
Yuuna
and the
Haunted
Hot
Springs
JUMP
STORY & ART
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Yuragi-sō no Yūna-san

Welcome Jumper, to a world of extraordinary people and powerful supernatural beings. For many people, the spirits and demons are nothing more than legends, but for others, there are always monsters lurking in the shadows ready to induce in their perversions and cause mayhem.

Thankfully for humanity, the peace of the human world is safeguarded by several organizations, both national and worldwide scope, who maintain the peace by purging the evil spirits before they can cause harm to humanity.

On the Youkai side, the island of Japan is currently in a standstill between the great powers known as the Three Big Families and has been so for at least a thousand years. The Great War between the Eastern Youkai, led by the Tenko clan, and the Western Youkai, under the command of the Yoinozaka clan, had their battle for supremacy of the supernatural world halted by the entry of the humans of the Yatahagane clan and their incredible spiritual power.

But after a hundred years after the last confirmed sighting of the Yatahagane, the tensions between the two old rivals have escalated to the point that a war could spark again at any moment now.

Now, two years after the last major frustrated conflict between the two sides, you find yourself in this world, arriving at the city of Yukemuri, famous for its hot springs. You arrive the same day that the psychic Fuyuzora Kogarashi would register in the Yuragi Inn.

You have 1000 Choice Points (CP) to spend on your time here.

Origins

Select one of the following origins. You may choose any origin to act as a drop-in, entering this world without any previous memories.

You may choose any age that fits your Origin and Race. Additionally, you can freely pick your gender for this jump, or maintain your previous one.

Student

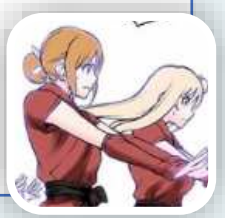


You are currently a high school student, completely oblivious or barely informed of the goings of the supernatural world. Currently you are enrolled in the Yukemuri High School. Luckily for you, your high school life is going to become way more interesting as certain new students will begin to attend your school.

Ninja

The Chuuna Clan is an organization of ninjas that protect humanity from the evil spirits threatening Japan. Originating from the Chuuna Village, this organization has ties and friendly relationships with most of the supernatural world in Japan, although their actual power is rather low compared to the rest of the local power houses, relaying usually in teamwork and cleverness to defeat the superior evil spirits or demons.

Normally the Chuuna Ninja only admit human females among their ranks, but the current times are demanding a new expansion in their abilities to face the looming threat of an all-out war in the supernatural world, so they may make an exception in your case. Or you could just be a family member.



Eastern Forces



The Eastern Forces represent the Tenko Clan of the Three Big Families, as well as their supporters and allies in their war for supremacy over the spiritual world, currently controlling the Eastern half of Japan, based in Tokyo. The Tenko and their allies prefer subtlety and skill over brute force, are often more adept in conspiracies and assassinations.

Western Forces

On the other hand, the Western Forces represent the Yoinozaka Clan of the Three Big Families and their allies that control the Western half of Japan, with Kyoto as one of their strongholds. Known for their brute strength, these descendants of the Oni Shuten Doji and their allies currently boast some of the most powerful military might in the supernatural Japan.



Supernatural World



Besides the Three Big Families and their allies, there are many other independent supernatural entities in Japan, either due to their individual strength that guarantees their independence, such as the Ryuuma Clan, or simply due to their frugal nature, as it is the case with the Cat Gods. Needless to say, evil spirits rarely have any affiliation either.

Races

Select one of the following. Some races may be combined.

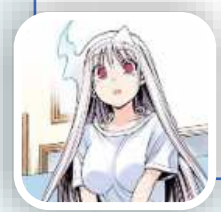
Human (Free)

You are human with awakened psychic potential. You can see and interact with the spiritual world, but you can also be easily possessed by spirits if you don't have the proper training. You can also combine this race with any of the other races to become a human-hybrid, although this won't give you any advantages or disadvantages.



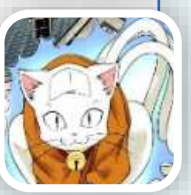
Earth-bound spirit (Free)

You died at some point before your 'arrival' in this world, but thanks to some powerful regret that you held, you became stuck to the mortal plane and are now a ghost. You seem to be a particularly powerful spirit, as you can maintain a perfect human form. Those without enough psychic potential cannot see you, but you possess the ability of freely interact with the world. Just like the Human option, the Earth-Bound Spirit can be combined with other races in this section, basically making you a ghost version of those species.



Cat God (100 CP, Free Supernatural World)

Cat Gods are species of powerful spirits that usually possess different human hosts throughout their lives and live inside of them for most of the time. They are usually known for being free spirits, not establishing ties with any faction, and possess a wide variety of magical abilities, like transformation and the ability to erase their presence or the presence of others near them. You can be a relatively old Cat God if you want, allowing you to speak human languages.



Tengu (100 CP, Free for Western Forces)

The Tengus are known for their black crow wings that they can summon from their backs and their yellow eyes, but most of them are actually human looking besides those attributes. They are proficient wind magic users. Currently, the Hiougi Clan of Tengus is in control of the demons in the region of Kyoto.



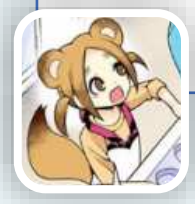
Succubus (100 CP, free for Supernatural World)

The Succubi are a race of demons that can manipulate people's lust and dreams, as well as being adept in the art of creating illusions. The eyes of a succubus also hold a special charming power that will make most of those who lay eyes on them, unless properly covered either by physical or magical means, be overcome by lust for the succubus. Indirect eye contact may just result in mild feelings of attraction.



Bakedanuki (100 CP, Free for Supernatural World)

The Bakedanuki are a race of small child-like humanoids with tanuki ears and tail. They posses great shapeshifting abilities and illusion magic. Usually, once they have grown enough at the age of five years, they can permanently transform into human adults using their leaf talismans and seamlessly integrate into human society.



Oni (200 CP, Free for Western Forces)

Onis are well known for their incredible physical strength and the red and large forehead horns that appear when they are projecting their power. They are capable of projecting large spiritual energy attacks.



Tenko/Kitsune (200 CP, Free for Eastern Forces)

The Tenko were originally mediums, who let the powerful fox spirits inhabit their bodies. They usually have a generally lower Spirit Power compared to the members of the other families but make up for it with their creativity and skill in manipulating spiritual energies.

Alternatively, you may be a Kitsune, a race of supernatural beings that share the appearance of the Tenko and are affiliated to their clan, possessing similar skills and abilities. Unlike the Tenko, however, their fox traits are a natural part of them that they may hide through leaf talismans, not the result of being host of fox spirits.



