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ADACHITOKA



NORAGAMI

STRAY GOD

Jumpdoc by QafianSage and EYouchen

Welcome to a world that, on the surface at least, looks much like our own - a world of steel and skyscrapers, banks and hospitals, countless people going about their daily lives. But look closer. Pay diligent attention to the things that slip through your perceptions, the figures on the edge of sight and awareness.

Catch a glimpse of the Far Shore.

Thronged by phantoms called Ayakashi, born from corrupted spirits and negative emotions and haunted by the dead, the Far Shore exists alongside ordinary reality. Its occupants are somewhere between unnoticed and invisible to ordinary people, but can reach across the divide, influencing human acts and natural disasters as they seek to feed and grow further. This growth is kept in check by the gods of the land, and their faithful Shinki, the spirits of the dead transformed into objects of divine power, who hunt Ayakashis and exert a subtle control over the workings of the world, seeking - albeit imperfectly - for harmony.

You arrive here one week before Iki Hiyori would take an ill-advised dive in front of a truck to save someone no-one else could see.

Take 1000 CP.

Origins

Choose one Origin. Any can be taken as a drop-in.

Mortal (+100): One amongst billions living their lives on the Near Shore - but then again, perhaps not so ordinary after all.

Shinki: A once-human spirit, given a posthumous name by a god and transformed into their companion and a vessel of divine power.

Deity (200): A god, albeit not one so powerful as gods you might find elsewhere. An incarnation of nature, one of the deified dead, the manifestation of a human's heartfelt wish.

Age, Sex and Location

Choose your age and sex as you wish, as appropriate for your Origin. If you are a Deity, you may optionally choose to have an animal form alongside your human one, or have an appearance which includes animal traits (such as Yatagarasu's raven-like humanoid form).

You may start anywhere you choose within the Tokyo metropolitan area.

Perks

Discounted perks are 50% off. 100 CP perks are free to the corresponding Origin.

General

Jungle Savate! (100 *or* 400; Discount Shinki *or* Martial Deity)
Are you sure you're not a gorilla? In all seriousness, you have the skill - rare in the modern day - of an excellent martial artist, able to easily put someone, even one larger and heavier than you, on the ground in moments unless they have a similar degree of skill. Even against supernatural monsters like Ayakashi you'd stand a chance - at least, if you can use the looser physics of the Far Shore as they can.

For 400 CP, you are instead a true master of the martial arts - arts meant, in the end, for martial ends. On the Near Shore you would be accounted world-class amongst fighters, able to win international martial-arts championships, and with a near-supernatural talent for using all manner of weapons. With the benefits that existing as a spirit on the Far Shore provides, you could duel gods like Takemikazuchi or battle the greatest Ayakashi on an even footing - assuming you have the right weapons, of course.

Returned From Yomi (400)
Somehow, you have returned from Yomi-no-Kuni, the land of the dead, and emerged from your experience changed. The effects of this perk depend on your Origin:

> *Golden Thread (Mortal):* Though you may die like any other mortal, death need not be the end for you. If a living human being calls your name near either your body, or an entrance to the underworld, within one day of your death, you will return from death, possessing either your own body (if it is capable of sustaining life), or another living human; unless you have *A Tail?!* you can't choose who gets possessed this way; it's more or less random, though it tends to be a person with greater spiritual awareness or openness to a supernatural world. If no-one can call your name, though, you will die as normal. After this jump, this may only be done once per year.
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> *Karma (Shinki):* All Shinki are dead, but you have uncovered the Gods' Greatest Secret, and accepted your own death - or perhaps you were named with the Word of Yomi, somehow. Either way, you're no longer an ordinary Shinki; not only can you use your powers yourself, and prevent any evil thoughts from stinging your master if you wish, but you can take on a monstrous, Ayakashi-like alternate form reflecting your own soul and your traumas - but no less powerful for it. Additionally, you gain 200 CP, which may only be spent on *Divine Instrument*; Shinki who have truly accepted their death and continued on seem to often manifest remarkable powers.
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> *Yama (Deity):* Returning from Yomi, you have become in some sense a god of the dead. Gain a domain related to death (e.g. death, the dead, funerals, reincarnation). Furthermore, Yomi itself has taken root within you, and you carry with you an echo of it. For now this is only a fairly small space; little more than a subterranean cave you can access through any similar underground space, via your land in *Takama-Ga-Hara* (if you have it), or via your warehouse, and whose shape you can

influence, making it dark and brooding, or open and beautiful, as you desire. However, you may offer any dead spirit the opportunity to enter your Yomi-realm; there, they are not subject to any outside influence or corruption unless you wish them to be, and cannot leave unless you permit them, or they are summoned by an outside force. The more souls within your Yomi-realm, the larger it will grow, and the more you can make of it.

