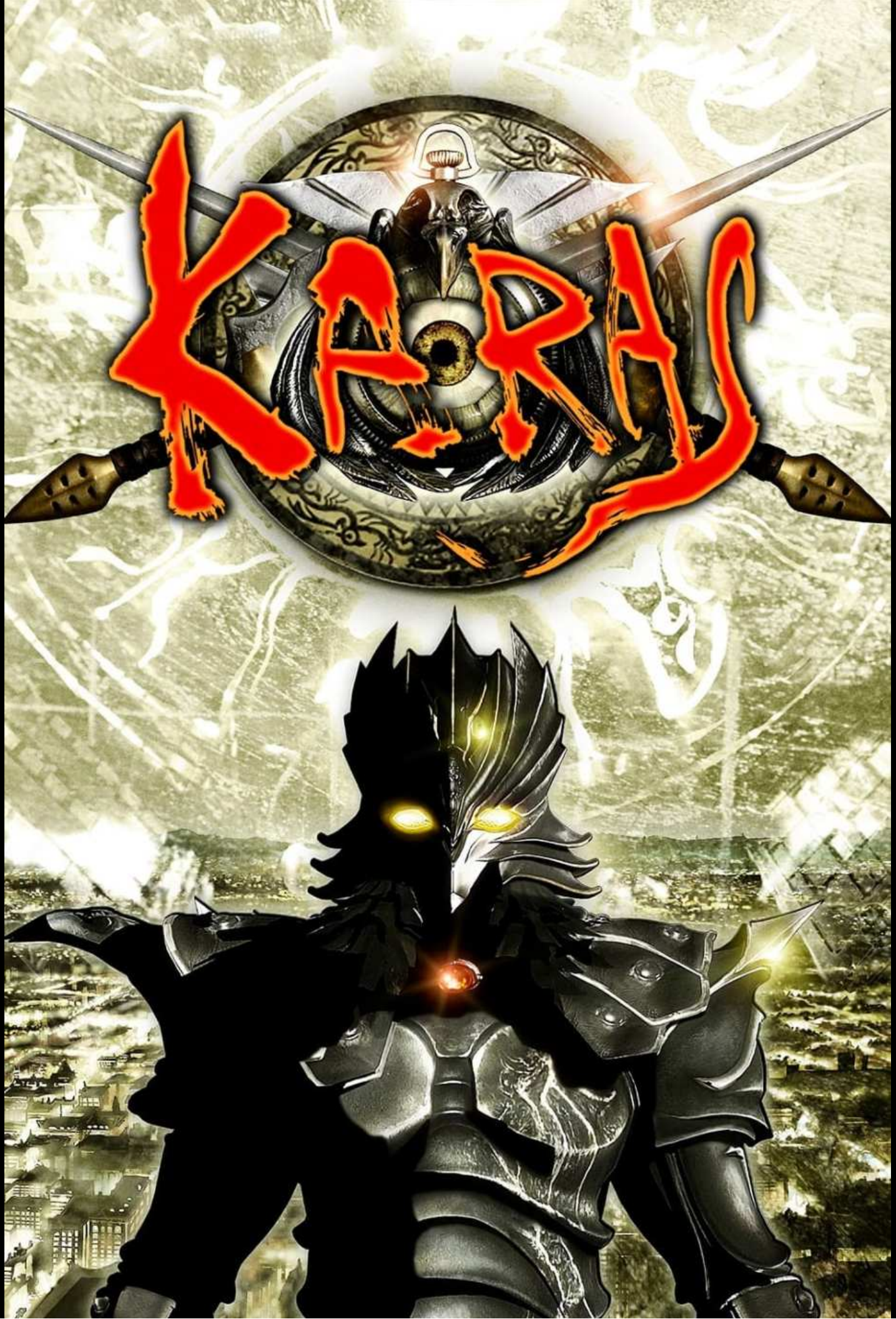
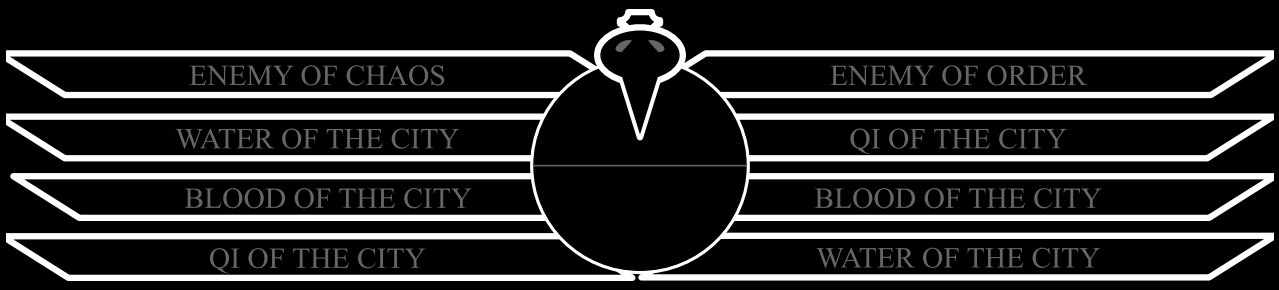

KARAS



- WELCOME TO SHINJUKU -

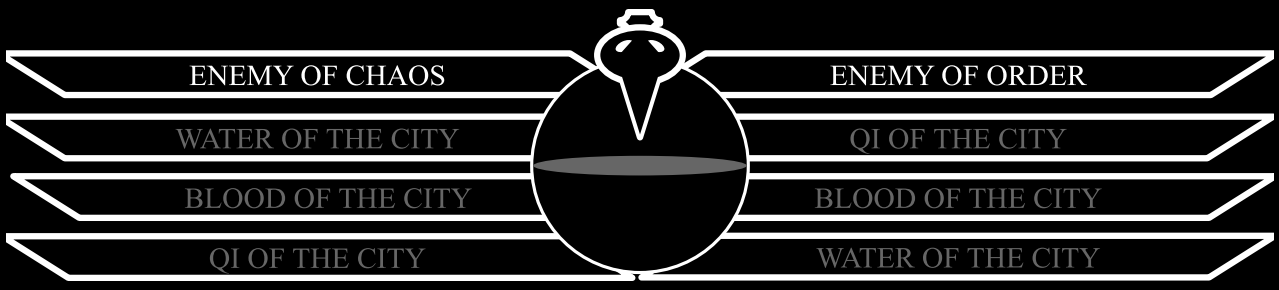
In its own way, a city is a living creature. A city moves, grows, changes, and if a city fails to protect itself, it dies too. To this end, every city develops a spirit known as Yurine, who empowers a human champion to become Karas, to defend the city, and maintain the balance between humans and Yokai.