God-Type Spirit (600 CP, discount Supernatural World)

God-type spirits are local spirits revered as deities, usually in control of one fundamental aspect of the region, such as the Black Dragon Gods of the Ryuma Clan who control the Ryuma lake and the local rains and waters. Other alternatives for this option would be mountain or forest gods, who are in charge of the prosperity of large surfaces, or sea gods, who receive offerings from the local fishermen and coastal villages. They usually have influence over an element and can control it over immense areas, such as creating storms, stopping rain or commanding the local fauna or vegetation.

God-Types are incredibly powerful spiritual existences, said to be more powerful than the entire Chuuna Ninja organization. At least without taking into account the potential of the current generation, and it would take the forces of the Three Big Families to challenge them.



Zashiki Warashi (400 CP, Discounted for Student)

This race of ageless youkai are known for acting as guardians of other families or clans, bringing prosperity and fortune to their households they reside in. They also possess the frightening ability to manipulate the fortune of others and themselves. By using this ability, even most of the mightiest enemies can be brought down by quite literally giving them 'all the bad luck in the world', or they can make themselves surpass impossible odds by giving themselves all the luck needed. The downside to this ability its counter-effect: creating misfortune will inevitably bring fortune to the target sooner or later, and creating fortune will inevitably bring misfortune as well.



Perks

General

Soft Ghosts (Free for everyone)



Everyone in this world is at least good-looking, and you aren't an exception. Whether you are a cute child, a handsome young man or a woman with rocking body proportions, you are bound to draw at least quite a few looks from those of your opposite sex. If you want to, you may also give yourself some of the crazy hair-styles, facial markings, or eye patterns from this world.

Additionally, you may use the colorful style of this world in future jumps if you wish so.

Spirit Power (Free for everyone)

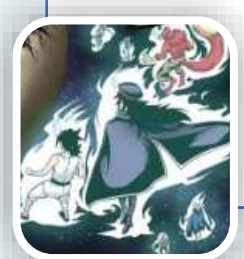
Spirit Power is the basis of the power of this world. It allows the usage of magic, spiritual techniques and interaction with non-corporeal entities such as earthbound ghosts and evil spirits. Great accumulations of Spiritual Power can also be used to enhance the user's strength and senses to super-human levels.

For non-corporeal beings, this level of Spirit Power allows them to freely interact with the material world. Additionally, users of Spirit Power naturally form a defensive barrier around their bodies that makes them resistant to physical and spiritual attacks, but the potency varies depending on their actual Spirit Power.

As a final note, you should keep in mind that in most cases, Spirit Power takes a long time to naturally regenerate if spent too exhaustively, especially if your maximum power is large enough.



Transcendental (400 CP, Free God-Type Spirit)



Among the supernatural beings of the entire world, you currently stand among the cream of the crop. You possess a vast spiritual energy that wouldn't be out of place among the leaders of the Three Big Families or even some of the strongest local deities. If you are already acquainted with the supernatural world, your name is certainly known in the supernatural community, and if you aren't, you are bound to soon gain the same fame.

Just like the previous perk, this doesn't take into account your racial powers and other abilities or bonuses you may get via perks.

Basic Demon Slaying Techniques (100 CP, Free for Human and Ninja)

You have been trained in the basics of dealing with evil spirits and demons. You possess a great knowledge of their general capabilities, and how to deal with them if possible, along with the basics of how to perform exorcisms. This also makes you extremely resistant to unwilling possession, a problem for untrained mediums.



Musclehead (200 CP, Free for Oni)

You possess a strength that is way above the norm, fit for the strongest youkai races. You could easily defeat average Chuuna Ninjas and their spirit armors with casual punches, and your concentrated attacks could annihilate entire buildings.



Poltergeist (200 CP, Free for Earth Bound Spirit)

Poltergeists are the manifestation of a ghost to shape the world around using their spiritual power. Usually, this manifests as simple telekinesis, but more powerful ghosts or evil spirits can develop more exotic abilities, such as causing certain phenomena like destroying clothes in their vicinity, summoning certain objects, or forcing some events to happen after triggering a condition.



Teleportation Technique (200 CP, free for Tengu, Tenko, Kitsune and God-Type Spirit)

A magic ability that allows for the creation of portals towards the place the user has a clear mental image of or has been before. It can either be used to directly teleport someone or the user, or create portals of different sizes to allow multiple people to cross through different points. With enough mastery, it is possible to open multiple portals at the same time or forcibly teleport multiple targets.



Leaf Talismans (200 CP, Free for Tenko, Kitsune and Bakedanuki)

Leaf Talismans allow for a very versatile use of magic, stored in leaves cultivated by their user. Their power varies with the skill of the user, but their most impressive strength comes for their transformation techniques, allowing the creation or destruction of clothing, makeshift reparation of buildings, forceful shapeshifting, size modification and even transformation into inanimate objects.

The leaf talismans require careful cultivation, and the most powerful ones, such as the ones that could create replica bodies for spirits to inhabit, may require several days of work. Created leaf talismans can be instantly summoned into your hands and dispelled or activated with simple thought.



Illusion (200 CP, Free Cat Gods and Succubus)

You are decent user of illusion magic, allowing you to mess with the senses of others. This can range from making others seeing things that are not there, auditory illusions or even hiding your presence or the presence of others in a close area to yourself.



Spirit Armor (200 CP, Free for Ninja and Oni)

The Spirit Armor was originally a technique of the Yatahagane clan, it was soon leaked into the other clans. The Spirit Armor serves as much more complex and advanced version of the natural defensive barrier that those with Spirit Power possess. Once activated, the Spirit Armor will render the user immune to any techniques, from transformation to power sealing, they are all ineffective before a user of spirit armor, and it boasts a greater damage soaking and nullification than the standard defensive barrier. Both effects will last until the Spirit Armor is completely destroyed, and how resistant it is depends entirely on your current Spiritual Power.

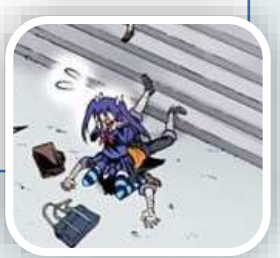
However, the Spirit Armor is far from invincible. The basic technique that you now know has several weaknesses, such as being susceptible to being forcibly canceled via spiritual communication or having small holes in your armor created by weaker attacks in order to being used as a gateway for bigger attacks.



With enough training, even those weaknesses may be waved away, and new usages can be discovered. Once you practice enough, you may even decide on what shape your spirit armor takes, being able to even use as your regular clothes.

