Pocky & Rocky Jumpchain! v.3.8

A jump set in a world not unlike medieval Japan and is filled with the existences of myths and legends of old that originate from the country. Youkai are abound and magic is seemingly everywhere, resounding in the very air itself. Over all though everyone seems to be fairly welcoming and friendly enough. It's easy to meet people who will have a friendly chat and work and food are not hard to come by.

However, the land seems to be in the clutches of an incident of sorts with a shadowy figure pulling the strings behind everything. As if by a dark curse clans of the normally peaceful youkai have begun to act violently and rampage across the countryside, and rumors of a dark citadel from a faraway land are whispered among the people.

In the center of it all, a young shrine maiden named Sayo (Though she'll also answer to Pocky) steps forward to do everything in her power to put a stop to the evil machinations at hand. With a bit of help from a local tanuki friend, the plucky girl just might be able to pull it off. For the first 7 years things will start easily enough and you'll get to enjoy the full splendor of this world. Think of it as something of a vacation. However on the 7th year things will start to set in motion and dark forces will be at work. Will you rise to the challenge, stand by the wayside, or perhaps try to harness these dark powers for yourself?

Your journey in this land begins now, jumper. Take these with you. You may need them.

+1000 CP

Age: 1d8+15. You can burn 100 CP to choose both your age and gender. Yes, you can even be an 80 something year old hag if you really want.

Starting location:

Roll a 1d8 to determine starting location. 50 CP can be spent to choose from the list instead, but is it really worth it?

1 Sayo's shrine: Set on a low-lying piece of land, the shrine is the center of worship for the neighboring towns. Cleanly kept and maintained, it is in good condition and is ornately decorated with charms and paper lanterns, bowing to older forms of decor. The building itself is humble in size, but is sizeable enough to accommodate several groups of people. The space in front is usually

used for gatherings and is set aside to allow a crowd of people to seat themselves. In the back, there is a storage shed of sorts that contains most of the tools Pocky uses in her duty as a shrine maiden. It is covered with wards and charms, mostly to keep everyone but Pocky away from it. Together, the shrine and its grounds are a decent size. It and its surroundings have gained a small ability in repelling evil. It's not strong enough to truly ward away malicious beings, but it is enough to slow down the average evil being. This nature has allowed the shrine maiden to live in relative peace.

2+3 Natsume town: The closest town to the shrine is the one where Sayo mostly frequents during her free time. Named Natsume, the town itself isn't too large, but it does have a few sights to see. Its people are hardworking and one can make use of the services of the various craftspeople. There is an inn run there that was blessed by being built over a natural hot spring. A popular place in the region, the inn's hot springs is something that can be enjoyed by all guests for a fair and quite affordable price. It is actually thanks to this that the town is at least larger than the other towns in the area.

4+5 October Fields: These fields of wheat and rice are most mysterious and rarely need tending except for harvest. Many of the land's kitsune congregate here and it's believed that Inari herself is responsible for the fields. When asked kitsune rarely if ever say anything about the matter though they do treat the location as a sacred place. The fields provide much of the grain that is used in the land and harvesting is strictly regulated so as to preserve the fields. This is done in part because there is no need to harvest more than is needed and partly because to do so would invoke the wrath of the kitsune population who often appear as humans in ornate white robes often with fox masks. A small population of humans live in the fields as well. It's said a powerful rogue kitsune has been causing a ruckus here lately though.

6 Enchanted woods: These enchanted woods are the home of many of the land's youkai. Many paths run through it to allow safer passage for outsiders and the woods are littered with abandoned castles and forts from a less civilized era. Powerful artifacts still hide in these ruins and it's said some of them are still tended to by the spirits of their lords. Deep in the forest runs a mighty river which flows all the way from the mountains to the far north into the sea to the south. Myriad tribes of Kappa make their homes along it and for a fee will gladly ferry travelers along it.

7 The forgotten graveyard: One of the land's lesser known locations. The dead here are long forgotten, and almost no one comes here anymore, due to the danger of possibly joining their number. Its sole caretaker is a djinn from another land. One of the main reasons for ever coming this way is the graveyard's sole mausoleum which is said to contain immense hidden wealth, as well as a hidden passage to the Tengu mountain pass. There is a rumor that as of late a phantasmal necromancer has taken up residence here and has been using their dark and twisted

magics to raise the dead. If you MUST come here use extreme caution, for one mistake and you may find yourself among the dead as well.

8: Choose any location above!

Race: (For 50 CP you may be half human and half one of the youkai below, gaining the benefits of both halves, though the supernatural benefits of the youkai half are reduced considerably. You may also spend 50 CP to be a youkai not on the list. There's a fuck ton to choose from.)

Human: The standard fare human. Nothing amazing, but not to be underestimated. Humans, when they excel can be incredibly flexible in how they are specialized, and what they are skillful at.

