild:** A random point in the wilds of Japan, days away from the nearest piece of civilisation. I hope you can find civilisation soon, before the Kabane find you, for they are never far away from human life.
6. **Free Choice:** Choose anywhere you wish to appear in this world.

Origin

Choose your gender now. Roll 1d8+15 for age or pay 50 CP to choose.

Drop In [Free]:

You appear in this world with nothing more than the clothes on your back and the stuff that you purchase here. With no memories to guide you nor friends to ask for help, barring those you bring into this world, it will be up to you to dig out your own corner in this world. Good luck.

Steamsmith [Free]:

One of many others, you are a steamsmith, someone who is in charge of maintaining and repairing the Hayajiros, armoured steam trains. From repairs to maintenance to driving the train itself, you could be in any number of roles. In this world of steam power you are one of the more valuable members of society, even if not by much

Bushi [Free]:

Where the steamsmiths work to keep the trains operational, you act to protect both the trains and the people. You are part of a group of warriors who have been trained to fight against the Kabane. Your responsibilities include the safeguarding and protection of the citizens sheltering in various stations and Hayajiro.

Hunter [Free or -200]:

Where the Bushi protect you are the wolf that hunts down the corpses out there in the wastes. You are either a part of the Liberator's own group or you’re a sole survivor who has become something much more. Hunter’s may choose to pay 200 CP to start with the Kabaneri perk already and memories of mastering those abilities already in place.

Perks

All Perks and Items of their proper Origins are half-off, with 100 CP Perks and Items being Free instead.

General

Kabaneri [400]:

At some point in the past you were bitten and infected by a Kabane, but managed to prevent the infection from reaching your brain. As a consequence you have the rationality of a human, combined with the inhuman abilities of a Kabane. This grants drastically increased speed, strength, toughness, and superhuman levels of healing as well as encases your heart in a cage of 'iron' which is said to be stronger than steel by some. Your body is granted a flat boost in virtually all physical fields, everything from strength to pain resistance sees a fair boost.

Most Kabaneri must place a restraint at their neck to keep blood flow to the brain slightly held back, even a ribbon is enough, and each time they release this restraint they can access the same levels of superhuman ability see in the Kabane but doing so allows the virus to take them further from their humanity and closer to becoming Kabane proper. You, however, do not have that problem and can act without a restraint for however long you wish, though pushing the body beyond its normal level of enhancement to the proportionally superior version experienced by 'unrestrained' Kabaneri will be a great exercise of your body, so to be blunt it's pushing beyond the reasonable limits of your body for a short lived power-up state.

Drop in

Once a Thief [100]:

You have a knack for finding hidden little spots that allow you to hide from the Kabane, or other pursuers. From dimly lit little holes in the floor to wooden rafters in the roof, you'll quickly be able to suss out the various hiding places where you can stuff yourself with a quickness. However, beyond that you have the skill and ability to blend in with crowds of people with such ease it's honestly astonishing that anyone wouldn't point you out for how fast you move through the press and fleece a few of the people as you go. You're a fair hand at all the skills needed to be a thief in this era, just in case right?

Adaptation [200]:

As is required for most, you are rather fluid to surviving in different environments. From wooded forests to smoggy industrial towns, you quickly find your grounding wherever you go. This will be of great help in this zombie infested world as the constant threat of the Kabane means that settlements will occasionally be overrun and leave many fleeing refugees. This can leave people who used to live in mansions now living in tents in the slums comfortably. In addition to that you are also able to adapt to new policies with great fluidity and skill, easily avoiding potentially dangerous pratfalls both politically and physically. You could earn a living as an honest merchant really, were it not for the corpses walking around screwing things up.