However, in the city of Tokyo, a Karas named Eko has gone berserk. He seeks to remake Tokyo without humans. To this end he has somehow seized the power of his Yurine and transformed several yokai into cybernetic beings known as Mikura.

In response, Shinjuku birthed a new Yurine, who selected a new Karas. This Karas is Yousuke Otoha, a former Yakuza with a reputation for being damn near immortal even when he was a mere human.

Otoha now fights to protect humans from the Mikura and puts a stop to Eko's insane schemes that risk killing the entire city of Tokyo.

Somehow or another, you have become a part of this city as well. You may receive **1000 Crow Feathers** to prepare yourself for the struggles ahead.



- KNOW YOUR ENEMY -

Either can be taken as drop-in. Select one Faction.

Enemy of Chaos

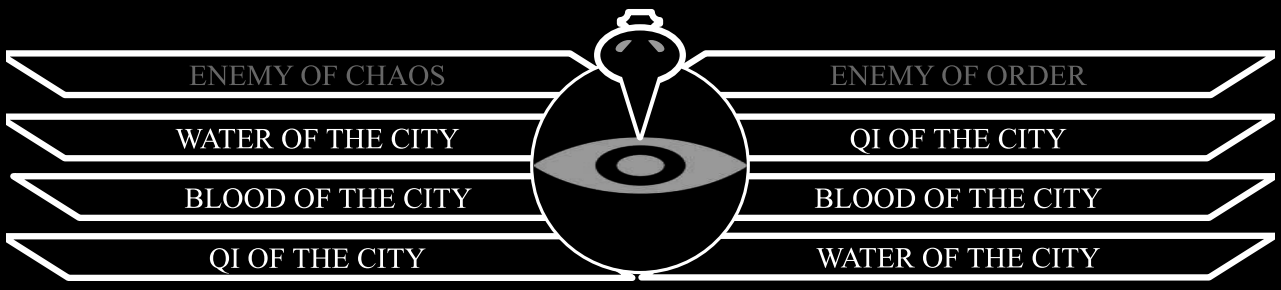
👁 0 Crow Feathers 👁

You have no interest in seeing this city destroyed. Perhaps you are an officer who seeks to protect the peace, or just a regular inhabitant of the city who wants to continue enjoying their day-to-day life. Alternatively, you may be taking an active role in thwarting Eko's plans. It all depends on you.

Enemy of Order

👁 0 Crow Feathers 👁

Humanity doesn't deserve salvation. You are an inherently harmful existence to the city. Whether you're a small-time crook or a self-serving politician. Alternatively, perhaps you actually agree with Eko's genocidal philosophy, or are just lending him a hand in hopes of saving your own skin. It all depends on you.



- KNOW YOURSELF -

Choose age & gender freely. Select one Species.

Water of the City

+200 or -400 Crow Feathers

You are a Human. Someone with no hand in the world of the supernatural, even if you wish you did. For the second price, you are a Yurine. You are an existence similar to a yokai but resemble a tan human girl with glowing white hair. Either Tokyo made another backup, or you're visiting from another city to observe.

Blood of the City

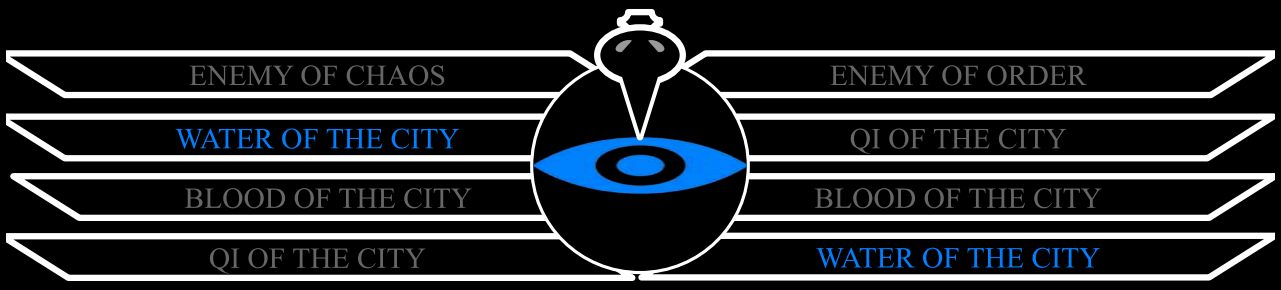
-300 Crow Feathers

You serve as the Active Karas of a certain Japanese city. Not Tokyo, as that territory has already been claimed (unless you replace Otoha in the story). Your Yurine can't stray too far from you, and if she is killed you will be robbed of your power as Karas. By taking **Enemy of the City** for no points, you are a far more experienced Rogue Karas. Through unknown means you have separated yourself from your Yurine, granting you full control of your powers.

Qi of the City

-0 or -300 Crow Feathers

The invisible neighbors of humanity. You are some kind of Yokai. Your appearance can be just about anything, but compared to Karas or Mikura, you're really quite powerless. Unlike other Yokai, you don't have to worry about vanishing if there are no more humans left to believe in you. For the second price, you are a Mikura yourself. You can freely interact with humans and possess monstrous power but must consume human blood to sustain yourself.



- A BODY OF WATER -

Exclusive Water of the City.

Human Physiology

👁 Exclusive and Mandatory Humans 👁

You are a human being. By default, you have no ability to enter the Spirit World, but to give you the bare minimum ability to defend yourself, you will possess the ability to see Yokai and other inhabitants of that world. An exceptionally rare trait for a human to possess. Though this doesn't allow you to actually cross over into the Spirit World, leaving you quite defenseless in many cases.