Mortal

Clear-Sighted (100; Free Mortal)
Like Iki Hiyori's family, you have a strange ability to perceive what you shouldn't be able to. In this jump you can clearly perceive beings and phenomena of the Far Shore or in between - deities, spirits, Ayakashi and shinki - and are not subject to their normal ability to slip from awareness or memory (at least, not immediately). Going forwards, you will similarly be able to perceive spiritual entities and phenomena with clarity, and be able to pierce any illusions or similar effects which would conceal magical things from ordinary people. More heavy-duty invisibility or concealment can still affect you, but you will be better able to pierce it than others. Finally, when someone is near death - especially a death of natural causes, or on the verge of death by some other means - you will be able to perceive omens and signs of this, and perhaps offer them some comfort.

Clear Mind (200; Discount Mortal)
Ayakashi plague mortals, unseen; bundles of curses and malevolent emotions that seek to spread their own defilement. You are significantly more resilient to such things; you cannot be possessed, mentally controlled or corrupted by any outside force, save by your own will. You're still vulnerable to attacks from such forces, but they'd have to resort to direct attacks (or perhaps corrupting those around you) in order to harm you. You're also significantly more resistant, though not immune, to magically-imposed forgetting or memory alteration; even if you were to be made to forget something due to an outside force, you'd be able to remember it all if you encountered what you forgot, or maintain your memories by journaling.

Bear in mind that none of these resistances apply to your body if you're not in it, though. Be careful with leaving it lying around.

A Tail?! (400; Discount Mortal)
Perhaps you had a near-death experience, or some other accident resulted in this strange state of being. At your will, you can cause your spirit to leave your body; it looks just like you, wearing copies of whatever you had on hand when you left your body. You can interact with inanimate objects like normal, but will pass through people and animals like ghosts. While in this state, your spirit is a being caught between the Near and Far Shores; you can benefit from the looser physics of spirits to jump incredible heights, exert superhuman strength and speed, and are not subject to tiredness. Furthermore, like an Ayakashi you can scent spirits and gods, can possess the living (especially if they are sleeping), and are invisible to ordinary people.

However, your spirit form bears an obvious Cord; a link back to your sleeping, mortal body, which by default looks a bit like a phantasmal cat's tail, but could also take other long, thin

forms. The Cord is sensitive and will cause you pain if pulled or hit, and if it is cut, or your mortal body is slain, you will die and become a wandering spirit.

If you were to come across a soulless but still living body, you could attach your Cord to that body instead, leaving behind your old body and inhabiting this new one. It effectively becomes your 'true' body, with any physical perks following along with you.

By This Wish (600; Discount Mortal)
For all their power, deities did not create humans - quite the other way around. No more often than once per decade or jump (whichever comes sooner), when you make a profound and sincere wish, you can bring into being a deity to fulfil that wish. The deity's nature (a god of war, a god of learning etc) corresponds with the nature of your wish, and they come into existence with the **Divine Nature** Perk and the free version of the **By This Name** Perk, though with no Shinki to begin with. They are not especially strong to begin with (at least by divine standards), and are reliant on the memory and attention of mortals - and particularly you - to stay in existence. They are not inherently under your control, but will act as best they can to fulfil your wish to cement their existence in the world, and will tend to be well-disposed towards you, at least at first. Your remembrance of them will always be able to sustain them, and you will not be at risk of forgetting them, but wider knowledge and reverence will help to anchor them more firmly to the world, and somewhat increase their power.

You may always take such a deity with you as a Companion, if you and they desire, and you have slots.

Shinki

Divine Instrument (Exclusive and Mandatory Shinki; +100, Free, 200, 400)
You were once a ghost, a 'loose spirit', but now are something more. Marked by a deity with a posthumous name (though without losing your own name or memories), you have become a piece of divine regalia. In your normal form you resemble your human self, but with a red seal-script kanji depicting your name somewhere on your body. As a being of the Far Shore, you are capable of mildly superhuman feats of strength and speed, and particularly jumping and athleticism. You are largely immune to mundane attack - it still hurts, but can't seriously injure you - and are mostly invisible to ordinary people; they can perceive you, but won't pay any attention to you unless you directly call attention to yourself.

You can, at will (or when your linked deity calls your instrument-name) transform into another form, potentially holding a special power above and beyond that of your form. While in object-form, you can speak telepathically with anyone touching you, or other Shinki being used by the same person. Note that Shinki can't usually make use of their own powers as a Vessel - being objects, they need someone else to wield them, though they can influence how their abilities apply (e.g. cutting one thing but not another).