Lone Wolf [400]:

Most humans wouldn't survive out in the wilds, caught up in the space between points on a map that have been filled with the Kabane, but you are different. You not only manage to survive out there, among the living corpses that many think are nigh unbeatable, but you thrive in environments where most would find it a challenge to see the next dawn. Where most would find each day a drain on their mental and physical endurance you instead manage to make it into something that aids in the upkeep of your reserves, incorporating training into every moment of survival as you move through the world. Atop this you have excellent skills in the arts of being a hunter and living off the land.

Shinobi [600]:

Where the Bushi have managed to adapt their Way of Bow and Sword to this new era of walking corpses and steam technology, so too have you gained a similarly adapted series of skills and abilities with a more clandestine origin. It is said that you can easily blend with any of the non-Bushi populous and live easily for however long it takes before you are needed, which is true. It is said that you are silent as a passing breeze, with a heart as calm as a cloudless sky, and a mind able to take in the horrors of reality and always come out stable and centered, also true. The art of silent murder are yours from poison, lightning quick decapitations, iron wire techniques, traps, and more your personal skill with killing in dishonorable ways are as varied as the stars in the sky. Atop all of this you have a specialized skill set when it comes to being a steamsmith, basically just enough to make and upkeep specialized tools of your newly adapted trade, for while the Bushi may get to trust a steamsmith a Shinobi must deal in secrecy.

Steamsmith

The Fruits of Labour [100]:

Not overly large, yet still noticeable, these are the muscles of someone used to long days of hard labour. These compressed muscles could put you on par with any bodybuilder, with the added benefit of not getting in the way of mobility. In addition you've got the kind of rugged physique that is to be expected of a person who has endured hard labor their entire life and as such your health is actually quite good.

Steam Tech [200]:

As any good steamsmith needs, the knowledge on the science and manufacture of steam related machinery is now yours. You have great working knowledge of the intricacies and potential of steam tech. This extends to the workings of the miniature boiler packs and jet rifles of the Bushi as well as the innermost workings of the trains by which the entire Japanese world survives. With but water and enough iron you could build your own train all on your own.

Scrapyard Scavenger [400]:

Often while you are out in the world you will not have access to your usual tools. This would be an insurmountable hurdle for many, but not for you. You are now able to make use of whatever tools and objects are in your environment in unconventional ways such as to make up for the lack of proper tools. Improvised screwdrivers, scrap anvils and makeshift blowtorches are all well within your skill range and even better you know how to make the tools to make the tools of anything you can create with you won skill and effort. And with the basics made, you could maybe start to build some more complex tools.

Ahead of the Curve [600]:

In times of war your technology can, and will, make all the difference. As such, you'll want to be constantly building better forms of it. Lucky you have quite the talent for inventing solutions to your problems. You'll be able to apply your whatever knowledge you have to great effect when designing new technology. Using your knowledge of steam to make new steam weapons is as simple as seeing the need to do so and working on it, mass production of your works being a problem can be solved easily enough with a few months of work, and even branching into other fields you know of like bow craft and steam tech coming together, is completely viable. Even strange or esoteric knowledge, like the fact that the 'heart metal' of all Kabane is harder than any sword known yet, can spawn new and exotic upgrades to your technology, and all of it is easy enough to teach to a neophyte in a few months of training

Bushi

Will of Steel [100]:

The Kabane may have hearts of steel but you have a will to match. How else could you face down an army of superhuman zombies armed with nothing but a sword and steam gun? Even when you know you are hopelessly outnumbered and outgunned, you can still stand strong. Your mind and spirit can take a lot more in general than what most humans could and still keep the appearance of full function, though in truth this is merely just a staggering amount of mental fortitude and no true replacement for good mental health.

Pain Tolerance [200]:

You may be able to feel pain, but you are unaffected by it. Pain is merely information of where you have been hurt, no longer a debilitating force. No longer will a deep wound distract you with the pain. You can marshal yourself easily even in the face of the oncoming attacks that have split your blood before and even the most mortal wounds won't stop you from following through with your actions, even if they do kill you.