Tanuki: Appearing to be a more humanoid version of the creature of the same name, tanuki are inherently knowledgeable of basic nature magic and can produce and throw razor sharp leaves. Also can hold their booze better than most.

Tengu: A birdman-like race of youkai with many crow-like traits. Tengu are very agile and skilled with flight. Not terribly exciting over all but some are said to know the secret to wind based magic.

Kappa: Tribal amphibious youkai that look like a humanoid somewhere between a duck and a turtle. Generally slightly stronger than an average human and can hold their breath for hours on end and swim better than any other race.

Kitsune: Mysterious among all the other youkai, Kitsune are highly skilled in illusion magic, having at least enough to disguise themselves as a human for a short while. These fox-like youkai are said to be incredibly wise.

Hitotsume-nyudo: A giant of a youkai. While not quite as strong as an oni, they are still quite powerful in their physical might. Though often known to be cyclopean, this is not a hardline rule. Invariably dress like monks and make residence in abandoned fortresses and the like.

Origins:

Drop-in (0 CP): Very much a stranger in a strange land. As a small consolation you can understand and speak the local tongue... at least for the duration of the jump. As a fresh slate you have no prior presence or knowledge here besides what you bring in with you. You also have no foreign knowledge or histories to mess with your head as well.

Ronin (50 CP): A sword for hire, be it by choice or by misfortune. You have knowledge in the ways of the samurai and are quite good with a sword. Work has been fairly easy to come by, even in these peaceful times of course. There's always someone who needs a hand, even if it's unconventional work for a ronin.

onmyoji (100 CP): Skilled in the arts of the occult, you have knowledge one of a number of schools, ranging from harnessing the powers of Yin/Yang, the Five Elements, shikigami, and divination to crafting ofuda and preforming basic alchemy. Training is very strict but this magic can have its uses and it won't be surprising for people to seek you out for aid.

Foreign knight (100 CP): Coming from very far away ,clad in heavy armor, with a horse, and arm of sturdy make, be it a sword, lance, or matchlock. People will definitely regard you with curiosity and first impressions will be incredibly important here. You were sent here as an explorer and this new land holds many wonders. However a looming danger which may have come from your home land might put this expedition at risk, as well as the people here.

Perks: (All discounts are 50% off.)

Don't lose your waaaay!: (100 CP, Drop-in free) A drop-in is never truly lost. They arrive precisely where they mean to. With this perk you can simply start walking without a thought and arrive in seemingly little time. This isn't actually fast travel though. Your mind just blanks out the journey and goes on auto-pilot. While only about as fast as your normal walking pace it does ensure a fairly safe trip from one destination to another you know of or have been to... provided you aren’t already in danger.

The honed edge:(100 CP, Ronin free) With just a bit of time and polish you can restore any blade to its true sharpness, as if it were just crafted. Rust and tarnish to away with ease as well. Your tools and weapons are always in the best shape. SOME effort does need to be put into this care of course.

Sanctifying ritual:(100 CP, Onmyoji free) With a simple 2 hour ritual you can enchant any weapon or gear with a simple holy enchantment. This gives a tiny boost to defense or power which grows

decently against targets possessed of dark magic or evil intent. The ritual must be renewed every two months.

With a grin and a flourish:(100 CP, Foreign knight free) You seem to just be... so friendly and stylish. Even if you don't seem to understand the ways of a particular group's culture well or they yours, you still seem to hit it off well with them which is good. First impressions are the most important.

The wayfarer's palm:(300 CP, Drop-in discount) Your dexterity and reaction speed gains a significant boost, to the point where it seems with enough training and practice you can fairly easily avoid most mundane attacks and projectiles. In addition you've learned a secret to knocking projectiles back at the user with a solid swing of an object, or well timed backhand.

one sword keeps another in the sheath :(300 CP, Ronin Discount) You are an intimidating mofo, and people know it just by looking at you. While not perfect most common thugs and bandits at the least won't be starting any trouble with you unless they are terribly desperate. They know a hardened badass when they see one. This ability is of course able to be toggled and you can choose who it affects.

Consort with spirits:(300 CP, Onmyoji Discount) With the proper rituals and some time you can summon shinto-like spirits to communicate with once a month. For a simple offering of food or drink they will share helpful little pieces of information on the general area or in rare cases preform a simple deed. This ability also makes the managements of familiars easier and gives them a small boost in abilities.

Built to last:(300 CP, Foreign knight Discount) You're simply built of tougher stuff than most. physical harm which would floor others, you are more than able to endure. This of course does not make you invincible though, but your skin is naturally a bit more durable than others and good enough to substitute for light leather armor. It also gives a slight durability boost to your equipment that you've made yourself.