> For **+100 CP**, your alternate form is not really useful at all, and you have no special power. You turn into a pot lid, a broken mirror, or something of that kind.
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> For **Free**, your alternate form is useful, but fairly minor. If you are a weapon, you can do what any weapon-Shinki can, letting you harm and permanently destroy Ayakashi

and other such beings, releasing any spirits trapped within to pass on. If not you have a special power, but it's pretty minor - maybe you're a mirror which can reflect a person's desires, a bottle which can contain a swimming pool's worth of liquid, a bird which can speak, or a cooking pot able to heat itself and cook anything placed inside.

For **200 CP**, your alternate form is *either* an exceptionally-large animal (e.g. an eagle or lion able to be used as a mount, with supernatural strength and speed), *or* has a notable special ability, such as a sword able to turn to flowing water or sever metaphysical connections and memories linking two people, an earring able to enhance the wearer's perceptions or a fan able to blast holes into the Underworld.

For 400 CP, your alternate form is a truly devastating force; perhaps you can transform into an army of mounted riders, all armed with weapons able to harm Ayakashi and whose horses can ride through the air and bring pestilence, into a dragon made of lightning and able to change its size from shorter than an arm to the size of a truck, into a sword able to control the wind, or perhaps you're more subtle; a knife able to crack the names of Shinki it strikes and plunge them into despair, or an amulet which allows the user to see a few seconds into the future.

Borderline (200; Discount Shinki)
All Shinki have the potential to learn to form borderlines; shining lines of light which ward away, and can defend against hostile spells, curses or attacks. You can do this with ease and great speed, making this an effective defence against spells, and your borderlines are particularly strong, holding firm against even very powerful Ayakashi. Furthermore, you can alter the form of your borderlines; you can use them as active weapons rather than just defences against Ayakashi by directing them like blades, or form curves or even circles, allowing one Shinki to defend against all angles, or perform an Ablution alone - though this will be harder than doing so with the aid of others.

Spells and Songs (400; Discount Shinki)
Though few Shinki master them, all are theoretically capable of learning these spells. By reciting a short incantation and naming your target (you have to use *all* their names, meaning that Strays are hard to affect), you can bind or disable another in various ways - immobilising them with 'Bakufu', making yourself invisible to them with 'Inko', put a target to sleep with 'Rakusui' or force a target to speak truth with 'Rourou'. These spells do not work on gods, and usually not on Ayakashi (you need a name to affect a target, after all), but can be very potent against humans or Shinki. Spells can be defended against with a quick enough Borderline, and also put the caster and target into a 'battle of wills'; the one more certain they can impose their will over the other's will succeed, so a sense of superiority can be useful to a spellcaster.

You can also use more complex 'songs'; longer poems, often drawn from Japanese literature, which do not require a target's name. Typically, these can be used to summon, control or subdue elemental forces or spirits, such as by igniting things, protecting from lightning or fire, or calling nearby Ayakashi to attack a target, and can be rearranged for alternate effects. However, a knowledgeable person can perform counter-incantations, often reversing the original poem, or creating a new one with countering ideas.

Blessed Vessel (600; Discount Shinki)
Shinki are often quite static beings. They don't grow older, and their powers generally stay much the same. Once in a long while, though, a Shinki will undergo a kind of evolution, their form changing and their powers growing. Such 'Blessed Vessels' are highly valued in the divine court - and now you are such a one. Any powers you possess linked to one form can be used to some extent in any other you might possess - and, if you have them, any inherent abilities you have as a Shinki will grow in power and precision; where once you might have enhanced your user's perceptions, now you can precisely coordinate a whole group of Shinki, letting them work together like a well-oiled machine.

Moreover, many Blessed Vessels soon find themselves acting as the head of their deity's Shinki, their god's 'Guidepost', and you'd be perfectly suited to such a task. You're an excellent communicator, able to understand complex social situations, calm rivalries and help bring harmony and order within groups. By the same token, you have a knack for understanding and getting through to beings who don't think quite like humans do, and help them both evolve as people, and gain a more human perspective on the world.

Deity

Divine Nature (Exclusive, Free and Mandatory Deity)
As a deity, you are not human - you are more like an aspect of nature taking on a human appearance, though you still look human for the most part (feel free to add a few odd embellishments; fox ears and tail, unusual-coloured hair etc). As a being of the Far Shore, you are capable of superhuman feats of strength and speed, and particularly jumping and athleticism. You are largely immune to mundane attack - it still hurts, but can't seriously injure you - and are mostly invisible to ordinary people; they can perceive you, but won't pay any attention to you unless you directly call attention to yourself.