Samurai Skills [400]:

As a samurai, it is a requirement that you know how to work with weaponry. After years of practice you have gained quite the talent for using the blade, and guns for that matter, since now is the age of steam and Kabane. You could easily fight a person faster and stronger than yourself with a single sword to their pair and merely come out of the fight cut up instead of instantly diced to mincemeat, your acumen could allow you to fire a rifle rapidly upon the same point time after time, and your skill with motivating troops could be considered nothing if not top notch.

Rokkon Shojo [600]:

Purfication of the Six Perceptions, that is the rough translation for this phrase and it embodies the truth that the Bushi have come to push for. That killing the Kabane is allowing them free from their bodies to once more reincarnate into the world for another try at life. This understanding is not lost on others and while they may use the phrase as a buzzword you know the truth of the matter. Each life ended is a life saved from the hellish life of being trapped in one's own body, each cut is a step towards truly being free of this hellish era.

Functionally this allows you to choose a goal or philosophy and the purity of this belief manifests itself in actions being emphasized and becoming better when you or others act to support it, so that everyone comes together under a single banner and survive this dark time. A Bushi can expect his strikes to hit repeatedly in the same spot over and over again, a Steamsmith could expect to craft weapons and tools at speeds rivaling technology seen perhaps a century from now, a Liberator could hunt down the Kabane for over a decade with little to no support, and the Kabneri among the believers can be expected to go longer in their unrestrained states than anyone would expect and come back from the experience.

Hunter:

It Was Fear [100]:

You have a knack for planning ahead that could be said to be fighting. Your mind is able to strategize and compile tactics at a frankly terrifying rate and you won't be without a backup plan or two if the worst comes to the worst. It was fear of the unknown that taught you how to think so far ahead, so be prepared for that too.

Frontliner Skillset [200]:

The Bushi hide behind walls and only draw their swords at the last possible second but Hunters like you are different. Able to flow from ranged and melee combat as easily as breathing, to ride down the Kabane with weapons that at the cutting edge of development, and to adapt to the changing tactics and strategies used by anyone above you easily you are the epitome of what a Hunter is. Your body has grown strong enough to cut through a grown man's arm in one blow and tough enough to be thrown off of a fast moving vehicle with little more than a few fractures instead of the breaks others would normally earn.

The Science in Black and White [400]:

You're mind is blindingly brilliant in a number of ways but one of those bright points that has been polished to a monstrous luster is the sciences known only to the Hunters. The scientific understanding of the Kabane which could allow you to evolve a Kabenari into a higher state, turn normal people en masse into Kabenari, or even develop a system of using a Kabane's heart to create a perfect engine. All of this lore is yours to know and use however you personally wish, though you are sure there are many who would hunt down such a mind.

Liberator [600]:

Actions speak louder than words and thus you have the ability to lead by example. However, while others might often misinterpret the actions of the individual for you this is impossible. Those who hear of your actions will most often interpret your actions as you personally wish them to, seeing your actions in the light you most want them too, though people already suspicious of your actions won't suddenly think you're a good guy they'll see you saving those people you saved as a good thing and might wanna investigate things more.

More than this, though, is the ability to command and unify the 'common' peoples with your words, actions, and just outright misinformation where necessary. A country of peasants is easily swayed by the image of a hero tirelessly rescuing them after all, and if their adulations get you steadily closer to your goals then so much the better. In general you have an astonishing amount of control over the public reception of your actions and words.

Kabaneri

Hidden Features [100]:

The Kabane are marked by their glowing eyes, red veins that seem filled with fire, and a dusky grey pallor. You have developed the ability to hide and reveal your more inhuman features at will in order to better blend in. This will become harder to control as more of your inhuman power is used, but it's good for keeping the normal folk from forming entire mobs to kill you dead.

Quenched Thirst [200]:

A normal Kabaneri requires blood to prevent themselves from turning into a Kabane, you do not. Normal food can now be used to quell the infection. Ingesting blood will instead give a small boost to your abilities, and a small amount can keep you fed for days. Other such weaknesses are glossed over in a similar manner, such as food being a more general term where you don't really have to count carbs but more or less sate the hunger itself.