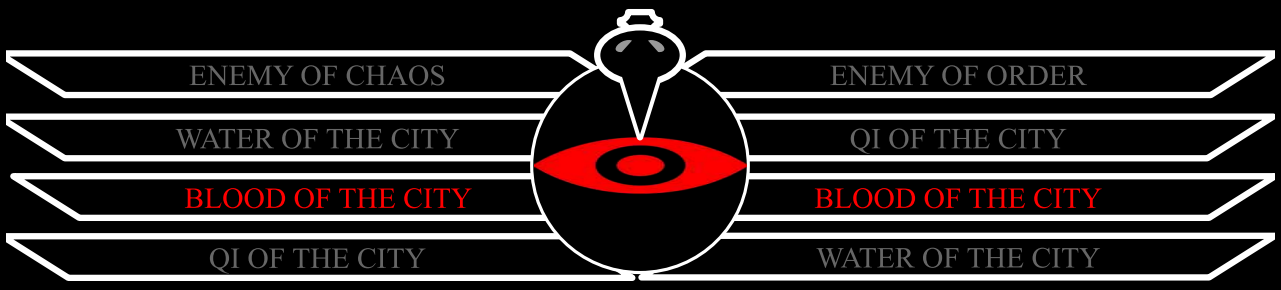
Yurine Physiology

👁 Exclusive and Mandatory Yurine 👁

You are the spirit of a city. You resemble a young girl with tan skin, and pale hair that seems to glow at times. All Yurine have various mystical abilities. They can fly and walk on air, create energy barriers, and transform into a cat if they desire. Their connection to their city allows them to sense any disturbances that occur within and can even teleport themselves and another person anywhere in their territory. Yurine are also able to freely travel between the spirit and human worlds.

More importantly, Yurine are able to choose a human to bestow the power of Karas. Should the Yurine die, the current Karas will lose their power. A Karas even requires the express permission of their Yurine to draw their primary weapon.

In future jumps, this becomes an altform. You may choose to mark a single city in each jump as your territory, as long as it doesn't already possess a similar guardian spirit. Due to their territorial nature, while in this form you will feel a strong subconscious aversion to interfering in matters outside of your territory.



- A BODY OF BLOOD -

Exclusive Blood of the City.

Karas Physiology

👁 Exclusive and Mandatory Active or Rogue Karas 👁

You were once a human, but by assuming the mantle of Karas, you became an existence closer to a spirit. You no longer age and are able to freely cross between the human and spirit worlds, despite otherwise being a normal human.

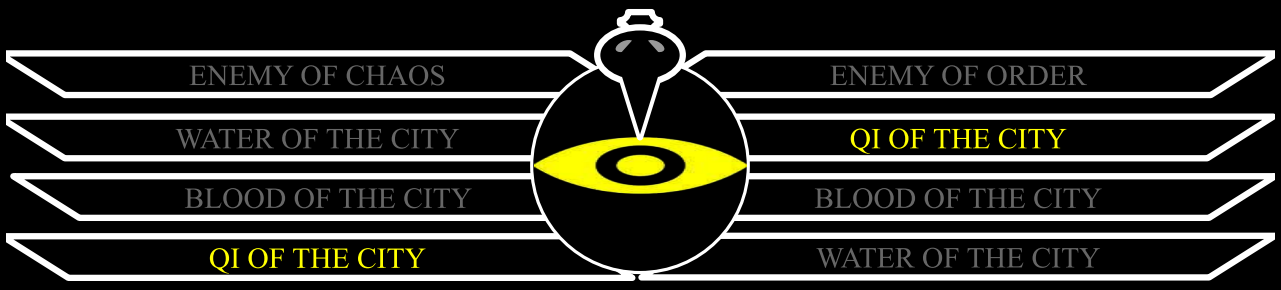
Your Yurine granted you a personal melee weapon and an ornate pocket watch. When activated, the face of this watch becomes an eyeball, and you are able to don the crow-like armor that Karas are known for.

This form grants a plethora of special abilities, such as superhuman strength and speed. You can also transform into a configuration resembling a car or jet capable of reaching supersonic speeds and firing laser projectiles. You can spawn a variety of bladed weapons from your armor, from shurikens to arm blades to grappling hooks. You can even summon an armored cape that can block most projectiles.

Your primary weapon can be used to unleash a powerful finishing attack that can slay even the mightiest Mikura. However, unsheathing this weapon requires the permission of your Yurine. Unless you've somehow managed to sever your bond.

With time, Karas can develop more esoteric techniques. Such as telekinetically controlling their weapon, creating short-lived clones, transforming into a crow, and moving at such speeds that make Mikura look as slow as humans do to them.

Post-jump, Active Karas are no longer at risk of losing their power if their Yurine dies. However, they still need their permission to use their signature weapon and finisher. Rogue Karas have no such restrictions one way or another.



- A BODY OF QI -

Exclusive Qi of the City.

Yokai Physiology

👁 Exclusive and Mandatory Yokai 👁

Yokai forms are infinitely diverse, from living umbrellas to bulls with spider-like bodies. However, despite their terrifying reputation, normal yokai are actually quite harmless to humans. You can't fully cross over into the human world, but you can still interact with it through the spirit world. Post-jump, you won't have to worry about fading away due to a lack of faith in yokai.

Mikura Physiology

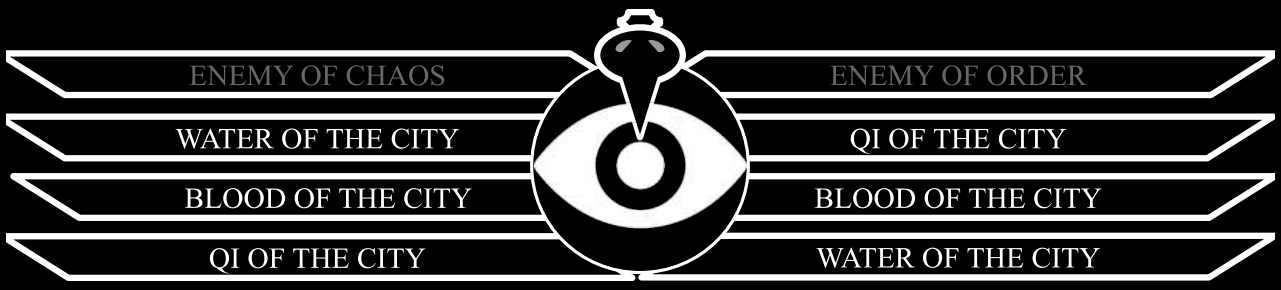
👁 Exclusive and Mandatory Yokai 👁

Mikura were Yokai that Eko modified through magic and technology. Mikura can enter the human world, and even assume human form. They don't rely on human belief to exist but must sustain themselves on their blood instead. Mikura can only unleash their full power by transforming into their true, monstrous form.