Why Does This Always Happen? (200 CP)

You have been cursed, or blessed, to have constant accidents of a lewd nature when you are near the members of your preferred sex. Even worse, or better, they will often be involving nudity or some physical contact. This will obviously upset those around you at first, but if you apologize, they will hardly hold it against you, and with time almost everyone will pretty much get used them. These events are guaranteed to happen at least once a day. You can turn this on or off at the start of each jump.



Shogun (400 CP)

Is it your natural charisma? Your good looks? Your magnetic attitude? Your personal power? Whatever it is, it seems that you can't shake them off. And by them, I mean all those girls (or boys if that's what you prefer) who keep falling in love with you. You are a natural born when it comes to attracting those of your preferred sex. Your casual talks are able to charm most girls just after meeting them, and just helping them once will leave a lasting memory that will make their hearts race each time they remember it. Even your enemies may find themselves feeling a strong attraction to you after being defeated. And even if they haven't developed feelings for you, they are always more trusting and open towards you than they should be.

Not only that, but you are equally great on maintaining and pursuing those relationships. But convincing them to share into a shogun harem will be more complicated than just charming them. And with so many pursuers that you will surely accumulate, your life is bound to get interesting.



Student

So Many Things That I Want To Do (100 CP, Free for Student)

Maybe you had a hard early life, maybe you had many things couldn't experience in your past life or maybe you had been around for long enough to learn to appreciate the little things in life. Whatever the case, in this world of the supernatural and exceptional, you are always genuinely able to appreciate the most common pleasures. From a school trip, to a hot meal or a good bath, you have a child-like ability to always enjoy all of these.



Befriending The Unknown (100 CP, Free for Student)

Who ever said that the spiritual and the mortal worlds should be kept separate? No matter your nature or actual abilities, as long as you truly want it and are open minded enough, there are no barriers that can stop you from forming regular relationships between the mundane and the supernatural. Become pen pals with an invisible ghost, or be accepted among a group of superpowered warriors even if you are nothing more than a regular girl.



Satori Generation (200 CP, 100 CP for Student)

You got some great willpower, at least when it comes to resisting your most basic instincts. Attempts to entrance you using the pleasures of the flesh are usually doomed to failure, as you have always been able to muster enough power to not give in into something that you didn't actually want to. Even if the most beautiful members of for favored sex would be laying themselves naked before you, you will be able to push them away if you truly want to. Your willpower is such that you could even resist the influence of the eyes of a succubus.

This doesn't mean that you are completely immune to these attempts and offers, but unless you are actually interested in someone, or facing a truly powerful mind-altering influence, you will be able to shrug off most attempts of seduction and act without being controlled by your lower parts.



Girl Power Monster (200 CP, 100 CP for Student)

The aura of elegance, gentleness and style around you is unmatched by none. From your incredible looks that border the supernatural, to your almost regal presence, you will surely be both loved and admired by many regardless of sex. No matter where you go, you are bound to become at least a local idol. Even trying to downplay yourself and hide your features becomes almost an impossible task, your natural presence still drawing others towards you.



Tons of Cat Gods! (400 CP, 200 CP for Student)

You seem to be predestined to be friends with a type of animal of your choosing. You are naturally able to be in the good graces of any animal of that same kind that you cross paths with, and you are even able to understand and communicate with them. This not only limited to their mundane version, but also extends to the supernatural and even divine versions of said animals, who may possess you, or form a similar contract, giving you access to some of their powers.

Finally, in times of need, you may even summon all of those spiritual beings that you made friends with to come to your aid.



I Was Once Possessed By A Spirit (400 CP, 200 CP for Student)

You certainly had a troublesome childhood, being possessed by all sorts of spirits who used you as a way to fulfill their goals. Now that is no longer a problem for you, but all those years being possessed by spirits have left you with all of their skills. Long story short, you are basically a master of all trades. There is little to none mundane ability that you haven't mastered, from cooking to skate dancing to carpentry and cheating in dice games.



You even have learned abilities such as Qi fighting, allowing you to fight against supernatural beings even without the need of psychic powers.

Yatahagane's Successor (600 CP, 300 CP for Student)

Whether you were trained by the Sixth Yatahagane or gained these techniques somehow elsewhere, it doesn't matter. You have gained the legendary technique of the Yatahagane clan, which allowed the members of this family to compete in equal terms with the entire forces of the supernatural world. This ability, called Limitless Training, allows one to cultivate their maximum spiritual power without a limit, with every training, fight or even attack. The Yatahaganes are capable of using this power to one-shot even some of the transcendentals, and their defensive barrier is almost impenetrable.

This, however comes with several weaknesses: the 'Limitless Training' technique gives you no extra natural recovery for your accumulated spiritual power, so once spent, you must either train again to regain it or search for external sources to fill your increased spiritual power pool. You also have no innate talent to use this massive raw power, and your defensive barrier gives you no defense to techniques. You start with a level of Spiritual Power on the level of Fuyuzora Kogarashi.



Ninja

Ninja At Night (100 CP, Free for Ninja)

Many ninjas do not actually dedicate their entire life to fight the supernatural. As such, you are able to pull of the feat of combining both mundane work and life and your responsibilities as a protector of the mundane world without overstressing yourself. In short, you have superb organizational skills.



Friends In The Neighborhood (100 CP, Free for Ninja)

While ninjas defend the human world from the threats of the supernatural, it is also true that there are many innocent spiritual beings and other non-human creatures that live in human society without causing any harm. And there is also the part where Chuuna Ninjas lack the firepower to actually put any big threats down. As such, you will usually be treated as a friendly and non-threatening party towards most supernatural societies, even being capable of requesting favors and help from them. They are not forced to agree, but they will at least hear you out.



Mission Support (200 CP, 100 CP for Ninja)

Not all ninjas are actually suited for taking the field. Some have skills more suited for supporting others in their dangerous missions rather than fighting on themselves, becoming a true one-woman command center. You have all sorts of techniques related to supporting ninja missions: you can use spiritual communication to act as a telepathy network to connect several people together as a radio, and even use different channels in the same system, as well as seeing what your linked-companions are seeing.

You also possess a great encyclopedic knowledge of the supernatural world, allowing you to easily discern the strengths and weaknesses of the enemies of those who you are supporting, as well as the optimal tactics to take them down.



Talismonger (200 CP, 100 CP for Ninja)

Talismans are one of the basic utility ítems for the ninja. Crafted usually in small papers or cloths, they are one use techniques stored for later activation or to trigger in certain conditions, such as contact. You are an expert crafter when it comes to the creation of talismans, able to make them out of basically any materials, and even in haste. You could even make a teleportation talisman from a carved piece of rock, all while avoiding the attacks of an enemy.