Unbreakable [400]:

The same material that protects your heart has spread to the rest of your organs and bones, wrapping them up in a protective layer. Now others will find even dismemberment to be a challenge. Weirdly you are even more agile on your feet now, when most would assume that having literally steel in your skeleton would slow you down. While simple this flat boost to your survivability is not to underestimated, in this world there is only one word for you, unbreakable. It would take kissing a speeding Hayajiro to kill you for certain at this point, even then you may yet survive getting hit in the face with a building sized armored train hitting you at roughly ninety kilometers per hour head on.

Skill Taken [600]:

You are rather special, even for a Kabaneri. Like the Wazatori, Kabane who have learned to fight on the level of Bushi through continued experiences, you also have the enhanced mirror neurons of the Kabanri cranked to eleven, allowing you to not only survive a fight but learn from it at an incredible speed. You could watch a person go through a complex sword technique and do it yourself after seeing it only once, though do be warned that copying a single technique doesn't prepare you for counters nor does it train you in *when* to use such complex techniques.

This gift for battlefield competence also extends to allowing you to come to terms with new experiences with startling celerity. You could get over the death of lifelong comrades in a few hours, learn from your teacher what usually takes months in days, get over suicidal depression within moments of contemplation, and even learn how to fight with absolute clarity even in the midst of a adrenal high so strong your heart is shredding under the force of its own beats.

Items

All Perks and Items of their proper Origins are half-off, with 100 CP Perks and Items being Free instead. You may import similar vehicles/weapons into appropriate equivalents.

General

Suicide Bag [Free]

Hope you do not need to use this yourself. Placing this bag over your heart and pulling the lead will cause a shaped charge to explode and blow out your heart. A prefered death than becoming a Kabane to most. You always seem to have one on hand when you intend to reach for one. Also they make for great improvised explosives in a pinch.

Hayajiro [400]:

Like a tank, but on rails. You have managed to obtain your own Hayajiro, fully stocked and ready to roll. Initially this has ten empty carrier carriages, each just as sturdy as the last and ready to be retrofitted with whatever they need. You get 500CP to spend on upgrades for the train alone. Unless said otherwise, upgrades can be bought multiple times.

Drop In

Traditional Garb [100]:

This is a large cart filled with the traditional garb of this time period. A little of everything can be found in the piles; from cute kimonos and tradition geta to pieces of the traditional armor worn by Bushi. It seems to have at least enough to start a small shop with and you can move it quite quickly too, as it comes with a nice fit oxen to drag it.

Supplies [200]:

A vast quantity of quality rations, soup stocks, dried herbs, smoked meats, and most importantly rice can be found in a big box that seems to turn up when you need to show it folks, or eat. It does seem to be enough to last around a month or so when used, if you were to feed an entire Hayajiro crew and some civilians on the side, but another box will turn up eventually during the next months when the times get lean again.

Koe no Katachi [400]:

The basic technology of the steam rifles is quite simple when one thinks on it. Similar to the principle of an airgun, but with steam, so if a person wished to create a vastly more powerful version of the weapon all they would have to do is increase the variables; heavier shot, more water, and hotter vaporizers. This beast is the result of such a thought being put into practice. Nearly two meters long this is less a rifle and

more a man-portable cannon which fires jet shells in near silence so hard that the half kilogram rivets the weapon uses tears Kabane limbs off casually and can easily punch through four or five Kanbane before losing killing power, though killing those four or five with one shot would be up to your own skills.