Additionally, choose a particular domain of life - war, longevity, prosperity, destruction, misfortune. This reflects the wish you were born from, and exerts a subtle pressure on the world around you. A god of calamity will find it hard to resist requests to destroy things; a god of prosperity will have luck in business and tend to bring that luck to those around them. More importantly, your domains will have a strong influence on the powers manifested by any Shinki you create, and any powers you use or activities you pursue which align with your domains will be enhanced; this is typically subtle, but when you put your all into something aligned with your domains, you can accomplish truly divine feats - as Yato sundered the heavens with Sekki.

Finally, while within one of your shrines, you and any spirits bound to you can teleport to any other of your shrines, or when you receive a sincere prayer for aid you can teleport in the same way to the one who made the prayer.

Ara-Mitama (200; Discount Deity)
It is said that gods have two faces; the serene nature, *nigi-mitama*, which cares for and nurtures humankind, and the wild nature, *ara-mitama*, which does not pay regard to human morality or wellbeing. An important part of the role of Shinki is to help bring forth the nigi-mitama and teach their gods the difference between good and evil - but you wouldn't need so much help for that. You have control over your dual nature, able to easily set aside

trauma or violent natures and present a smiling, caring face to those you love or care for - or put aside morality and visit divine wrath upon those who deserve it without compunction or remorse. These aren't separate personalities, but more like facets of yourself which you can use to isolate different aspects.

By This Name (Free and Exclusive Deity *or* 400; Discount Deity)
The heart of a deity's power are their Shinki - those spirits they have granted a posthumous name and shelter from the corruption of Yomi, in exchange for becoming the implements of their power. For free, as a deity, you gain the power to choose an uncorrupted spirit and grant them a name, imprinting the seal-character version of that name somewhere on their body. They become bound to you as a Shinki, and you can transform them into their instrument form and use their powers by calling their name, though their misdeeds and temptations can 'sting' you in return, afflicting your health, and they are not required to trust or even like you.

For 400 CP, you may apply this power to other kinds of spirits than only ghosts, and choose whether or not to seal away a Shinki's memory, or only parts of it; either way, your Shinki will not break their names 'by accident' when thinking on their deaths (if they died at all). Furthermore, while you still suffer the pain of stinging, you are far more able to bear it, and your health suffers only a fraction as much - what would leave another god bedridden would give you only the equivalent of a nasty rash. This would allow you to maintain entire clans of Shinki instead of only a few, with minimal difficulty - though if the negativity in your followers spirals out of control, into paranoia and backbiting, you would still suffer serious consequences. On the other hand, with this gift you might be able to bind Ayakashi with masks and names, far more effectively than others, and hide the results of doing so…

Mikoto-no-Kami (600; Discount Deity)
You're not some forgotten, stray god - you're a famous deity, a member of the Shinto pantheon (or another pantheon, if you prefer). People know your name and pray to you constantly; there are myths about your deeds (which may, if you wish, reflect your actions in other jumps, in allegorical form), and you're certainly in no danger of being forgotten and fading away as a deity. This prominence gives you influence in both the world of humans, where people will follow your religion at about whatever level is common or appropriate for the setting, and in the heavenly realm, where you are regarded as an important member of the divine council. You may choose to insert the same mythology and religion into future jumps, and can choose two additional domains, due to all the myths built up around you over time. Furthermore, you have more direct control over your domains; as Takemikazuchi can control lightning, and Ebisu exert a powerful influence over the flow of money and the fortunes of business.

Finally, if you die, you will re-form within a month, being reborn as a child to grow rapidly to adulthood. This acts as a 1-up. Though you will keep re-forming after this, there will be no continuity between subsequent - they are 'you' in that they have your personality, name and nature as a deity, but they won't have your memories or your other powers. After you get your Spark, all bets are off.

Items

Cellphone (Free)
This is the modern day; even those with very little might well have one of these. An ordinary flip-phone, though somehow it always seems to have reception - even in parallel dimensions or other weird spaces, so long as that space doesn't have a special trait of being sealed, like Yomi.

Winter Clothes (100, Free Mortal)
Not all people, and not all gods, have somewhere to shelter for the night. With these clothes, though, at least you'll never go cold. While wearing these, you'll go unbothered by ordinary - though trying them in Antarctica or something like that might be pushing your luck. Also includes a set of summer clothes, so you don't bake in the warmer months.