Additionally, the range of techniques that you can put in your talismans is incredibly wide, from technique cancellations, to power sealing or clothes destruction, you can become a fearsome enemy with enough preparation.

Supernatural Tech (400 CP, 200 CP for Ninja)

The Chuuna Ninja are not only known for their martial skills in keeping the peace in Japan, but also for creating many useful devices that mix both technology and spiritual energies. You could be considered a young prodigy in this area, as you can create a great variety of these artifacts: from tablets that can detected spiritual concentrations, to spiritual radars and glasses that allow non-mediums to see ghosts, you can create all of those and more. With enough study, you may even create items tailored to negate specific abilities of certain races.



Clan Teacher (400 CP, 200 CP for Ninja)

Maintaining an organization like the Chuuna Clan through the ages is not an easy task. New recruits need to be taught and prepared for combat from a young age. As a possibly former ninja yourself, you are an excellent teacher when it comes to passing down your previous knowledge, and you also possess the ability of awakening rather quickly the spiritual potential in others. Not only that, but your teachings will be also be able to be replicated by your students, they being capable of passing down this knowledge as well, and theirs being able to do the same.



This isn't just limited to teaching the basics, and you can also integrate into your teachings imitations of other techniques or powers that you know so they can be incorporated into the ninjitsu that you can pass down. Just like the Chuuna once stole and incorporated the Yatahagane's spirit armor to their basic techniques, you can also do the same with your own techniques.

Prideful Princess (600 CP, 300 CP for Ninja)

The Chuuna Ninja are quite possibly the weakest faction in the supernatural world in Japan. As such, they must make use of all they have at their disposal and compensate with skill and hard work. Among all the Chuuna Ninjas, you are a genius of your generation. Top of your class, you already possessed a mastery over most of the ninja techniques passed down by your clan at a very young age. Not content with that, you have both the disposition and sheer talent to keep advancing in your training at an astounding pace, quickly leaving any of your peers behind.

Lastly, you possess a great skill in battle, and are able to quickly come with effective countermeasures and exploits that would allow you to even go toe to toe with members of the Three Big Families if given just a day or two to train yourself.



Eastern Forces

Secrecy (100 CP, Free for Eastern Forces)

The Tenko Clan has always been the weakest of the Three Big Families. As such, their organization, power-bases and plans have always been airtight hidden from outsiders to the clan, even their allies being oblivious to most of their plans. You too possess this skill in hiding your operations and maintaining your conspiracies outside of the ears of your enemies.



Going With The Flow (100 CP, Free for Eastern Forces)

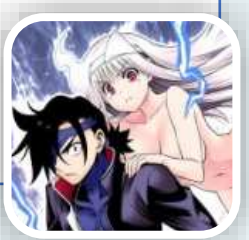


The truth is the Tenko clan is ruled by nothing more than the vengeful spirits of their ancestors. As such, even the living head of the clan has little authority over the clan matters and has no choice but to follow their orders, lest he be replaced. To survive in this environment, you excel at passing under the radar of your superiors, and even when they notice you, you are an expert on twisting their orders subtly enough to keep following your agenda even under their noses.

Universal Compatibility (200 CP, 100 CP for Eastern Forces)

Attempting to possess a vessel other than a medium is a complicated task, as it requires both parties to have a strong connection. Not for you, just like mediums are universal vessels, you are also universally compatible with others. As long as both parties are willing, you are able to easily possess someone, allowing both of you increase your spiritual power massively.

As a side effect, you have a knack for quickly warming up and making new friends with others.



They Will Come For You (200 CP, 100 CP for Eastern Forces)



The Tenko clan has always known that a straight fight is not where their strength is. As such, they have developed many assassination methods to deal with their enemies without risking a costly battle. You excel this area, with poisoning, sniping, infiltration and many other assassination techniques coming naturally to you, as well as having the cold blood needed to carry out these killings to further your cause.

Spirit Communication Hijacking (400 CP, 200 CP for Eastern Forces)

In a world of spiritual fighters, souls are usually hardly protected and can be easily exploited by those with enough skill. For individuals such as yourself, you find that directly manipulating the bodies and spirits of others through communicating with their souls is much easier than forcibly breaking through their defenses. With your skill level, you could do things such as directly cancel regular spirit armors by directly talking to their spirits and commanding their bodies to do so, although synchronizing enough with their spirit may take some seconds to pull off, especially if you need to pull it off mid-battle.

Likewise, you are able to apply your techniques to the soul of others, making them almost impossible to be dispelled. A transformation technique or curse embedded in someone's soul would take a titanic effort to be lifted, if your targets are even skilled enough to try to pull that off.



Pocket World Master (400 CP, 200 CP for Eastern Forces)

The Tenko Clan is renowned for their ability to make Pocket Worlds using leaf talismans. But even by their standards, you would be considered a master in this area. With no preparation, you are able to quickly create hidden Pocket Worlds and even bring inside several others or even entire buildings.

If you are allowed enough time to prepare, creating hidden worlds that can only be accessed under certain conditions, such as sharing blood with you, or cannot be escaped unless certain conditions are fulfilled, such as defeating you or besting you in a competition of your choosing, are things that you could easily pull off. Creating pocket worlds the size of massive cities that are nigh-impossible to break into would require more work and resources, but it would be a matter of time for you.



Finally, your skill is enough to even overwrite and take over the Pocket Worlds of your lessers, changing their barriers for your own.

Great Founder (600 CP, 300 CP for Eastern Forces)

You are one of the most brilliant minds to have ever blessed this world. Right now, only the founder of the Tenko Family, Tenko Byakuei, the legendary figure behind many spiritual techniques, would be able to call himself your equal.

Your talent is unparalleled when it comes to manipulating spiritual energy, allowing you to take down opponents much stronger than yourself by manipulating their souls or their true names to get past physical and spiritual barriers, and even take control of them. Not only that, you also have a technique repertoire on the same level as Byakuei's himself. That is to say, you can also use the Garandou Technique, an ability originally meant to seal evil spirits; it also lets you accumulate power by sealing all kinds of souls inside a giant sphere, allowing the user to even become immortal or increase their power many times over. Unlike regular Evil Spirit bodies, the Garandou can be largely disconnected from your body and it is almost impossible to trace back to you, save for comparing both of your spiritual waves.



Western Forces

Political Might (100 CP, Free for Western Forces)

Also called blackmailing. Just like the indisputable rulers of the Western Forces, the oni from the Yoinoza-ka clan, you have a natural talent when it comes to using your superior physical force to intimidate others into submission and do your bidding. Military alliances, arranged marriages and more can be easily forced on other parties by you as long you hold the supreme military might among those involved.