The Iron Fortress Astride the Waves [600]:

The innovation of the Hayajiro, the armored trains used by the Japanese to transport their supplies, didn't happen overnight and there were other alternative that could have been taken. This is one of those alternatives made real. Of a similar design of the grand Hayajiro this is an ironclad style warship which is capable of sailing upon open water as well as being a masterfully crafted armored weapon able to sheath together it's various composite parts like any proper Hayajiro, making any other attachments just as sea worthy as the Cabin itself. (Counts as a Hayajiro Purchase for the Hayajiro Customization below)

Steamsmith

The Engine of Difference [100]:

A strange work that seems to be written by some foreigner but it includes expert details on the use of steam technology and the teachings within are perfectly able to turn a complete neophyte the fine art of steam smithing in a fraction of the time it usually takes. It's also a solid read about the origins of an experimental system called the Difference Engine.

Steamshop [200]

Equipped with acks of large metal cylinders filled with an assortment of gases for use in the various pieces of equipment in this world. This is a small hut's, or room, worth of machinery, tools, and resources to build and work the craft with few problems. This workshop comes with proper iron and coal stores among the various other things needed to make proper steam based technology. These will refill each week.

Tsuranuki Zutsu [400]

The weapon of choice of Ikoma, a combination of high pressured steam injected into a cartridge of gunpowder creates a needle-like explosive reaction that can bore through both cage and heart of a Kabane with ease, although at the cost of having to use it right next to the target due to its near nonexistent range.

The Fortress that Builds [600]:

This is a grand Hayajiro built with an industrial foundry able to do all it's repair work, up to and including machining your own parts, on the roll. Supposedly, it was built to become a mobile line clearing machine, going before the other trains and barely ever stopping unless supplies were needed, but the entire thing was scraped.

Bushi

Steam Bow [100]

A steam powered bow, giving any arrow fired from it an extra kick, letting it travel further and punch through metal fairly easily. With a quiver of Kabane-iron tipped arrows that refills on the weekly you've got a monster of a bow, though it might take some practice with actual bows and some wrist weights to get used to lugging the thing around, it's a bit heavier that you'd expect a simple bow to be, obviously.

The Way of the Bushi [200]:

A foundational work on the true nature of a Bushi. This interesting text lays out not only the foundations of the training regimen that has fought off Kabane with middling success for over two decades but also the inner workings of the Bushi's philosophical teachings. With this you could quite easily be able to teach people how to match the skills of the average Bushi.

Kabane Blade [400]:

This black blade glows with the red rage of the Kabane through volcanic 'viens'. Forged with the iron from a Kabane heart and sharpened enough to slice through two inch thick slabs of steel barcade, this extremely durable blade is more than capable of killing Kabanes with ease. On its own this weapon would be able to behead or cut to the heart of any Kabane foe, but in the hands of a true Bushi this blade could easily be used to cut down dozens of the walking corpses.

The City Whose Walls Will Not Fall [600]:

A station-city which keeps itself safe through the tried and true methods of this world. They check for bites religiously, the Bushi are good people who rule fairly, and the peasantry make sure to work hard to see theme and their defenders fed through the years as they go by. Completely self-sustaining and able to fight of a siege that has lasted over two decades this is your city. This is a city whose soul is strong and their collectively behind you as their liege lord in question.

Hunter

Exotic Weapons and Armor [100]

The weapons used by the Hunters are often foreign imports, boasting an arsenal that ranges from heavy American knives to Kukari to other strange weaposn. Perhaps this is to mark them as different from the normal Bushi but they, and now you, carry one of the most unique weapons stores in this world of walking corpses. Whilst every last thing is mundane in every way these exotic wepons and armors come from cultures far from the shores of Nippon.

Steamcycle [200]

While horses are still used by more conventional Bushi you have access to better means of transportation. A wide wheeled form of motorbike that runs on the same steam technology as the rest of this world this is the new answer to cavalry battles and you have a rugged example that can move as fast as a Hayajiro, roughly eventy to a hundred kilometers per hour on average, and somehow not get too caught up upon the immeasurably rugged terrain. Stable enough to glide through the nigh roadless grounds of Japan with ease and yet tough enough to run down Kabane that get in the way. Truly a feat of engineering genius.

