Onimusha: Warlords Jump Chain Version 1.0 by Atma-Stand



Foreword

Well, hello there, Jumper! I see you've come to the Warring States era! Looking for some interesting times here? If you look just past that cliffside, you can witness the last moments of the battle of Okehazama. I think that the Oda forces just took Lord Suruga's head, and Lord Nobunaga was just shot… wait… That wasn't supposed to happen. He was supposed to live for another two decades before the events of Honnoji Temple. Ah, I see what's going on. Let's move somewhere else, shall we?

You see, Jumper, you are no longer in the standard timeline. Some miles away from here lie the Saito clan lands and residing there is Princess Yuki. Just recently, she began to notice the sudden disappearance of several of her servants and the terrible screams that cried out in the night. She endeavored to notify her cousin, the famed samurai Akechi Samanosuke, of her plight. Minutes before he could reach her, however, she was taken by creatures with three eyes. Alongside the faithful kunoichi, Kaede, he will quickly set out to rescue her, which is where you come in, Jumper. Welcome to the world of Onimusha: Warlords.

Here are **+1,000 Choice Points**. Try not to die, Jumper, as there are fates far worse than death in this universe.

Starting Locations

Please roll a 1d6 to determine your starting location or pay +100 CP to manually choose.

- **Inabayama Outskirts –** Despite the idyllic landscape bathed in sunset, a palpable sense of fear is present. The guards present whisper of screams in the night and missing people. Watch where you go here, Jumper, as you are sure you can see shapes moving through the forests that are not human.

- **Underground Temple –** An old temple whose entrance was recently unveiled through a small earthquake. Some monsters roam within, but if you know what you're looking for, you may find a great treasure within.

- **Inabayama Castle Outer Keep –** This should have been a place where visiting dignitaries, nobles, servants, and guards would regularly meet. However, it is now practically abandoned, with the only signs of life being the distant sounds of battle between the Saito and the Genma.

- **Inabayama Castle Western Area –** Containing the forges of the Saito Clan and access to the castle's dungeons, the western area of Inabayama Castle has unfortunately been subject to a runaway fire. Best move quickly, Jumper.

- **Inabayama Castle Eastern Area –** Comprising the Waterfall Mountain and a man-made lake, the eastern area of Inabayama is quite the sight. A word of warning, though: The water of this location seems to churn on occasion, as though something is just beneath the surface. Do be careful.

- FREE Choice

Origins

You may freely change your gender at the beginning of this Jump or maintain your previous Jump's gender. For origins that focus on Human characters, your age is determined by a 1d20+19. For those Origins that allow you to be a Genma, your age can vary wildly, as you can at least a century old to several thousand years old.

- **Saito Clan Soldier (FREE) –** Unlike many others, you are not special. Instead, you are an ordinary soldier in the Saito forces stationed in and around Inabayama Castle.

- **Former Iga Nin (-100 CP) –** During his travels, Samanosuke Akechi ran afoul of the Iga Clan of Ninja. Like a certain Kunoichi, you have forsworn your prior allegiance. You can now be considered a free agent in the service of the Akechi clan or the Saito Clan, depending on your preferences.

- **Onimusha (-200 CP) –** Something about you has attracted the Oni Clan's attention. As a result, they have given you a degree of their power, enough so that you may be able to slay the various Genma that stalk. Go now! Slay the Genma and seal them within your arm!

- **Genma Co-Conspirator (FREE) –** Shortly after the battle of Okehazama, the Oda clan began to align themselves with the terrible Genma. You were, or should I say, are, a vassal sworn to the Oda. As such, it is only natural for you to aid your master's new allies in their plans.

- **Genma Scientist (-200 CP) –** Unlike many high-class Genma whose focus is on warfare, you were destined for a different path. Studying the great works and teachings of the mad Genma, Rosencrantz, you can safely say that you can be considered an up-and-coming rival to the great Genma scientist, Guildenstern.

- **Genma Warlord (-400 CP) –** There are varying degrees of power within the ranks of the high-class Genma. You are among those Genma whose strength and potential are terrifying to behold. You are a priority asset to your lord, Fortinbras.

General Perks

- **16th Century Tongue (FREE) –** It's safe to say that when travelling throughout time and space as you do, you will naturally pick up various languages. To save yourself from the veritable headache of miscommunication, you will have the ability to speak, read, and write 16th-century Japanese without any issue.

- **Focused Shuffle (FREE) –** A technique shown by Samanosuke and Kaede that aided them greatly. When focusing on a foe, you can shuffle along the ground in four directions. This surprisingly fast technique may allow you to close the distance or create distance more easily.