Let's Have a Spar! (100 CP, Free for Western Forces)

In the Western Forces, the strong reign supreme. And you know that you can only grow truly stronger by fighting those who are strong. You have a very easy time convincing those who would fit this category to engage in friendly spars with you, allowing you to experience battle without any enmity forming between you and your opponent.



Young Mistress (200 CP, 100 CP for Western Forces)

How glorious it is to serve under your wings. That is what most of your subordinates seem to think. As long as you treat them well enough, you will be capable of easily swaying the hearts of those working under you. Your minions will quickly grow to see you as more as an employer, and come to devote themselves to secure your happiness.



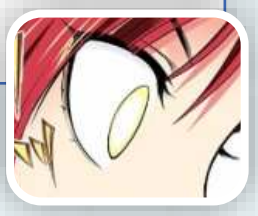
Easily Forgiven (200 CP, 100 CP for Western Forces)

Normally kidnappers, schemers and betrayers would be expelled from most groups, and those who suffer from their selfish acts would rarely want to have anything to do with them again, but that is not a rule that applies to you. You are capable of getting away with most crimes and betrayals of trust as long as you sincerely apologize to all the parties involved, and no real harm was done in the end.



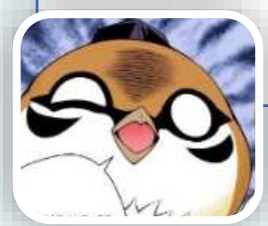
All Seeing Heavenly Eye (400 CP, 200 CP for Western Forces)

A natural-born and very rare supernatural power, it allows the user's eyes to see 'everything' in the world. This translates to a decent form of clairvoyance, allowing the user to search for concealed items or weapons, see all the living signatures on an island or even search through the world for a specific spiritual signature or location.



Thought Reading (400 CP, 200 CP for Western Forces)

An ancient technique of the Hiougi clan thought to have been lost in time, but recently rediscovered by their heir. The Thought Reading technique allows its user to read the surface thoughts of the people in their area when focusing on them. Useful for gaining intel, it is extremely difficult to hide information from the user. This ability can also be used in combat to help to counter those who have stealth abilities or greater speed than the user, by anticipating their movements and acting accordingly.



Multitude of Colors (600 CP, 300 CP for Western Forces)

Whether you are a full oni or not, it seems that you have the blood of the legendary Shuten Douji in you, and a quite potent concentration of it on top of that. This means that you have gained their incredibly unfair ability of turning food into supernatural energy. Such power allowed the Yoinozaka to reign as some of the strongest fighters in the world as they can easily increase and replenish their power merely by consuming food. As a side effect, they can easily maintain a great figure as their caloric excess directly fuels their energy reserves instead of accumulating in their bodies.

This ability gets more potent when it comes to consuming alcohol, and even more so if the said beverages are of high quality and concentration. But it seems that this power is especially potent in you, at least on the level of Yonoizaka Nonko, allowing you to not just consume alcohol to get massive power increases, but you can also summon and absorb the alcohol in the local area directly into your body, allowing you to absorb a thousand liters of booze and turning them into energy in one go. Additionally, you can store alcohol for battle for two days.



Supernatural World

Selfish Being (100 CP, Free for Supernatural World)

The Three Big Families? The Great War? It's not like any of those things have anything to do with you. You and your own are all that is needed in this world for you to be happy, and you make that pretty clear to others. As such, other groups tend to leave you and yours alone as long as you clearly are not an active threat to their interests.



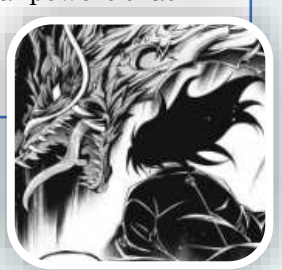
All For The Clan (100 CP, Free for Supernatural World)

From a young age, you have been taught that the well-being of your family always comes first. So when it comes to securing the safety of your family, your determination skyrockets. There is nothing that you will let stop you when you are working for the protection of your family, never giving up before any obstacles you encounter.



Draconic Inheritance (200 CP, 100 CP for Supernatural World)

Just like the mighty dragons, your seed seems to be very potent. You are capable of reproducing with basically any kind of being, even those who lack physical bodies such as the Earth bound spirits. Due to the intensity of your spiritual genes, those children will grow to inherit any spiritual and physical powers that you possess, a trait rather rare but usually found among dragons.



The God Blade (200 CP, 100 CP for Supernatural World)

The miracle of life is truly a curious thing. But for something as mighty as you, it seems that mere regular breeding is not enough to distribute your enormous power. By leaving behind a small portion of yourself, it will grow into a child who will be inheriting a spiritual power close to yours, but they will be lacking the vast majority of the abilities that could be passed down to your offspring or any other ability that you could have, although they will manifest at least some of them. Additionally, depending on which part of youy they are being born from, they will gain a personal power thematic to that part, such as the God Speed and the Blade Transformation abilities that Oboro inherited as the tail of the former Black Dragon God. The potency of that ability will be dependent on your own personal power at the moment of their conception.

You can only do this once per jump.



Lapace's Demon Eye (400 CP, 200 CP for Supernatural World)

Boasting an incredible power that surpass that which the human mind can regularly handle, one of your eyes has gained the power of Lapace's Demon Eye. With it, you can look at any point of the present, past and possible futures, and see everything down to atoms with excellent accuracy, with nothing being left hidden from you.

Naturally, this information is usually too much for human minds, so unless you possess a superhuman mind capable of handling this amount of raw data, or some other external aid to unload this information, trying to use this ability to look at full events will result in confusion as too much data overloads the user's mind. Such overload won't be harmful, but you won't be able to retain much information from it. On the other hand, using the eye to look for concrete details or pieces of information is fine.



Godspeed (400 CP, 200 CP for Supernatural World)

Like Dragon Blade Oboro, your speed and reflexes are nothing short of legendary. Even transcendental beings have a real hard time keeping track of your movements, and for those who are even less powerful than a transcendental, it would seem as if you were moving during stopped time. Truly, nothing short of mind reading, clairvoyance or a similar technique would be able to allow others in this world to keep up with your speed.



Super Dragon Elemental Form (600 CP, 300 CP for Supernatural World)

The Black Dragon Gods prided themselves in this legendary technique, only attainable be those of their bloodline, and only after training in a secret location for at least an entire year. Their technique allowed them to permanently give their bodies the properties of water. As such, they were basically immune to most physical attacks, except those with such overwhelming force that could destroy all of them at once, and they could transform their body or limbs into liquid or gaseous water constructs that could even re-form in the interior of an enemy, bypassing their spiritual barriers to cause massive damage. The Black Dragon Gods could even survive having most of their body destroyed, regenerating from a small portion of their total water mass, albeit by becoming smaller for the time being.