Liberator Labs [400]

These stark white rooms contain within them the culmination of over two decades of research into the true nature of the Kabaneri and their creation. With just the equipment found here a person could create an army of superior soldiers from the stock of the peasentry without any trouble at all. Given time and proper research even more advanced forms of the Kabaneri transformations and evolutions could be discovered and researched.

The Living Hayajiro [600]:

While the people of this world have only just started to understand the nature of the Kabaneri those who have known for longer periods of time have created vastly different forms of technology, such as this behemoth. This is a Hayajiro build out of Kabane-Iron and whose heart is a literal Kabane heart powering the workings of the entire train as easily as the massively innovative McRucky Engines of the other Hayajiro. Tougher by far this Hayajiro supports a vast infrastructure for the deployment of anti-Kabane forces.

Kabaneri

Shoot of Blood [100]:

A replenishing bamboo shoot filled with human blood. Good for helping the Kabaneri or maybe even distracting the Kabane, as they are attracted to blood. Refills to full each day.

Inhibitor [200]:

A small necklace. While worn, the Kabane virus will not be able to get close to your head, but will also weaken powers when worn. Useful for Kabaneri to remain in control of themselves, or helping turn people into Kabaneri in the first place.

Stone of the River [400]:

It's simple, albeit pretty, pair of rocks that you've come across from somewhere. With this you could easily hand it over to a significant person in your life, someone you care for, and should either of you end up in a situation where your deaths are near certain you or they can shirk that fate and it will be passed to

the other person, allowing one to get away while the other somehow seems to gravitate to the fate that the other had thrown away.

Box of Black and White [600]:

This is a briefcase which contains two highly important vials.

The vial of white blood can negate the effects of the black blood, or even cure a normal Kabaneri. Not to mock the importance of the former but the latter use of this liquid is of special interest as the plague has been slowly but surely consuming the world and destroying it.

The vial of black blood turns target into a standard Black blooded Kabaneri. To start with this greatly increases all the abilities of a Kabaneri, granting them super strength and speed. Your resistance to temperature will dramatically increase, as will your durability, and your regeneration will also triple in speed. In addition, through an act of will the Kabaneri can become like the Black Smoke Kabane and gather corpses around themselves to become a colossus which will allow you to tear down walls like the meters thick protections around the cities of humanity with frightening ease. Their strength and power grows with each body ‘added’ to their own. A word of warning this grand act can’t last more than perhaps an hour and will leave the user on the waking edge of exhaustion for days afterwards.

Simply inject someone with either of the vials, using a handy apparatus that is kept also within the briefcase, for them to take effect. These will refill if used after a year.

Hayajiro Customisation

You may choose to import other vehicles into this if you wish, incorporating their own abilities into this one.

Extra Carriage [50]:

Exactly what it sounds like; your train increases by one carriage, giving you just that little bit more space and customisation. These act just like the original ten carriages in that you can customise them using the below options with whatever you wish.

Living Space [50]:

Who wants to stay on a dull train with nothing to do for days? One of the carriages has been outfitted with a ton of equipment of your choice. This could be a kitchen, a gaming room, or maybe even a library.

Stable [50]:

One of the carriages has been changed so that it can now hold livestock comfortably. From pigs and sheep to horses that your men will ride.

Greenhouse[50]

One of the carriages now comes stocked with plant life that ranges from food to flowers. Lush with life, it may be a paradise in a sea of despair when compared to the outside world.

Gun turrets [50]:

Each carriage now has its own gun turret along the side. While not necessarily powerful enough to kill them, it should be able to force them back and thin the crowd some.

Mobile Hospital [100]:

This carriage has been specially equipped for the treatment of wounded or sick soldiers. Do try not to bring any people infected by the Kabane in though.

Roof Cannon [100]:

On top of one of the carriages is now a large cannon, ready to fire massive shells that will kill Kabane by the dozens. It could even be used to severely damage a Fused Colony

Tank tracks [100]:

Your train now has the ability to change it’s wheels into that of a tanks, letting it travel off the tracks at reduced speed.