- **Heroic Visage (-50 CP) –** Individuals like Samanosuke and Kaede are supposed to be the story's heroes, and as such, they have to have heroic designs. Despite exposing areas of your body that others would rather not in pitched close-quarters combat, you will find that any armor you wear will extend its defense to the whole of your body. In addition, no one will call attention to or care what clothing or armor you wear.

- **Tanked View (-50 CP) –** Onimusha: Warlords and Genma Onimusha were known for using a tank control system. On a whim, you may alter your perception of the world by emulating this. In this state, you will move in tank control style but be able to see in a 3rd person view and account for enemies that you may not have been able to see originally.

- **Inured To Horror (-100 CP) –** From the weakest to the strongest, the Genma are terrifying creatures, and one should not feel shame for rightly fearing them. Unfortunately, you lack the time to respond to that fear properly, so we're giving you something to help. You will find within yourself a deep well of courage that will allow you to face these creatures and others like them without panicking or losing your senses.

- **Magic Power (-100 CP) –** In this world, the power of magic is something often given to those aligned with either the Oni or the Genma. With this, you need not receive the blessings of either species to bear mystical might. If you acquire a weapon with elemental power, you can unleash that power with a devastating attack. However, be warned that such attacks are rather draining and require a degree of rest to restore that magical power. To regain this power, you may either absorb blue orbs in some way or means or rest briefly.

- **Charge (-200 CP, Requires Magic Power) –** A unique secondary effect was observed among those bearing magic power. With a second or two of concentration, you may charge your weapon with a non-elemental charge of energy. This charge will greatly enhance the power of the next attack and can be used to wound those beings immune to mortal weapons. If you concentrate and hold the charge for several more seconds, you can ascend that charge to two more levels, increasing the strength of the next attack to even greater heights. Should you have access to an elemental weapon from this Jump, you may perform a similar action with its elemental attack at a cost of greater magical power.

- **Sight Sense (-200 CP) –** Throughout this land, there will be several items and materials that would be of great use to you. However, with the horrors of warring clans and the Genma, it's hard to know what is immediately important. To account for this, our vision was altered upon entry. From now on, useful items such as healing supplies, munitions, keys, weapons, and others will have a slight glinting effect, easily catching your eyes as soon as they enter your sight range.

- **Near Ultimate Defense (-400 CP) –** One of the most impressive abilities in this setting is the ability to defend against physical attacks perfectly. This is something that you have somehow managed to emulate. When blocking against most physical attacks, your guard will not break, nor will you suffer any damage from doing so.

- **Issen (-400 CP) –** A technique displayed by those who mastered the art of combat. Known as 'Flash,' this technique allows you to counter an enemy attack at either the moment their attack would strike you or the moment you block their attack. The resulting counterattack will damage them tremendously and let out a brief but noticeable flash of light, giving the technique its namesake.

Saito Clan Soldier Perks

- **Light on Foot (-100 CP, FREE for Saito Clan Soldier) –** During the 16th century, the backbone of every major army was the Ashigaru or "Light on Foot" soldiers. You are one of these soldiers and have, for the time, basic training in using spears, swords, and muskets in the styles prevalent in Mino Province. This doesn't make you a master at any of these styles, but your training will allow you to keep the forces of Genma back so you can regroup at a stronger position.

- **Optimal Pathing (-200 CP, Discount for Saito Clan Soldier) –** Time may not ever be on your side, so when trying to get from place to place, it would be nice to know the best way forward. You now know the best path to reach a location in the optimal amount of time. This sense will point you towards the two best options if you come across branching paths. This does not mean these are the safest paths, as in many instances dangers lurk along them.

- **Hasty Barricade (-400 CP, Discount for Saito Clan Soldier) –** When the Genma attacked the Saito Clan and Inabayama Castle, the soldiers were taken off guard and decimated. Those who survived found some degree of safety throughout the fortifications, and you found yourself among them. Knowing that the monsters would eventually come, you and your fellows began to create additional barricades. This experience has allowed you to create effective but hastily made physical barriers to protect you and your fellow soldiers for a few hours.

- **Holding Out for Heroes (-600 CP, Discount for Saito Clan Soldier) –** No one expected you to survive this long, Jumper. Yet somehow, you have. Against all odds and without power, you managed to fight off the forces of the Genma for at least several hours. The reason is a unique effect present within you. When the heroes of the setting are present in your general area, you will receive a generous buff to your durability and stamina, allowing you to hold off whatever horrors assail you. Please be aware that this buff will leave you vulnerable and should be saved by the heroes, and it will take a few days for it to be available again.

Former Iga Nin Perks

- **Journeyman (-100 CP, FREE for Former Iga Nin) –** Some years before The Battle of Okehazama, you were a member of the Iga Clan. The Iga Clan was a clan of ninjas that had trained in the Shaolin School of Ninjutsu. As such, you are highly trained in using common ninja tools and the Iga Clan's knife-based fighting style. Additionally, you seem to be far more agile than you were before, even being able to jump great heights without worrying about the damage one would receive from the fall. This is incredibly useful for utilizing the standard Iga killing technique. This allows you to jump over individuals and quickly dispatch them with a knife strike to their neck.