All Mikura possess the superhuman strength and durability to contend with most Karas. They also receive some method to drain a normal human of all fluids in seconds, and to make themselves self-destruct as a last resort.

Mikura all possess a variety of unique abilities. Most, though not all, Mikura can produce and manipulate either earth, fire, water, wind, or lightning. While one Mikura might be able to summon weak minions or drown victims in a pocket dimension full of water, another might be able to produce strong and sticky webbing and unleash a swarm of insects from within their body.

You may freely design your own abilities within that general scale, most likely leaning into the mythology of the type of yokai you once were.



- THE REALM OF SOULS -

In one sense, humans and yokai are both residents of the city. In another sense, they occupy different worlds entirely.

The human world and spirit world are essentially the same physically, but for those in the spirit world time is so much slower it might as well be frozen. Humans cannot see or touch beings in the spirit world. You can freely interact with the human world from within the spirit world, or even attack the humans while they're unable to fight back. Though most Yokai have no such intent.

You can also enter a kind of middle ground between the two worlds where time moves as normal, but you remain invisible to the human world.

Barring extraordinary circumstances, Yokai are unable to fully enter the human world, while Karas, Yurine, and Mikura can freely travel between the two. These beings seem to partially exist in both worlds, allowing them to perceive and react to those within the spirit world, even while within the human world. You retain your ability to see ghosts, yokai and similar entities for no cost. However, you must pay **600 Crow Feathers** to retain your ability to cross into the spirit world post-jump.

In the event you pay this plus-charge as a yokai, you may choose whether you are transported to the spirit world upon assuming your yokai altform.



- THE STRENGTH OF WATER -

**One 100 CF Free to Water of the City, second is full price.*

Natural Suspicion

-100 Crow Feathers, -0 for Water of the City*

You have natural talent as a detective. Your preconceived biases never interfere with your investigative abilities. You also have a vague sixth sense for when a case isn't truly solved, or when something is generally fishy about a given incident.

I'm Sold

-100 Crow Feathers, -0 for Water of the City*

You have a talent for lying that any politician would envy. This is especially effective when twisting a narrative to frame you as a hero of an incident, and the true hero as the perpetrator, as long as there aren't too many credible witnesses.

Final Girl

-200 Crow Feathers, -100 for Water of the City

You have an absurd level of luck for surviving lethal situations. A hero shows up in the nick of time, the killer's gun jams, monsters start to fight amongst themselves, etc. This makes surviving such situations significantly more likely than they have any right to be, but it is never a guarantee, so don't rely too much on this.

A Soul That Knows Sorrow

-200 Crow Feathers, -100 for Water of the City

You have an almost scary luck when trying to find a person who meets absurdly specific abstract conditions. Whether it's "someone who will do anything for money" or "someone who truly understands suffering", you feel a vague pull in the general direction of the person in the current city who best meet these criteria.

Do What you Wish

👁 -400 Crow Feathers, -200 for Water of the City 👁

There's nothing more frustrating than having the power to help but being unable to do so. You have an odd ability to work around non-interference clauses with even the flimsiest loophole, escaping any and all consequences for the breach of contract. This even applies to pacts of a supernatural nature. Though, this only helps work around the "non-interference" aspect of the contract.

Next In Line

👁 -400 Crow Feathers, -200 for Water of the City 👁

Power never disappears, only changes hands. Whenever you find yourself taking over a new position, or filling a power vacuum, you can complete the transfer of power almost instantly. If your superior dies in an accident, his troops will follow your command in a matter of minutes. This doesn't render you immune to investigations into the circumstances of your rise, just delays them for a time.

Immortal City

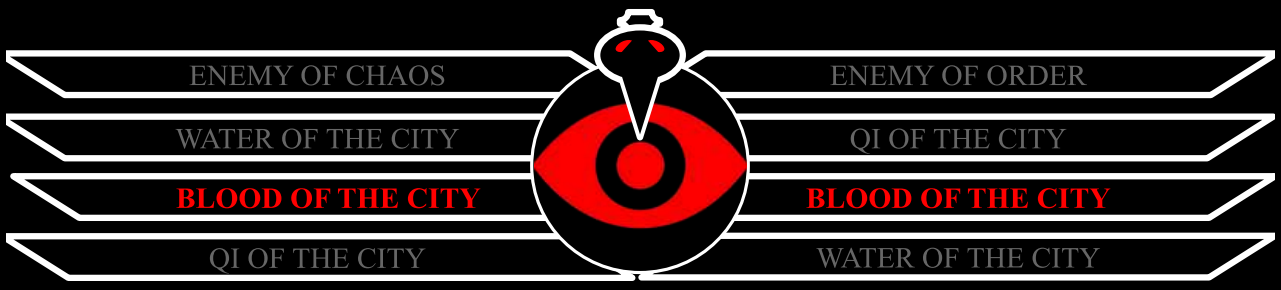
👁 -600 Crow Feathers, -300 for Water of the City 👁

Your body is temporary, but a soul that is remembered can never die. Once per jump, you are able to return from the dead as long as one of your closest allies exhibits unflinching willpower in the face of seemingly certain doom. Even if your soul was destroyed, and they themselves are an inch away from death. Both you and them will receive a substantial power boost for the remainder of that jump.

You Are Under My Protection

👁 -600 Crow Feathers, -300 for Water of the City 👁

Whenever you are part of a land or people with some kind of guardian metaphysically bound to it, said guardian will give you a pass on just about anything that doesn't directly put the rest of their wards in mortal danger. Even if you are pure poison to the culture or economy, even if you try to kill and smear this guardian, the fact remains unchanged that you are under their protection.



- THE STRENGTH OF BLOOD -

**One 100 CF Free to Blood of the City, second is full price.*

Sweet Lies

-100 Crow Feathers, -0 for Blood of the City*

Not all deception is evil. You know how to use lies to give people hope. Whether it's telling a girl that her mom's corpse is just a stranger who looks like her, or that you have an escape route away from disaster when you clearly don't.