East wind wanderer:(600CP, Drop-in discount) The winds walk with you. You flow smoothly and gracefully around the myriad blows of your adversaries, and with calculated movments can attempt to disarm them of their weapons more easily than the average human. Additionally you can leap higher and run faster, as well as hover along the ground for short bursts.

victory over yourself of yesterday: (600CP, Ronin discount) You have an uncanny ability to pick up on and understand mistakes and misteps you made previously, learning faster from them than most normal people. While this will not save you if you make a terribly fatal mistake it allows you to become incredibly adaptive with your hindsight.

Warding charms:(600CP,Onmyoji discount) With a bit of practice you have found a way to set up an array of ofuda talismans which are capable of produceing a number of wards and barriers often capable of absorbing several blows. These barriers may be set up over a small area, such as a bedroom, or around one's person by affixing the ofuda to one's atire. These wards must be renewed once every 2 weeks if they remain unbroken.

Foreign cold iron:(600CP, Foreign knight discount) For what ever reason your metal weapons and armor are naturally more resistant and effective against adversarial magic, be it spells thrown your way or beings of magical nature. While it's no panacea to all magical threats it is still none the less increadibly useful. Curiously they seem to be much more powerful at warding off dark magics.

Star iron:(800CP Ronin & Onmyoji discount) Your metal weapons seem to never loose their edge or warp, reguardless of weather conditions, and are terrifyingly keen. Bludgoneing weapons have a terribly greater kinetic force as well. Curiously when you are at at least 3/4th your maximum health your weapons will glow faintly and produce energy beams when swung.

Soaring wind:(800CP, Drop-in & Foreign knight discount) Once per jump, when seemingly mortaly wounded, you may gain a 'second wind' allowing you to continue fighting as if you have only half as much harm upon yourself as you currently do. In addition this perk gives a considerable willpower boost.

Items & gear:

Money (50 CP): Cash. Dosh. The all might lucre. 500 golden glittery koban as it were. Pretty fantastic starting cash, not that it isn't terribly hard to find work no matter your race or origin.

Gohei (50 CP, free Onmyoji): A wand of sorts commonly utilized by shrine maidens. As it happens they are really well atuned for channeling sacred magics. When in doubt they make a pretty effective bludgeon as well. As a nice small bonus if used as a focus for enchantments and blessings it gives them a small boost.

Ofuda stack (100 CP): A stack of ofuda slips which never seems to run out. When thrown they fly true and burst when striking a target dealing s bit of magical and holy damage. With a bit of work you might be able to alter some to fulfill other purposes like wards, flashbangs, incendiary projectiles, or focuses to channel magic through.

Orb of might (100 CP): A Crimson sphere which is warm to the touch. Just having it on you seems to make your attacks more powerful. With enough of these they'll even start to ignite with incredible evil purging fire. Weaker effect around orbs of agility.

Orb of agility (100 CP): An azure sphere which is cool to the touch. Just having it with you seems to make your attacks swifter and able to be more numerous. With enough of these it'll seem like you are making multiple strikes at once, and your projectiles while spread in wide arks. Weaker effect around orbs of might.

'bomb' (200 CP): A small green sphere with mighty magics locked inside. When broken it unleashes a powerful and large blast around the user which hits all foes caught in it for considerable damage.

Inari certificate (200 CP): A curious wood block carving. By holding it up to any shrine to Inari the bearer will find themselves taken to a moderately large shop attended by a rather pretty kitsune woman. There are myriad items of varying rarity and magical potency, including valuable artifacts crafted by Inari themselves as well as mundane goods such as food. The item stock shifts weekly. They take currency from virtually all worlds and even have a helpful scroll which lists are conversion rates for ease of purchase. As a bonus a small shrine to Inari has also appeared inside the warehouse. Just be sure to leave offerings now and then and make sure it doesn't get too dusty. Limited to one visit daily. Attempting to visit the store with the intent to rob it in any fashion simply results in the wood block cracking and becoming useless.

Enchanted bunny ears (300 CP): A curious headband of some fashion with a pair of bunny ears steming from it. It appears to have been enchanted with some protective magics which give a small movement speed boost to the wearer and allows it to protect them from a few hits before it is destroyed. Self-repairs once a month, if its charges have been used up.

Matchlock rifle (300 CP, discounted for Foreign knight) A masterfully crafted powder based projectile weapon. It comes with 30 small lead balls which it uses as ammunition. However when that runs out sufficiently small stones and other materials can be used as ammo in its place. Unlike most matchlocks you don't have to worry about the powder getting ruined by moisture, and the pouch of it refills monthly. It is however a bit inaccurate, cumbersome, and very slow to reload, though better than most mundane matchlocks by a good margin.