Reinforced Walls [100]:

The walls of your train are now twice as thick and able to withstand significantly more damage. Somehow this has not slowed down the speed of the train at all.

Wall Saws [100]:

Bristling along the front, sides, and roof of the train are now dozens of retractable razor sharp saw blades. Any attacking forces will have a nightmare of a time trying to board the train once these are deployed.

Crane [100]:

Atop one of the carriages is now a medium sized crane. This can be used for clearing obstructs or moving large objects.

Prison Cells [100]:

One of your carriages has been changed into that of a prison. Even more heavily armoured then the rest of the train so that there is minimal risk of breakouts.

Crew [100]:

Aboard your train is a small contingent of steamsmith followers who will help with the running and care of the train. They will work to fix any damage and clean any mess.

Companions

The Crew [50]:

Import or create up to 8 companions into the jump for 50 CP each. The each gain 600 CP to buy what they wish.

Canon Companion [100]:

If you can manage to convince them to leave this apocalyptic world for greener pastures, you may take a canon character with you when you move on.

Kabaneri Guard [100]:

You gain you own customisable Kabaneri guard, from looks to personality. Use 700 CP to build their character.

Drawbacks

Distrust [+100]

People tend to distrust you for some reason. Why, you are never quite sure. While some people may give you the benefit of the doubt, they will be few and far inbetween. First encounters will be a hassle and a half.

Bilingual [+100]

Being bilingual isn't a drawback right? Well, it is when seemingly every other word you switch language. Others will probably find it pretty hard to understand you.

Persistent Virus [+200]

You have gotten infected at some point. This is a rather unfortunate infection though, as it has mutated and now does not grant any extra strength, in exchange for much more doggedly targeting the brain. Try not to let it infect you full.

Glowing Heart [+200]

Kabaneri usually have several distinct tells for their existence. One is their skin becoming an ashy colour. Their heart visibly glows through their chest and their veins can glow a similar colour when excited. You have all this dialed up to max constantly. Your skin is almost inhumanely gray, and your veins glow nonstop. Anyone could mistake you for a Kabane.

Kabane Bait [+200]

Something about you draws Kabane in from miles around. You will likely want to avoid staying in one place for too long. Kabaneri will be able to sense you, though to a lesser extent.

Broken Ideology [+200]

You have picked up a rather odd ideology. In your mind, the strong live and the weak die. This will have a decidedly negative impact on how you interact with people, and what they think of you should they learn of your ideology.

Never Ending [+300]

No matter how many Kabane you kill, there always seems to be more. Even if you kill all the Kabane in the world, some person will end up having had a dormant version inside them and cause a whole new outbreak within a few weeks. Even when no more humans walk the earth, Kabane still seem to pop out of the very ground. This means that you will never properly clear an area of their scourge.

Fused Colony [+300]

A city killer. This giant monster is made up of hundreds of kabane all fused together. Easily larger than most buildings, it can climb past the protective walls of cities with ease and can shrug off most small arms fire. And one appears to be following you wherever you go. Unlike normal Fused Colonies though, this one doesn't appear to have a singular heart. You will need to make sure every Kabane that makes it up dies if you want to get rid of it for good. That will buy you a year's reprieve, before the next one shows up.

Rise of the Wazatori [+600]

Many of the Kabane are starting to gain or regain their skills. They are becoming smarter, and not in a good way. A single Wazatori is enough to kill dozens of skilled samurai. I hope you are prepared for a doomed world, for now Wazatori will be turning up by the dozen.

The End

The ten years have passed, the jump is now over. What will you do?

Stay: Maybe you want to stay here, in this apocalyptic world

Go: Maybe you want to move on to other jumps, other world

Home: Or maybe you just want to finally return home, tired of the death and war.

Originally by Lone Valkyrie

Adopted by Genius-Anon.

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