You have somehow gained a similar ability, whether due to some hidden draconic lineage or to your ingenuity. You may choose one of the four classical elements (water, fire, earth and wind) to transform your body into and gain these abilities.



Items

Student

Heiress (100 CP, Free for Student)

It seems that you have quite some wealthy parents or family members in this world, as they have seen fit to give you a monthly allowance equivalent to an average local salary. In future jumps, you will receive a similar income.



Landlady's Artifact Collection (200 CP, 100 CP for Student)

Why would you want to have this, Jumper? You have been gifted a collection of similar size and contents as the one accumulated by the Yuragi Inn's owner. That is, a collection of strange artifacts. Most of them are magical, and oftentimes cursed, but none of them are actually useful or harmful at all, being only good as party tricks or games. Most of them tend to cause incredibly lewd situations, so use them at your own risk.



Hot Springs Inn (400 CP, 200 CP for Student)

How could you leave this jump without taking with you some of the main local attractions? You are now the owner of a traditional Japanese inn built next to some natural outdoor hot springs. While it may not make much money, it is a large building with all the necessities to comfortably accommodate up to twenty people. Stranger than that, it seems to attract supernatural beings to visit or stay in it.

It comes with a not too powerful immortal youkai to act as caretaker and run the inn for you that will also follow you through your journeys. In future jumps, it will be placed at a location of your choice. It can also be attached to other properties that you own.



Kuroke Agency (600 CP, 300 CP for Student)

The Kuroke Agency is the global equivalent of the Chuuna Ninja. Made out of several types of supernatural beings, they have been closely working with the Yatahagane to keep the peace in the world for the last hundred years. Now, they have decided to also aid you in your efforts with their immense resources and contacts. You have at your call the aid of global reaching secret organizations with contacts in basically every supernatural super-power.

In future jumps, you will meet similar organizations willing to aid and support your cause.



Ninja

Tablet (100 CP, free for Ninja)

A small digital tablet that has been adapted to be able to detect supernatural energies. It can also combine local maps and spiritual communication to display the current positions of those connected with you.



Spiritual Energy Exchange Machine (200 CP, 100 CP for Ninja)

This octopus shaped machine is one of the inventions of the resourceful Chuuna Ninja. It allows the transfer and redistribution of spiritual power between up to eight people (one for each 'tentacle' of the machine). Incredibly useful when it comes to restoring the spiritual power of your allies or yourself, although the process is rather slow compared to the use of Spiritual Crystals.



Spirit Sealing Stone (400 CP, 200 CP for Ninja)

A powerful artifact has fallen in your hands. This stone allows you to completely seal the spiritual power of a target, as long as they don't have any active technique that would shield them, such as Spirit Armor. As long as the stone still exists, or you don't free them from the ability, they won't be able to use or generate any spiritual abilities. This effect could potentially turn permanent in human mediums or those especially susceptible to techniques.



(Not So) Secret Ninja Village (600 CP, 300 CP for Ninja)

You have become the hereditary leader of a village of ninjas similar to the Chuuna village. The villagers are mostly made up of female ninjas and their families, although most of the ninjas of the village will usually be distributed across the country, only returning to the village at certain times. The village has all the facilities necessary to sustain itself, as well as a school to train new ninja generations.

This village with follow you into future worlds, its operatives distributed across the country you decide to place it. The main goal of the village is to protect the mundane world, but they also are loyal to you as a leader and will aid you in your fights and projects to the best of their abilities.



Eastern Forces

Leaf Talisman Ingredients (100 CP, Free for Eastern Forces)

You have gained a renewable supply of prime leaf talismans ingredients. Usually growing all of these on your own could take you several weeks, but you will receive the equivalent of all that work monthly.



Artificial Spiritual Crystals (200 CP, 100 CP for Eastern Forces)

Spiritual Crystals are a rare item that store great amounts of spiritual power. Since only the Yoinozaka Clan can restore their spiritual power naturally at a great pace, these items are invaluable for other great fighters. The Tenko clan saw their rarity as a flaw in their power and undertook the creation of artificial replicas of the Spiritual Crystals. You have been given several of these prototypes, enough to fully restore your spiritual power. Keep in mind that these artificial spiritual crystals are bulkier than similar natural spiritual crystals of the same size, and they take some minutes to transfer their stored energy instead of being instantaneous like the natural ones.



You receive a shipment of these each month.

Reconnaissance Satellite (400 CP, 200 CP for Eastern Forces)

A massive piece of the Tenko's spiritual technology, this satellite allows the Tenko clan to keep track of their potential foes and enemies back in the Earth, for it can detect any powerful spiritual being and usages of spiritual power on the surface of the planet. Not only that, but it can also be used to track things such as the entry points of artificial worlds.



Home Dimension (600 CP, 300 CP for Eastern Forces)

You have come into the possession of a replica of the main Tenko Clan's artificial world that will follow you from now onwards. This state-of-the-art pocket dimension about the size of a large city contains all the infrastructure to support several hundreds of your clansmen, as well as being protected by a nigh-impenetrable barrier that only allows entry to those who you designate or who fulfill the conditions that you established.



You can instantly teleport from any given point to it, but you can also create teleportation runes in other places that allow those who you have whitelisted to enter and leave this pocket dimension.

Western Forces

A Gift of Me (100 CP, Free for Western Forces)

You seem to have a massive amount of miscellaneous items themed after yourself. From blankets with your image, to chocolate figurines with your (naked) shape, this large collection of items are sure to be the ideal gift to those you love. What better thing to give than something with the shape of the person they surely love as well?



This collection restocks and renews itself at the end of each month.

You Actually Have To Drink It (200 CP, 100 CP for Western Forces)

You have been granted a basically unlimited supply of Onigoroshi, a brand of strong sake loved by the Oni, and whose strong alcohol concentration is excellent for fueling the power of the Yoinozaka clan. You will receive a shipment of bottles equivalent to 1000 liters of Onigoroshi each week, at a location of your choosing.



If a certain mangaka were to know that you have this, surely it would be hard to shake her off.

Sparrow Tengu (400 CP, 200 CP for Western Forces)

At first glance, this small bird may not seem anything besides an ordinary sparrow if you overlook their small hat and their ability to talk. This is actually a youkai known as Sparrow Tengu, who unlike the other Tengu, has no ability to assume a human form.

While their ability to use spirit power offensively is basically rather low, they are completely loyal and dedicated to you. Not only that, but they seem to be quite skilled in learning spirit techniques, basically being able to reproduce and learn for themselves any spiritual technique that you could use, as well as investigating and learning more on their own in order to aid you. They will follow you into other worlds as a Follower without occupying any companion slots but may later be imported as a regular companion following the standard companion rules.