Holy Water (100)
A traditional wooden bucket and ladle, filled with cool, purifying water. Taken from a holy shrine, this water can, if used to wash, clean away minor supernatural corruption. It won't work past a certain point, if the corruption is truly deeply embedded in a victim, but it can catch and eliminate the seeds of what could become a greater problem - assuming it's used early enough. Refills each day.

Sting Medicine (100)
Even gods can get sick. This briefcase of medicines, derived from traditional herbs, can dull the pain of stings or corruption upon a god, or a Shinki, and hide their visible effects as well. Refills each week.

Shrine (200, Discount Deity, Shinki)
This is a small shrine dedicated to you as a deity (or, if you prefer, another god of your choice). For a deity this is a potent thing; so long as people see your shrine and remember you or leave offerings, you will not fade. Small offerings will be left here - nothing massive, but perhaps some food, a little money, prayers for help and so on. Furthermore, the shrine is warded against the intrusion of Ayakashi and other malevolent spirits; only extremely potent Ayakashi can cross this border, allowing you a safe place to rest and recuperate, and in future jumps the same will apply to other dark creatures. Finally, if you are a deity (or you know one willing to carry you) this shrine can be used to enter Taka-Ma-Hagara, the heavenly realm.

If you have *Mikoto-no-Kami*, this item instead creates a chain of shrines across Japan; any major city, and most minor towns, will have a shrine to you, and many of those shrines will be larger and more well-visited.

Home, Sweet Home (200; Discount Mortal)
You have a comfortable home, either a nice apartment or a small but cosy house. It's owned in your name, the fridge always seems to find itself filled with groceries, and it's generally a good place to live.

If you have *Money, Money, Money*, your home may instead be something more fancy - a large, modern building, a penthouse suite, or an old mansion outside the city.

Money, Money, Money (200 *or* 400; Discount Mortal)
Money makes the world go round, or so it is said. Ebisu would certainly say that, at least. Anyway, you have it. Money, that is - an income which gives you enough to live on comfortably, if not with tremendous wealth. Perhaps from a bequest, perhaps from generous family members, or maybe you won a lottery.

If you want, this could come from a job you perform yourself, and if so you'll find the work reasonably light, though still challenging enough to be interesting, and oddly willing to bend around happenings in your life. If you don't have all the skills for the job already, you'll find you'll pick them up rapidly.

For 400 CP, discounted to Mortals, your income is substantially more substantial - you're comfortably in the upper-middle class.

Divine Covering (400; Discount Deity, Shinki)
Though it looks like little more than a white cloth, this garment has been blessed by the heavens. While worn, generally over the head or around the shoulders, it allows the user to fly freely in the air, and will not fall off without active intervention from another. It cannot become dirty or stained, and no matter how it's worn it won't impede the user's senses (as one might expect for wearing a sheet over one's head). While worn covering the head or face it will conceal your identity from any kind of magical or supernatural identification or location, though mundane observation may still be able to pick out details.

If damaged, lost or destroyed, it will restore itself to you with the next dawn.

The Word of Yomi (600; Discount Mortal *or* Returned From Yomi)
This is an artefact of incredible power. Appearing as a fine calligraphy brush with white shaft and bristles, it will stain itself with ink when desired. Using this, you can enforce a name upon Ayakashi and other wild spirits, claiming them as your own to command, even to possess and control living humans. All creatures you mark this way will bear a signature mark, like a stylised eye, which can be used to identify them. You can also create Ayakashi wholesale by drawing and naming them using the Word, though such creatures don't usually display very impressive powers, and will always have a particular weakness or drawback - they require a wooden mask carved by you to be formed, will perish in sunlight, or after fulfilling one command.

For an additional 200 CP, discounted only with *Returned From Yomi*, Ayakashi you create through this perfected version of the Word no longer have special weaknesses or limitations - you can create them freely, and build up great stores of them. Furthermore, you can use the Word to name spirits as Shinki, giving them all the benefits of the *Karma* effect of *Returned From Yomi.* Naming an existing Shinki this way can also reverse the effects of corruption on their spirit.

Takama-Ga-Hara (800; Discount Deity, Shinki)
The High Plains of Heaven; a realm deep within the Far Shore, where dwell the gods of the Heavens - at least, the gods of Japan. You possess a luxurious mansion and grounds in this place, where the climate is never unpleasant and disease and decay cannot be found,

shaped to your liking. Things created from the matter of Heaven cannot be brought into the ordinary world, but can be enjoyed while you remain here.