Bitter Truths

-100 Crow Feathers, -0 for Blood of the City*

You have a way with words, even when you're wasting everyone's time with derivative philosophical musings. Rather than finding it pretentious, people tend to take you seriously, and assume your words are far wiser than they actually are.

Spirit Healer

-200 Crow Feathers, -100 for Blood of the City

You have a thorough grasp of how to use traditional medicine to treat illnesses plaguing spiritual beings like a regular doctor heals humans. Even if a being is fading away due to humans no longer having faith in them, or damage to their domain, you can help them to hold on longer than they would otherwise be able to.

Unflattering Rumors

-200 Crow Feathers, -100 for Blood of the City

Once per jump, you can select a specific weakness. Even if this isn't actually your weakness, your enemies will immediately assume that it is. They are likely to hinge their plans around this, allowing you to catch them off guard when it turns out that there was no significance to the comatose girl you kept in your secret base.

You Monster

-400 Crow Feathers, -200 for Blood of the City

Something about you is fundamentally broken. You don't feel physical pain. You can recognize when your body is sending danger signals, but that's all they are to you. Even glass shards in your eye are just a minor distraction. Living with this has sculpted you into a monster. Your inhuman physical abilities and combat instincts allow you to take down entire gangs on your own. Just be careful not to bleed out.

Cruel Messiah

-400 Crow Feathers, -200 for Blood of the City

Your charisma is absurd, especially when taking advantage of misanthropic or self-destructive impulses. You can convince a mayor to help you slaughter their people, or your minions to painfully throw themselves into your machine, or an entire city of yokai to seriously consider becoming genocidal monsters to save their own skin. This is naturally ineffective on the naturally empathetic or hopeful.

The Protector

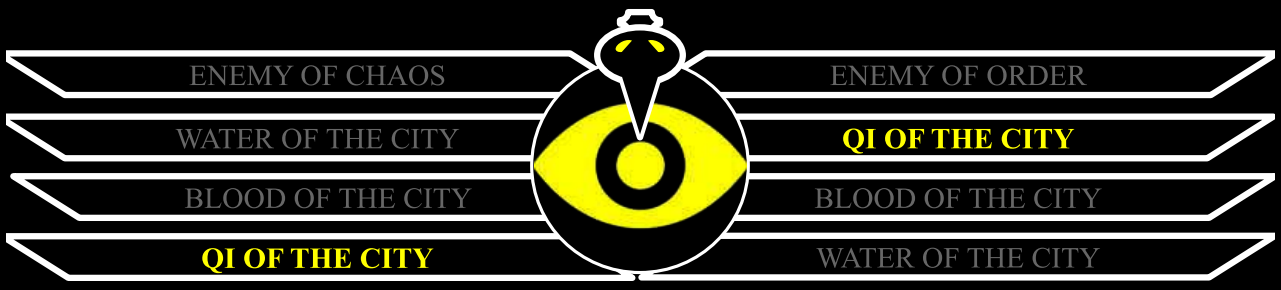
-600 Crow Feathers, -300 for Blood of the City

By showing unflinching resolve and a selfless desire to protect the land you stand on, the land will respond. It will instantly heal all your wounds and provide you with a substantial boost of power. It will even create a guardian spirit to assist you if needed. This can only occur once per jump. The power granted also only persists as long as you remain in the territory of the land that provided it.

The Destroyer

-600 Crow Feathers, -300 for Blood of the City

Let's say you are in possession of a power that requires another being or avatar to utilize. By imprisoning them in suspended animation you can gradually sever your connection. Abilities you formerly required their cooperation to use become entirely your own, and whatever fate befalls them will no longer affect you. This process takes years to complete and requires you to first incapacitate the target.



- THE STRENGTH OF QI -

**One 100 CF Free to Qi of the City, second is full price.*

Whistle While You Work

-100 Crow Feathers, -0 for Qi of the City*

As long as you have even the weakest pretense of it being justified, you can disable any hesitation towards acts of cruelty, and even find joy in it. If you later decide that your actions were wrong, you have no trouble reawakening your conscience.

A Kinder World

-100 Crow Feathers, -0 for Qi of the City*

Yokai are weak, so they need to stick together. You have a strong sense of community with anyone who is roughly the same type of being as you. They may not follow you unquestioningly, but they'll always at least listen to your input.

The One Who Got Away

-200 Crow Feathers, -100 for Qi of the City

You find that as long as you leave a single survivor of your killings, fear of you quickly spreads far and wide. Oddly, fear spread this way doesn't scare everyone away. Rather, it just causes more fools to carelessly wander into your domain. Either out of ignorance, or simply seeking to test their luck.

The Value of Mercy

-200 Crow Feathers, -100 for Qi of the City

Blood is a powerful substance, even more so when given out of mercy. Should someone willingly grant you a few drops of their blood or a similar substance of mystical significance (like qi or magical energy) out of sincere mercy, it'll provide the same effect and power as several bodies worth of that substance taken by force.

Lying in Wait

👁 -400 Crow Feathers, -100 for Qi of the City 👁

Considering Yurine is the manifestation of the city itself, you'd think she'd be better at catching Makura. You find that until you actually commit a crime or take significant steps towards your goal, you are invisible to all but the strongest supernatural scrying methods. Naturally, this protection vanishes as soon as you make a move and won't return unless you lay low for at least a month.

Lingering Spirit

👁 -400 Crow Feathers, -200 for Qi of the City 👁

Once per jump, you can have a second chance at life, in a sense. By asking an ally to mercy kill you, you can possess the weapon they used. This weapon will be able to utilize your supernatural powers, but they will be under the control of the wielder, as you can only observe. You will be trapped in this state until the end of the jump, or the death of your killer, which will truly kill you.