Companions:

Rin (200 CP. May only purchase once.): A mysterious woman who wears a fox mask. It's hard to tell what they're thinking at any one moment without asking, but they seem to be very quick and evasive. Almost ninja-like. They seem to be friendly enough though, and that sphere of theirs which they use as a throwing projectile is pretty darn effective. Maybe they'll open up a bit more if you get to know them some? May or may not be half-kitsune.

Igaru (300 Cp. May only purchase once.) A wandering tengu ronin. He's a bit rough around the edges and can be a little abrasive but his heart's in the right place and he'll stick by you through the worst of it. He's a pretty decent swordsman as well and being tengu means he can fly... which is probubally pretty handy as well. He also makes a pretty great scout and survivalist.

Lesser kitsune-bi (300 CP, 200 CP for drop-in. Multiple instances can be purchased, up to three.): A small and adorable but strange entity born from magic of a large gathering of kitsune. They appear in either the form of a simple spherical fox-like being with a wispy fire-like tail which glows faintly, though they can also take on a flame-like form as well, regaining a small cute smile and squinting eyes. By feeding gradually on ambient magic they can grow slowly until they become a 'greater kitsune-bi' which appear like a proper fox with the same fiery tail. In their full grown form they are as big as an ox cart and can become a blazing inferno in the shape of a large vulpine beast. It's no wonder they are quite popular as familiars and pets.

Companion import: (200 CP for initial. 100 CP for each subsequent.) A companion of your choice joins you in your time here right away. They have 400 CP to work with, and a free race and origin of choice if you choose to give them one.

Drawbacks: (Up to a maximum of +600 CP may be taken in drawbacks)

Heavenly Guardian +0 CP: Sayo? Who's Sayo? The jump is now set in Heavenly Guardian. The so called 'spiritual sequel' to Pocky & Rocky/Kiki KaiKai and as such things are bound to be very different. Is that really a good or bad thing though...?

Nintendo Mild +100 CP: In true old school Nintendo fashion, things are not as laid back and simple as they would noramly be before. Minions of the black mantle are afoot and will continue to be active up until the 7th year, at which point things will proceed fairly as normal, baring any changes which might have been effected by their movments which where unanswered.

Nintendo hard +200 CP: Shit just got (more) real. You now have only a scant 3 years to relax and prepare before things start to take a turn for the dangerous. The black mantle's minions will be out in far greater numbers (Squads of 30-40 at once) and attack more viciously... and it seems they're out for your blood. To rub salt in the wound all hostile attacks just got a lot more lethal and will inflict far more harm than they normally would, leaving lasting wounds which are terribly hard to treat.

Bullet hell +300 CP: Oh fucking Christ! Where'd all these projectiles come from!? It's like everything is trying to shoot you with more magic than any one being has a right to. Hope you're really good at dodging because battles are about to become massive seas of projectiles.

Bigger fish +400 CP: It seems that the black mantle's minions are considerably more durable and harder to take down now, and more numerous than normal, with more of their personal army appearing outside of their fortress to confront you (You can expect squads of over 100 at some points). The black mantle himself it seems has a patron in the form of a black and wicked god of evil from the far west. You will now have to take down both black mantle and this dark deity if you wish to leave this jump alive. What kind of world lies beyond the dark portal from which the black mantle draws his power though? Surely not a plesant one. The capabilities of the dark deity itself are fierce and powerful. Able to unleash spells of dark energy which sweep wide and tear the land assunder and shift the terrain beyond the portal as it is their domain.

"Your punishment must be more severe" Mode +600: Taking elements of bigger fish, Nintendo hard, and bullet hell, this nightmare of a mode seems catered specifically to kill any early jumper foolish enough to take it and create some serious pain for even a mid to late run jumper. Are you man enough to take this on? Are the points really that worth it?

Notes:

-If magic isn't available wherever you are, tinder like sticks or paper is an acceptable substitute of food for kitsune-bi. They are also immune to the corruptive effects of magic if there is any for the setting.

- For the purposes of the soaring wind perk anything which would result in death for you under normal circumstances may proc its effect. Less useful for the really uber stronk jumper that can shrug off nukes and such but certainly more useful for earlier ones where something like getting run through would probubally be fatal.

Additions:

1.0: First build. Basic framework for the most part. All races, origins, and starting locations should be set. Not exactly runnable yet.

1.5: 'free' tier Perks added. Minor addition to the race options thing for more flexibility and potential verity. A whole bunch of items as well. Companion options added, currently only one fresh one and an import option.

2.0: Next tier up of perks added. Additional companion option added. More drawbacks. Errata update for kitsune-bi. New item.

3.0: Finished off perks. Added new companions. Two more drawbacks. Minor spelling stuff no one will care about the specifics of.

3.5: Clarification of drawbacks and such.

3.8: two new items added and corrected an accidental mispriceing of a perk. Also an important note on one perk.