While within Takama-Ga-Hara, you can look down upon any earthly regions you hold sway over (whether you control them in a political fashion, you're worshipped there, or have some more mystical connection to them), as if your realm was ensconced within the clouds. More importantly, however, areas of your mansion will appear to let you manipulate these domains on a wide but subtle scale - for instance, a venue for a festival where, by tying together plaques bearing the names of people looking for love, you can draw them together by fate, a room from which you can dispatch inspiration to artists or business leaders, or a detailed map of the domain which you can use to manipulate the weather or drive animals from one place to another. The results of these manipulations cannot just break the laws of physics, and manifest as if by chance - the hand of the gods present in everyday life.

When you enter a new jump, your heavenly realm (or a copy of it, if you want to leave an old version behind for someone else) follows you.

If one of your companions also has the perk *By This Wish*, you may choose to grant any god created that way access to your Heaven, and their own domain within it. With enough gods, you could form a true pantheon this way.

If you have the *Yama* effect of *Returned From Yomi,* you can use the capability of your Heaven to order the world to exert pressure on souls within areas you control as well, such that they might drift towards your Yomi-realm, or otherwise manipulate the ordinary flow of death within your realm. Bear in mind that other forces who lay claim to the dead may challenge your dictates.

Companions

Note that Companions cannot take Companions of their own.

Divine Vessel (Free and Exclusive Deity)
Create or import a companion with the Shinki Origin, and 700 CP to spend. They may only gain up to 600 CP from Complications (though note that you can use *Another Time, Another Life* to make your Shinki a canon character). You may spend your own CP on them.

Heavenly Master (Free and Exclusive Shinki)
Create or import a companion with the Deity Origin, and 700 CP to spend. They may only gain up to 600 CP from Complications (though note that you can use *Another Time, Another Life* to make your master a canon character). You may spend your own CP on them.

Companion Import (100 or 400)
You may create a companion, or import an existing companion, into this jump with 700 CP to spend, along with an Origin. They may only gain up to 600 CP from Complications. You may spend your own CP on companions as well.

For 400 CP, you may instead import up to eight existing companions this way, save that they get 500 CP each instead.

Canon Companion (100)
You may recruit a person from this world to join you on your journeys, assuming you can persuade them to join you.

This may be taken as many times as desired.

Complications

You may take as many Complications as you wish.

Another Time, Another Life (+0)
Instead of inserting as a new character, you may instead take the place of one of the existing characters in *Noragami*. In order to do this, you must take Origins, perks and items to approximate what that character begins the story with.

The Bad Old Days (+0)
Instead of entering this jump in the present, you may choose any point in Japanese history to enter. Want to intervene in the demise of the Ma clan? Cut off the Crafter's centuries-long killing spree before it happens? Go ahead.

If you do this, you may start at a location of your choosing within the modern Japanese archipelago.

For the Long Haul (+0)
By taking this Complication, you may alter the length of your stay. You may either extend it to as long as you wish or, if you take a Scenario, leave this jump at the end of that scenario.

Just Beyond Sight (+0)
By taking this Complication, you may use this jump as a supplement to any other jump either set during a nominally-mundane 'modern day', or a supernatural or paranormal world embedded into but not massively transforming modern life. Some possibilities might be *Pact, Mieruko-Chan*, *Chainsaw Man, Shokugeki Soma, Worm* or *Your Name/Weathering With You.*

If taken with *The Bad Old Days*, the same applies to jumps in your chosen time-period; some possibilities there might be *Inuyasha*, *Sword of the Stranger, Ghost of Tsushima, Demon Slayer* or *Jigokuraku*.

Gauntlet Mode (-1000)
By taking this Complication, you begin with 0 CP; i.e. all CP must be gained by taking Complications. If you opt into this mode, death during this jump does not mean chain-failure, but you will lose any Perks, Items or Companions you took during this jump.

Battle Nut (+100)
Something in you only feels alive in the midst of battle and combat. Sparring will do to take the edge off this tendency, but you'll find yourself reflexively seeking opportunities to test

your martial abilities against others, and prioritising the joy of battle and mastery over the most expedient ways to win.

Binbougami (+100)
Maybe you are a god of bad fortune, or maybe one just really likes you for some reason. Whatever the details, you have really, *really* terrible luck. Not in combat situations, but in everyday life you just can't seem to catch a break. Business deals fall through, appliances break, and you generally live under a modified version of Murphy's law: If something can go comically (but not fatally) wrong for you, it probably will.

Sarariman (+100; Requires Money, Money, Money)
You know how you get the money from that perk pretty easily? Well, not anymore. While buying the perk gets you a reasonable degree of job security, you'll have to keep up with a difficult, demanding job day after day to keep your income.