The Five Elements

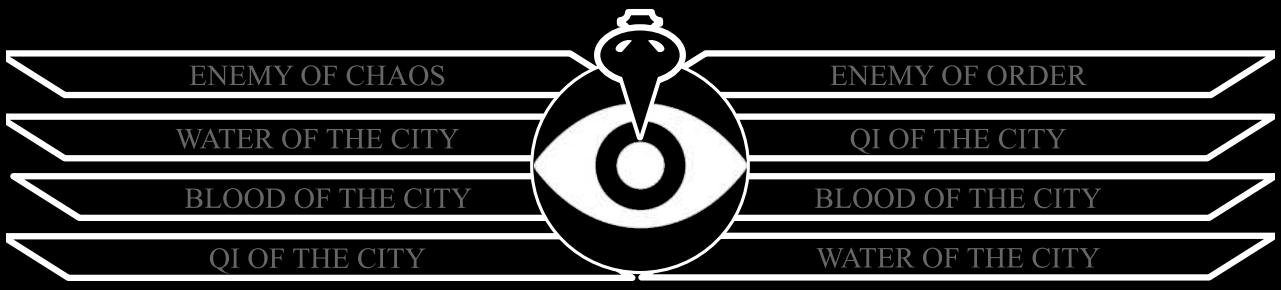
👁 -600 Crow Feathers, -300 for Qi of the City 👁

A dark power fit for a tyrant. You are able to sacrifice the lives of those loyal to you to transform them into components of powerful feats of magitech. Their power is not only added to the machine but magnified. Someone who could control enough electricity to power a house could instead power a city, the ability to control countless threads could be used to control thousands of massive tentacles, etc.

Clockwork Evil

👁 -600 Crow Feathers, -300 for Qi of the City 👁

You are privy to the technology to turn spiritual entities into Mikura. This gives them physical form and a human disguise without robbing them of their ability to cross into spiritual planes. It also replaces all their former sustenance requirements (including abstracts like human faith) with a thirst for human blood. The majority of Mikura end up as sadistic killers, for fairly obvious reasons.



- SHARED ADVANTAGES -

Soul of the City

-0 Crow Feathers, Exclusive and Mandatory Active Karas

The Yurine that bestowed you the power of Karas. In future jumps, you may still transform into Karas if they die, but you will be unable to use your primary weapon or the associated finisher. They will be unable to utilize their teleportation ability unless you select a specific city to become their new territory for that jump.

Foreigner

-100 Crow Feathers Per

With each purchase, you may create or import a companion into this world. They receive **600 Crow Feathers** to spend and may gain more from **Setbacks**.

Local

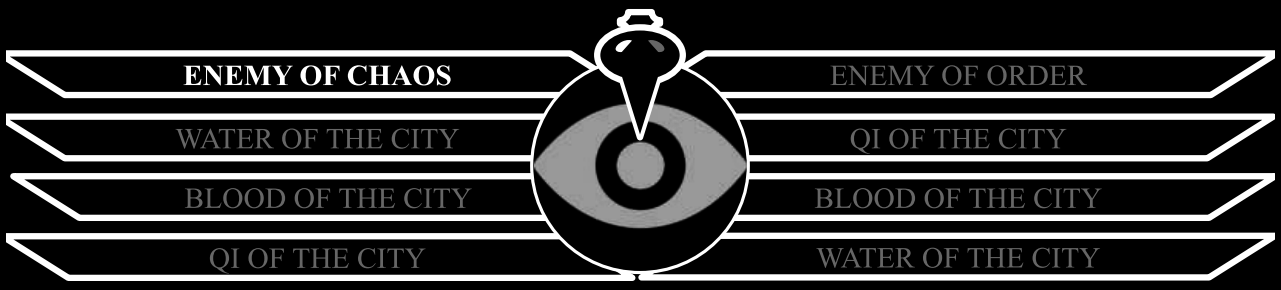
-100 Crow Feathers Per

With each purchase, you receive a slot that can be used to recruit a native of this world as a companion. You must get their informed consent first.

Severance Pay

-200 Crow Feathers, Discount with Human Problems

A large bag overflowing with several billion yen. More than enough to live comfortably for your entire life. The only issue is that this money may have been stolen directly from the yakuza. Let's hope they never find out.



- ADVANTAGES OVER CHAOS -

**Enemies of Chaos receive one 100 CF item free, and the other two at full price.*

Wild Wheels

-100 Crow Feathers, -0 for Enemy of Chaos*

A motorcycle that never runs out of gas and always seems to show up just where you need it, even if you left it behind in another city. If destroyed you can have it violently explode. Afterwards, it will return a month later in perfect condition.

Spirit Medicine

-100 Crow Feathers, -0 for Enemy of Chaos*

A variety of medicine meant to treat spiritual beings like yokai. This can cure most common illnesses or injuries that can plague such beings. However, these can't cure the impossible, like being starved of something vital to their survival.

Spiritual Wards

-100 Crow Feathers, -0 for Enemy of Chaos*

A variety of paper slips and charms are said to ward off yokai. These don't actually work, but the confidence they grant can give a human the courage to face even the most terrifying yokai without the slightest hint of fear.

Blood Bags

👁 -200 Crow Feathers, -100 for Enemy of Chaos 👁

Every month you receive a handful of blood bags. This blood lacks the full metaphysical weight as blood directly harvested from a human, but it's enough to take the edge off for a time. Still, be careful not to depend on this.

Golden Armory

👁 -200 Crow Feathers, -100 for Enemy of Chaos 👁

An assortment of golden guns of multiple types. They consume regular ammo but are bizarrely effective against supernatural beings like Karas or Mikura. You have an odd ability to invisibly carry these guns on your person until needed.

Panic Shelter

👁 -200 Crow Feathers, -100 for Enemy of Chaos 👁

Wherever you go, you'll know the location of a vacant location perfect for hiding from disaster. It's not guaranteed to save you, even if the city is torn to pieces, you'll at least be safer here than you would be anywhere else in the city.

Soldiers

👁 -400 Crow Feathers, -200 for Enemy of Chaos 👁

A platoon of several dozen fully trained and armed human soldiers. They are loyal to the point they won't even question why their boss is a man-eating monster, or why they're pointing their guns at the hero who clearly just saved the world. They just follow orders. They all occupy a single companion slot.