Clan Mansion (600 CP, 300 CP for Western Forces)

This is the main residence of your family, a large mansion staffed by around two dozen loyal members of your race that act as servants and guards. It is protected by several strong barriers that prevent divination and other hostile techniques being used on its interior. For some reason, it also has a large chapel built in it.

Additionally, it contains a large archive of the history and techniques of this world, accumulated by your family across generations. You could probably find some long-lost techniques in here if you were to look hard enough. And as this is a symbol of wealth, this purchase will also net you great financial resources in future worlds you go, such as the ownership of a large corporation.



Supernatural World

A Bunch of Offerings (100 CP, Free for Supernatural World)

A collection of foods appropriate to your local region that have been sacrificed to you or a divine being close to you. As time passes, you will keep getting a moderate amount of these, at least enough in total to feed a small family.



Shrine (200 CP, 100 CP for Supernatural World)

This Japanese shrine serves as a place of adoration to either yourself, if you happen to be a divine being, or those divine beings you are associated with. Aside for serving a place that collect offerings, it is also a place of reunion for those of your kind, allowing annual meetings of the local beings of your race.



It is staffed by various shrine maidens and priests who are loyal to you, although they will vary from world to world.

Nous (400 CP, 200 CP for Supernatural World)

The Nous are a type of advanced shikigami that boast great calculating abilities and can store truly massive amounts of data. Their main ability is that these shikigami can be used to simulate possible futures or pasts. The more data that is given to them, the more accurate the scenarios that they predict. They can also do the reverse and try to reverse calculate an entire timeline based on a description of a future.

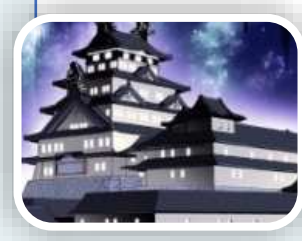
If someone were to use them in conjunction with an ability or item that could feed them a truly massive amounts of accurate data, their prediction ability would be close to prophetic, and it could even allow one to review any moment from the past and the future up to several decades.

You get a pair of Nous and can eventually create more with enough time and resources.



Lake Castle (600 CP, 300 CP for Supernatural World)

You are now the Lord of a Japanese styled castle hidden inside a subterranean cave with a large lake. This fortress is both difficult to reach and well defended, mostly by water themed youkai that patrol the area. Besides the large spaces and luxurious rooms, its most notable features are its training facilities, tailored to cultivate one's spirit power to new heights. Additionally, deep inside the castle's cave a secret cave is located. When meditating inside it for long periods of time, it is possible to discover or awaken new powerful techniques.



You can either add the cave and the castle to a property of your choosing or have it added to a location of your choosing.

Companions

Import/Create (50 CP per)

You may import a previous companion or design a new one for 50 CP, with no limit on how many you can import or create besides how much you are willing to pay. Each companion receives an origin and 600 CP to spend on races, perks and items, along with any freebies and discounts that they may be entitled to.

Canon (50 CP per)

It would be quite strange if you were to come out of this world alone, wouldn't it? By paying 50 CP, you may take anyone from this world with you, provided they accept your offer. To that end, you will be provided with several meetings in favorable conditions to you to help you out.

Ghosts that you companion will receive a human alt-form and will no longer be able to pass from the world by clearing their previous regrets in future worlds.

CUSTOM COMPANIONS

All custom companions receive 600 CP to spend on perks and items, as well as the origin and race from their description. You get one custom companion of your choosing for free, the next ones costing 100 CP each. Those who purchased the ***Shogun*** *perk may choose three custom companions for free instead.*

Ghostly Pen Pal

The ghost of a young girl that claims to have seen both of you together in a vision before her death. Now, she haunts your very own room, wherever the place is that you are currently living, dedicated to bring her vision into reality. All in all, she is incredibly kind-hearted and good natured, and such she is guaranteed to not turn into an evil no matter how much time she spends as a ghost. She is also incredibly clumsy when it comes to using her poltergeist powers. She is an Earth-bound Spirit and has the Student Origin.

Arranged Love

The Chuuna Ninja are always scouting for powerful spiritual users to secure the next generation of ninjas. It seems that you have met the qualifications of a particular ninja and her family, and have been accepted into the clan. Distant and with little feminine charm despite her stunning looks, it seems that you are the only person that she is capable of to open to and get some of the much needed peace from her Chuuna Ninja duties, a fact that she holds very dearly. She is a Human and has the Ninja origin.

Fan Club

A pair of girls with completely opposite personalities, one being a sports maniac and the other being obsessed with her own looks and fashion, that you have known since your childhood. Due to some event in your past, they have growth to admire you and have developed a deep crush on you. But instead of fighting over the same person, they have decided that their best chance is to cooperate in order to get to you. Due to how close they are to each other, both count as a single companion. They are from the same race as you are on this jump, and they have the same origin as you.

CUSTOM COMPANIONS

Muscle For Brains

Your best friend since your childhood, you played and repeatedly fought her over the pettiest of things. Nowadays, she still spends most of her time in your company, aiding you in your endeavors when she is not training her martial arts. After all, you would be hopeless without her, wouldn't you? Not that she would understand much of how to help besides punching your problems away. She is an Oni, probably the reason for her ridiculous strength, and has the Western Forces origin.

Ex-Demon Sister

Your very own older sister. In the past she used to be all business, but nowadays she spends most of her time indulging herself and drinking away her problems. You don't know what prompted this change, and she refuses to talk about it with anyone. Now turned into an easy going drunkartart and (somehow) professional mangaka, this free spirited girl considers you one of the few things truly precious to her, constantly doting you and trying to get to have some fun with her. At times, her affection even seems to go beyond the mere sibling bond. She is of the same race as you are on this jump, and she has the same origin as you. Fitting for the 'big sister' role, she has the Transcendental perk for free.

Ruthless Teacher

She met you in one of her travels, and after seeing yourself in trouble thanks to your pathetic control over your spirit Powers, she chose to make you her apprentice. Her methods are often harsh and sometimes even a bit cruel, but she has the best intentions for you in mind, and outside of your training she is a very warm person that at times even seems to go beyond the teacher and student relationship becoming an almost motherly figure towards you. Even now, she has decided to keep sticking around you for whatever reason. Maybe because she feels that your training is still not complete, or perhaps because she cares more for you previously realized with all of those hellish sparring sessions. She is a God-Type Spirit and has the Supernatural World origin.