Narcolepsy (+100; Requires A Tail?!)
So, you know how you can control the whole thing where you slip out of your body and so on? Yeah, no, not so much. You can leave your body when you want - but you'll also find yourself slipping out by accident semi-frequently (not always even noticing at first), and looking to those around you as a severe case of narcolepsy. This may also leave your body in serious danger, depending on the situation.

Stray (+100 *or* +200)
While not necessarily *literally* a Stray - that is to say, a Shinki claimed by multiple gods - something about you would provoke a similar level of prejudice and rejection, on either the Near Shore (if you are a Mortal), or the Far Shore (if you are a Deity or Shinki), if known. This thing is often at some risk of being found out, at about the same level of a tattoo you have to conceal.

For +200 CP instead, this thing is already known - you have no real chance of avoiding the rejection this Complication will bring. Just because people revile you, doesn't mean you can't bargain with them.

God of the Streets (+200)
Well, looks like you're out of luck in terms of comfort. For the duration of this jump, you won't be able to access your Warehouse - and won't be able to access any items representing either wealth or a place to stay until you earn them, or the jump ends. You can use such things offered by a Companion or other friend (or just sneak in somewhere), but events will conspire to rob you of any ill-gotten gains or drive you out of a squat until you've earned them somehow.

If you manage to earn a residence in Takama-Ga-Hara, though, you'll be able to access your Warehouse from there - so that's something at least.

Puritan (+200; Requires Shinki)
Well, not really. But you might as well be, for the purposes of this jump's metaphysics. Whatever your actual code of morality, you will find yourself stinging your master over inconsequential things - being rude to someone, looking at someone and thinking they're hot

without 100% knowing they'd be okay with that and so on. While this might be useful in a certain way - it is said that stinging is how Shinki teach their gods human morality - it also means that unless you act the moral paragon, you're going to be dealing with a very sick master, who's also probably not very happy with you.

Trash Vessel! (+200; Requires Divine Vessel *or* Heavenly Master)
Why can't people just get along? For whatever reason, you and the Companion designated by this Complication's requirements will find yourself constantly butting heads and arguing. Usually you can get things together enough to work together when needed, but occasionally these arguments can put you in real peril. These disagreements can be overcome with time, effort and empathy - but empathy's hard to muster when the other guy's just so *annoying!*

Into Darkness (+200 *or* +400; Requires Returned From Yomi)
You do not get the benefits of *Returned From Yomi* from the start of this jump; instead, at some point you will find yourself cast into Yomi, either through death, or directly entering that realm through a Vent or similar entrance. Whatever the case, you will be plunged into this dangerous subterranean world, haunted by Ayakashi and stranger monsters of all kinds, and will need to find a way out again - no easy task. Having someone in the living world to call your name will help, but even then you will need to face the dangers of Yomi to return to life - at which point you will have earned your perk.

For an additional 200 CP, before you can escape you will first need to speak with Izanami, goddess of the underworld - and unutterably lonely. She will use any means she can, from temptation to force, to induce you to stay and keep her company. If you eat the food of Yomi you will never be able to return to the living world again, and Izanami is powerful enough that a blow from a god able to sunder the heavens could not even cut a lock of her hair.

The Gods' Greatest Secret (+300; Requires Shinki)
Ordinarily, you would be an exception to the rule that Shinki have their memories sealed away upon being claimed by a god. With this Complication, this is no longer the case - you actually inserted into this world as an ordinary person, unaware of your past self, died (without ending your jump) and have been claimed the 'normal' way. You do not remember your life before becoming a Shinki, and thinking too much about it or starting to question may begin to crack your name, risking transforming into a Karma Ayakashi - not the harmonious being described in *Returned From Yomi*, but a powerful Ayakashi possessed by your remaining grudges and trauma. On the other hand, if you can learn of and truly, emotionally accept your death, you will be able to retain your selfhood and return to your human form, without this weakness of Shinki.

You may choose whether or not the deity to which you are bound is aware of your life as a Jumper, as well as your human life in this world.

Great Purification (+300)
Amaterasu has seen your entrance into this world, and declared you an impure influence upon it. All gods affiliated with the Heavens will be hostile to you if they recognise who you are, and each year during the Great Purification on January 1st, Heaven will dispatch a suppression force to destroy you. At first this may only be one martial god, but by the 5th year at least a dozen or more will be dispatched with mighty and versatile panoplies of

Shinki. Survival means you get to last another year, but by the 9th year, Amaterasu will begin to take a personal interest in your destruction.