Possessive Weapon

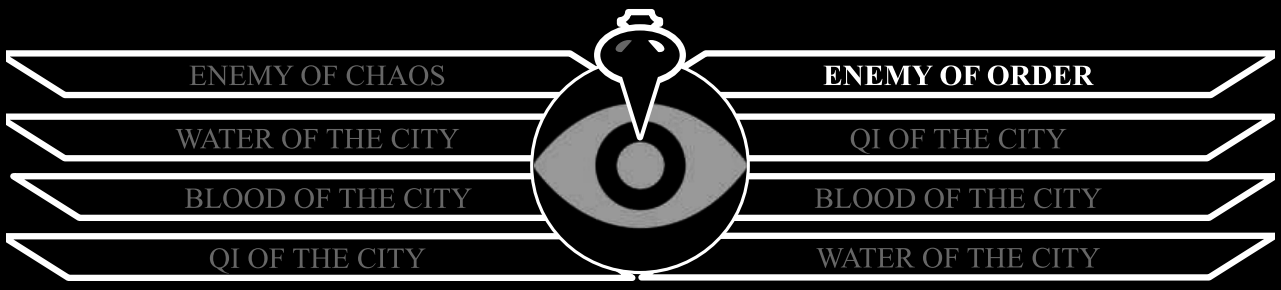
👁 -400 Crow Feathers, -200 for Enemy of Chaos 👁

You receive a special weapon that has the special ability to absorb the soul of a slain creature, along with their supernatural abilities. Said creature must willingly give up their soul to this blade. You cannot absorb a new soul without releasing the last. You can import a weapon you own to receive this trait.

Place of Healing

👁 -400 Crow Feathers, -200 for Enemy of Chaos 👁

A small, serene pocket dimension that seems to attract peaceful yokai and similar entities from all around. The air of this place weakens hostile entities and strengthens the spirit of peaceful ones. This dimension is tied to you. As you grow weak or distraught, the air here becomes oppressive and emotionally draining.



- ADVANTAGES OVER ORDER -

**Enemies of Order receive one 100 CF item free, and the other two at full price.*

Black Bands

-100 Crow Feathers, -0 for Enemy of Order*

A seemingly endless supply of black rings with a design of your choosing. They have no inherent power, beyond being impossibly difficult for others to replicate, and serving as a subtle symbol of those affiliated with you in some way.

Of Mice and Men

-100 Crow Feathers, -0 for Enemy of Order*

A small pet mouse and a large transparent maze for them to play in. The mouse is loyal and surprisingly intelligent. This mouse has a strange ability to make any philosophical statement more convincing when you use them to prove a point.

Weapons Locker

-100 Crow Feathers, -0 for Enemy of Order*

A locker filled to bursting with a variety of mundane firearms and swords. Any spent ammo is restocked weekly. These won't be much help against Karas or Mikura, but they'll more than do the job against most humans.

Versatile Attire

-200 Crow Feathers, -100 for Enemy of Order

This article of clothing is made of Tsuchigumo silk and specially enchanted. It is able to change its appearance into any mundane clothing you can imagine. It can’t transform into armor or anything, but it still makes for a fantastic disguise.

Safe Haven

-200 Crow Feathers, -100 for Enemy of Order

A secluded location that serves as your perfect hunting ground. Whether it's a bathroom, a hospital, a tunnel, etc. Humans frequently wander in here alone, and no matter how many disappear, the human authorities never seem to investigate.

Noble Palace

-200 Crow Feathers, -100 for Enemy of Order

An almost comically large office or secret base. For some reason, those within are more inclined to treat you like royalty. Servants spoil you rotten, while even guests of high rank show uncharacteristic patience towards you here.

Angelic Armor

-400 Crow Feathers, -200 for Enemy of Order

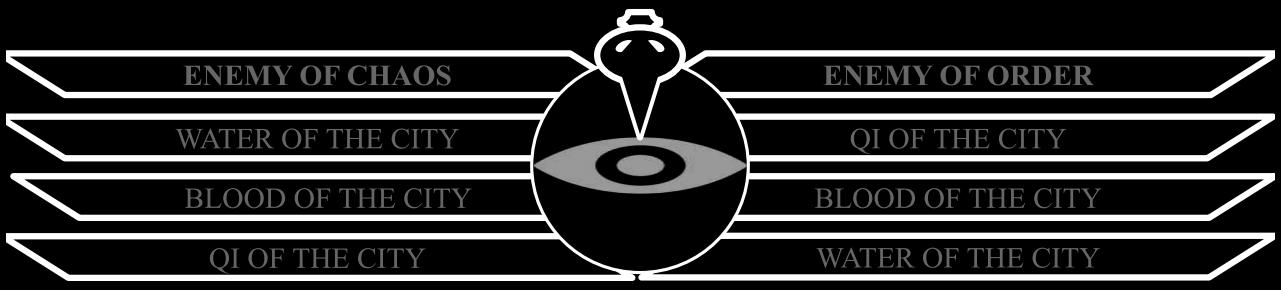
Three pieces of magitech equipment that can be integrated into any armor you possess (even the summoned variety). The eyepiece allows you to see things miles away. The boot enhances the power of kicking attacks. The final piece allows you to funnel fresh blood into your armor to increase its power with no known limit.

Purifier

-400 Crow Feathers, -200 for Enemy of Order, X5 Max

With each purchase, you receive a large shrine representing one of the five elements (fire, water, air, earth, lightning) connected to miles of massive magitech tentacles. You activate this machine by sacrificing a being with an extremely strong affinity with that particular element. It will use that power to eradicate just about anything within a block or two of the shrines. It can even create an almost unbreakable barrier isolating everyone caught in their area of influence.

However, with all five shrines, fueled by all five elements, you can drain every drop of blood from every human within a large city in under an hour, redirecting that blood to wherever, or whoever you please. As a last resort, you can transform the tentacles into a giant mechanical dragon you can fuse with to control and enhance your own power. Discounts apply to all purchases for**Enemies of Order**.



- SETBACKS -

No drawback cap.

Weaselly Voice

+100 Crow Feathers

You have a freakish (and very obviously inhuman) voice that makes you impossible to understand. It's as if everything you say is reversed and autotuned. Everyone pretends like they can understand you, but they can't.

The City is to Blame

+100 Crow Feathers

You are the type of person who refuses to take accountability. Whenever things don't go your way, even in small ways, you'd sooner attempt to punish the entire world before even considering that you're the one who needs to change.

Human Problems

+100 Crow Feathers, Incompatible with Qi of the City

You have a troubled past with the human yakuza. For whatever reason, they want you dead, and the feeling is mutual. This may seem small-scale compared to the matter of Eko and Otoha, but at the end of the day a bullet is a bullet.