Loyal Retainer

As a child, she was 'adopted' into your family. Due to your own family's education or perhaps her own desire to be useful to you, she has molded since her earliest years into becoming the ideal right-hand woman. Sotic, cool headed and always ready to carry out will. Although at the time you are making too much of a fool of yourself, she won't hesitate to use force to stop you. For your sake, she even went to learn a Teleportation Technique, gaining the perk with the same name for free. Perhaps the reason for this devotion goes far above the mere duty and her education, but it won't be easy to get this person to speak her true feelings. She is a Tengu and has the same origin as you.



Drawbacks

You may take up to 800 extra CP in drawbacks.

A Star Fades Away (+0 CP)

It seems that Fuyuzora Kogarashi, the would-be main character of the story, has found himself doing a job overseas to pay his enormous rent, and in his place, you have registered yourself to share Yuuna's room in the Yuragi Inn. While he still exists, it's unlikely that he will participate in the main story.

If you purchased the **Yatahagane's Successor** perk, you may fully replace Fuyuzora Kogarashi in the story if you wish, with all the deeds, relationships, destinies and debts that he would have gained prior entering the Yuragi Inn being instead linked to you. This will place you in the center of this story as well, with the shadow of the possible 'bad ends' that Yuuna envisioned for Kogarashi being also a possible threat for you.

Jumper, You Asshole! (+ 100 CP)

Why do people keep jumping to the worst conclusions when it comes to you? It seems that others have a really hard time coming to trust you. People will tend to assume that you are always planning to do something indecent and treat you like nothing more than a delinquent. Making it past this first impression won't be easy.

Perpetual Debtor (+100 CP)

Long ago, you caused a person dear to you a massive economic debt. Even if they didn't hold you accountable for that, you cannot help but to shoulder your own blunder. For your stay here, you will be in a permanent debt, and the majority of money that you gain will go to repay that debt, which won't be fully repaid until the end of your stay. You won't be able to use any fortune purchased in this or previous jumps to shoulder this, instead insisting on working yourself to the bone via taking many temporary jobs to repay this. Besides the possible exhaustion, this is bound to take a lot of your time here.

Handicap (+100/200 CP)

For whatever reason, you have a very debilitating weaknesses in combat. For +100 CP, this could be something inconvenient, like refusing to use your right arm in a fight and even taking extra hits that you could have otherwise blocked just to protect it. For +200 CP instead, this will be an outright crippling weakness, like outright refusing to harm or hit any female. Your enemies will be quick in recognizing and exploiting this.

Triggered Poltergeists (+200 CP)

Whenever you feel a mild embarrassment, your powers will go wild, causing quite a load of collateral damage. It doesn't help that you will frequently get into these embarrassing situations; regardless of what you actually think of as embarrassing, these events will occur rather frequently. If you don't actually have any powers, you will just get very violent for a while and lash out at your surroundings.

Jumper Is A God (+200 CP)

Whether or not you are actually of divine descent, you have the ego of a head god. You are the very definition of hubris, always thinking that you are in the right and that others should accommodate your wants and needs, and then acting according to those beliefs. See someone you like? You will take them as a bride without even asking for their opinion. Someone annoys you or tries to refute you? You will destroy them like the annoying fleas that they are. Obviously, this will make it pretty hard to establish relationships with others that aren't your direct subordinates, and even then, it will be a challenge to be around you.

Aside from that, your massive ego has also made you fairly gullible, and you have a hard time discerning whenever someone is actually being sincere about their devotion to you or just lying at your face. After all, nobody would dare to do anything but your bidding, right?

Regular Human (+200 CP)

You seem to be a standard mundane human. You lack the ability to see ghosts and other spirits and basically have a null spirit power. While you are like this now, there are ways in this world to gain some spiritual abilities… Although the best you can hope during your stay in this world is gaining the ability to see ghosts as a low-level medium.

Ghostly Amnesia (+300 CP)

Who are you again? It seems that you have completely forgotten about your previous identity before entering in this world. Currently you have appeared in the Yuragi Inn, with a month of rent paid, but besides that you have no memories of your previous time in this world, nor any memories at all prior to your awakening. Even worse, it seems that all your perks and items have been sealed away, save for those you acquired in this jump.

Transformation Techniques Surely Suck! (+300 CP)

You seem to attract a very annoying kind of curse. Every few days, no longer than a week, you will be transformed into an inanimate object for at least several hours but you will remain conscious and aware of your surroundings during that time. While you are transformed, you will find yourself into rather embarrassing situations until the curse inevitably expires, which will cause even more embarrassing for you. Usually, these situations won't be life-threatening, but occasionally a rival or an enemy will use them to get you out of their way, albeit temporarily, and will probably require some external assistance to get out. By taking this drawback, any resistances or immunities that you could have against such effects are completely negated.

Demon From The Past (+ 300 CP)

Just like the Garandou that appeared a hundred years ago, and the one that appeared two years ago, all the leaders of the Three Big Families see you as a massive threat to the world, and they will stop at nothing to see you destroyed. Trying to reason with them is impossible, and even if you defeat all of them, that will only make them and their successors more determined to take you down.



Scenario

Japan's Reunification

The supernatural world of Japan has not known true peace for centuries now. The forces of the Three Big Families have been facing each other at least a thousand years for the supremacy of the supernatural world.

By taking this scenario, your mission becomes a quite simple yet difficult one: you must, during your stay in this world, pacify the country and bring unity to the supernatural world. You have multiple paths of action before you. You could do this by using diplomacy and convincing the old rivals bury the axe and rebuild their trust in a peaceful future of cooperation. Or you could instead force the entire country to be unified under the banner of a new Great Demon King, either yourself or the one you lend your support.

Whatever path you choose to take, peace must reign at the end of the ten years and all the major supernatural factions of Japan must publicly submit to this new system.

As your reward, you may take 600 CP to spend solely in companions. Surely you will have made some brave allies in your time here that you will want to take with you.

Ending Options

If you were exorcised, in the case of spirits, or were killed for good, for the rest, before the end of your ten years, you will be sent back home. As a consolation prize, if you were an evil spirit or an Earth-Bound Spirit, we will skip the whole part of going to hell and just let you go back to your old world as a living person again. If you instead managed to survive until the end of your ten years in this world, you may choose between any of these options:

Going Back Home

It's time to abandon all the madness of your interdimensional journey and return to your own world.

Staying Here

Did you find this place to your liking? Want to stay here forever? Well, the… Hot springs are certainly appealing. If you choose this option, you gain 'Transcendental' perk for free if you didn't have it before, as well as a permanent room in the Yuragi Inn with all your expenses covered.

Moving On

Your next adventure awaits you, it's time to move into the next Jump.