Forbiddance (+300)
Amaterasu has witnessed your appearance in this world, and forbidden you from polluting it. You know this one already. For the duration of this jump, you lose access to any perks, supernatural abilities or technology beyond this world's current era (meaning, the era you insert into). Pure skills can remain, but those beyond what humans in this world could manage (e.g. Charles Atlas superpowers) are sealed. Cannot be taken with Gauntlet Mode.

Ending

Your time in this world has come to a close. Will you…

Stay here? There are worse worlds than this one, and perhaps there is more to be done with the state of the divine.

Go home? You've had enough of wandering distant shores. Return home with everything you've gained or earned in your travels.

Move on? There are worlds still to see. Continue on to another jump or gauntlet, with all you've gained here.



Notes

Martial Deity?
Note that a deity is considered ‘martial’ if they have a domain related to war or fighting.

By This Name
To clarify what’s going on with the pricing here, Deities and only Deities get the effects of the first paragraph for free. They can then either spend the discounted cost, or any Origin can spend the full cost, to get the full perk.

Shinki Naming Conventions
Shinki naming conventions are a little complex, and based on essentially punning on the reading of the kanji used to write them, but I’ll do my best to explain them here.

Each Shinki is given a particular kanji name, written in an archaic seal script on their body as a part of their deity claiming them. From that kanji, two readings are taken; one corresponds to their object-form (taken from the *on-yomi* or Sino-Japanese reading of the character), and the other to their human form (taken from the *kun-yomi* or native Japanese reading of the character. The suffix ‘ki’ (器, ‘vessel’) is added to the object-form of the name, while each god usually adds a unique suffix (comparable to a family name) to the human name, creating effectively a third, ‘courtesy’ name.

Putting this all together, we can take a look at Yukine. ‘Yuki’ (雪) is the kun-yomi reading of the character of his name, to which Yato typically adds the ‘ne’ suffix (音) to form the courtesy name. Meanwhile, as a vessel he’s called ‘Sekki’ (the on-yomi reading of 雪 combined with the ‘ki’ suffix 器).

Ablutions
A technique which usually requires three Shinki working in concert to achieve, used to purge or purify corruption in a Shinki or other spirit. The three Shinki use their borderlines to form a triangle around the target, trapping it inside, and essentially ‘burn’ it with the purifying energies. If the target confesses their crimes or dark emotions, and the ones performing the ablution genuinely wish to help them, the corruption can be burned out and the target left behind.

However, if the corruption is too deeply-rooted, this will cause serious harm, or even permanent destruction, to the target - and some of that harm can be reflected on the Shinki’s linked deity.

In future jumps, but the element of both those performing the ablution, and the one receiving it, needing to want it in order to actually purge the corruption rather than just destroying the host, remains.

Borderlines and Collateral Damage
An interesting quirk of Shinki is that (save with regards to exceptionally-destructive ones, such as Shiigun, the ‘Plague of Locusts’), they can usually confine any damage they do to the Far Shore - unleashing massive, impressive attacks without cutting down trees or blasting craters into the ground, if they wish it. This takes some practice to master but is, in

fact, one of the reasons gods employ them; though gods are capable of great destruction by unleashing their wrathful sides, this destruction is indiscriminate and often spills out into the Near Shore, causing disasters for the living.

Songs
There aren't many canon examples of Songs, but to give you a general idea of what might be possible.

- **Firefighting Incantation:** Extinguishes flames.
    - Rearranged via an anagram, this can also be used to fire a multitude of flaming arrows from a bow-Shinki, which then explode, or launch a cloudburst of arrows at once.
- **Fire Summoning Incantation:** Summons flames to ignite a target.
- **Lightning Ward Incantation:** Disperses lightning, preventing it from appearing from a particular source.
- **Ayakashi Summoning Incantation:** Wakes nearby Ayakashi and causes them to attack a target.
    - A rearrangement of this incantation causes the summoned Ayakashi to dissolve and vanish.

As far as we've seen, incantations are *tanka* poems - five lines of five, seven, five, seven, five syllables each.

It's also worth noting that both the firefighting incantation and lightning ward incantation have only been seen in use against magical examples of their elements - so fanwank their limitations as you prefer.

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A certain friend, who has been more helpful with this than they give themselves credit for.

Noragami was written and illustrated by Adachitoka; the concepts and art herein belong to them. I'm just playing around in their sandbox, and making no money from this.

Changelog
v1.1 - Removed references to a non-existent Scenario, edited the paid version of *By Your Name*, removed the CP limit on Complications and added the *Just Beyond Sight* Complication.