Ghost Stories

+100 Crow Feathers

You can't help but make a scene at every opportunity. Whether it's ranting about yokai or going off on unprovoked misanthropic monologues. Even when you have a point, you sound so insane that nobody gives you the time of day.

Born in Twos

+200 or +0 Crow Feathers

You have a twin you must fight tooth and nail to spare from some terrible fate. Should you fail, the mental damage risks pushing you into a borderline suicidal stupor. By passing on receiving CF for this, you can take them as a companion for free. They have a close bond with you and share all your purchases from this jump.

Alternative Diet

+200 or +0 Crow Feathers and Mandatory Mikura

You must consume human blood to sustain yourself. You can abstain for about a week, but you will be plagued by constant hunger unless you regularly gorge yourself. Deny yourself for too long your body will begin to break down. How you obtain the blood doesn't matter, as long as it is fresh or well preserved.

Poor Timing

+200 Crow Feathers

You have absurdly bad luck. Whether it's wandering into the middle of a yakuza turf war, going to the same bathroom where a serial killer is hiding, or generally being in the worst possible place at the worst possible times. You're never guaranteed to die, but this does make it far, far more likely

Withdrawn

+200 Crow Feathers

In the past, you were the witness to a horrific massacre. It has deeply scarred your psyche. The killer was never caught and is hiding somewhere close to you or your loved ones. They will wait for the perfect moment to reveal themselves, with the intent to make you relive that horror before finally finishing you off.

Easy Target

+300 Crow Feathers, Incompatible with Human

Unlike many spirits, you have a physical body in the human world. It is currently comatose in a hospital, completely defenseless. Your enemies have little trouble discovering this. Should they succeed in killing your physical body, you will die, ending your Chain. Even if they just wake your body up, you will be reduced to your body mod for a day or two before your power finally returns to you.

Out of the Loop

+300 Crow Feathers, Exclusive to Human

You have zero spiritual awareness. You cannot see yokai, karas, or anything of the sort within the spirit world. Similarly, you are unable to utilize any abilities that would allow you to manipulate the flow of time or interact with the spirit world in any meaningful way. This puts you at an obscene disadvantage against any of the supernatural threats currently plaguing this city.

Power of Memory

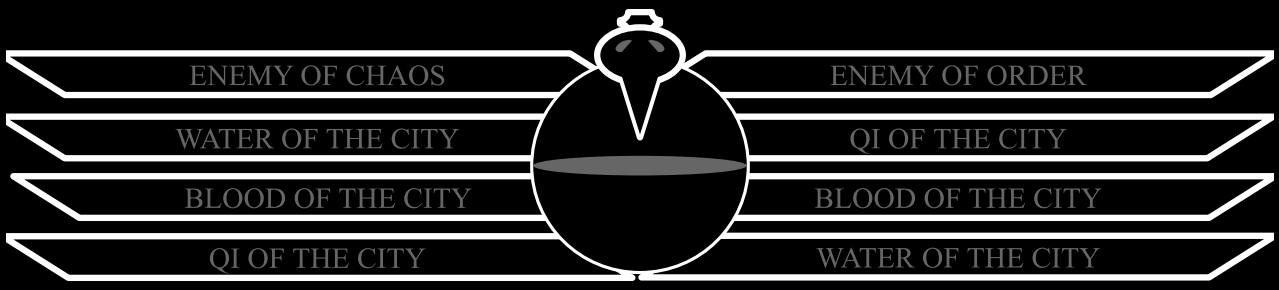
+300 Crow Feathers

Regardless of your species, you seem to have a deep metaphysical connection to the land of Shinjuku. The negative emotions of the beings within affect your physical health. Their fear makes you weak and sickly, their anger makes you irritable and feverish, etc. Should the worst come to pass and almost every human is eradicated from Shinjuku, you will begin to fade away into nothingness.

Enemy of the City

+300 or +0 Crow Feathers and Mandatory Rogue Karas

The city itself has identified you as an enemy, as will any city you step foot in. You will become the primary target of the local Karas. Even if you deal with this Karas, a stronger one will replace them. Even removing their Yurine from the equation won't help, as the city will simply create stronger Yurine as needed. Your only hope to be free is to create a dead city by eradicating every human and Yokai within.



- FAREWELL SHINJUKU -

The Flow of Water

Go Home

You conclude your Chain and return to your original world.

The Flow of Blood

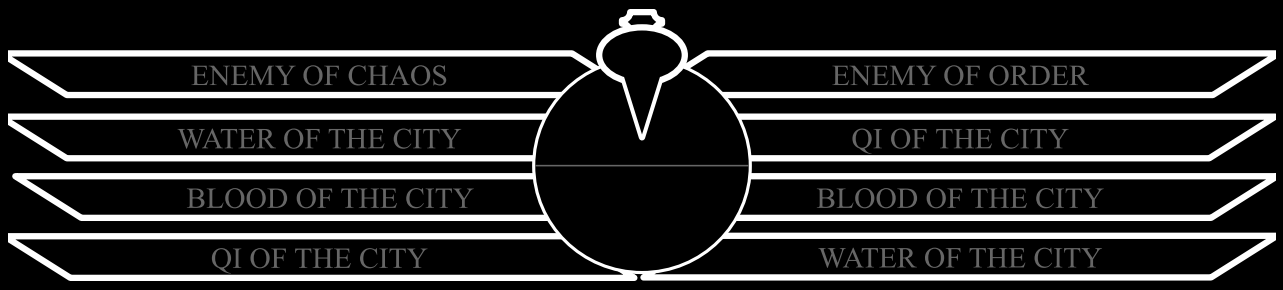
Stay Here

You conclude your Chain and remain in this world.

The Flow of Qi

Move On

You continue your Chain and proceed to a new world.



- CLOSING NOTES -

Jump by Gene

The time slowing effect is never really explained and is pretty inconsistent. In some scenes we'll see raindrops frozen in mid-air, while in others we can see individual snowflakes slowly falling. Sometimes things that those in the spirit world touch change to match their speed, other times they can stand on top of rubble in freefall without making it fall any faster. We also see clearly that humans can be harmed from within the spirit world. For whatever reason, most Mikura just choose not to.