- **Puzzle Master (-200 CP, Discount for Former Iga Nin) –** Inabayama Castle is very similar in idea to another grand manor found in the vast multiverse. Like that lonely mountain mansion, the castle shares a series of deceptive and fatal traps meant to stymie enemies' advance. In your profession, these traps can be an extreme threat to you. So, you began to study their inner working extensively. Now, when faced with these deadly puzzles, you may be able to solve them within seconds, your mind plotting out the most beneficial means of solving them.

- **Sacred Treasures (-400 CP, Discount for Former Iga Nin) –** During her time in Inabayama Castle, Kaede discovered several important items that greatly aided Samanosuke and herself. You seem to have both developed a sense for these items and a tendency to find them. The greater your understanding of the location's layout and structural design, the more easily you can retrieve them for your use.

- **Crossing The Boundary (-600 CP, Discount for Former Iga Nin) –** To enter the Demon World, Samanosuke required the power of the Great Bow and its Arrow. According to Guildenstern, only demons could progress farther within. That issue doesn't seem to apply to you. As long as an entrance and exit to and from an alternate world exist, you can freely and easily pass through without issue. Furthermore, you may take others with you during your travels. It doesn't matter how strong or weak they might be. They may travel with you as long as they are within your presence.

Onimusha Perks

- **The Travelling Samurai (-100 CP, FREE for Onimusha) –** At a young age, Samanosuke was urged by his uncle to expand his knowledge of the world via travel. In travelling outside Japan, Samanosuke developed a strong appreciation of other cultures and learned the various styles of these foreign cultures. You seem to have gone on similar travels, and as a result, you can more easily assimilate and later master various weapon styles you may encounter.

- **Soul Transfiguration (-200 CP, Discount for Onimusha) –** Those blessed by the power of the Oni have developed quite a unique ability. When possessing certain items like herbs, arrows, elemental weapons, and armor, you may use the power of the souls you have collected to enhance them to greater levels. Examples can be an herb being transformed into a medicine, regular arrows becoming fire arrows, armor gaining greater resilience, and elemental weapons becoming more powerful. This can be done up to three times per item type. Please be aware that, depending on the item and its current enhancement level, the cost of souls necessary for further enhancement increases significantly.

- **Chosen By Darkness (-400 CP, Discount for Onimusha) –** Samanosuke was chosen by the Oni to slay the Genma and given their power in the form of the Oni Gauntlet. You, too, were selected by the Oni and given their power. In this fact, you will find that going forward, supernatural races or beings that are sympathetic to you and your current species will grant you their strength and artifacts without fear of any additional strings or issues with the power given to you.

- **Emerald Blessing (-600 CP, Discount for Onimusha) –** There are two interpretations of the events of Inabayama Castle. While the differences are few, one notable one was the records of a green light periodically surrounding Samanosuke when he fought the Genma forces. You, too, now share this ability. When you attack a foe, a large green orb will occasionally appear. You may be able to store up to five of the orbs into your Oni Gauntlet. Upon activation, you will find that you will quickly regenerate any damage that you have received prior, your physical and magical strength surges, and your magical reserves are effectively unlimited. This blessing only lasts for a limited time, so it's best to be judicious with its use. Should you have an additional means of storing souls, it may be used in the Gauntlet's place.

Genma Co-Conspirator Perks

- **Unassuming Monkey (-100 CP, FREE for Genma-Co-Conspirator) –** Tokichiro, the man who would one day become Toyotomi Hideyoshi, did not cut an imposing figure, to say the least. However, that lack of visible threat seems to work to your benefit. Whether it's your height or appearance, no one realizes just how dangerous you are until after you make your move. I can assure you that this can be used to get the drop on your enemies.

- **Expert Kidnapper (-200 CP, Discount for Genma-Co-Conspirator) –** The Genma have their designs for the survivors of Inabayama Castle, and your role is to ensure that certain people are in certain places. Whether it is luck or prior expertise, you can easily take people unaware and kidnap them for your superior's or your own needs.

- **Escape Artist (-400 CP, Discount Genma Co-Conspirator) –** You are not the greatest of warriors nor the bravest, but you are smart. Unlike many others, you know exactly when it's time to vacate an area and can acquire the tools and information to successfully do so, even after the building or castle around has been set ablaze in the fires of battle.

- **Acceptable Animal (-600 CP, Discount for Genma-Co-Conspirator) –** Your loyalty to the Oda Clan has afforded you a degree of protection that many would envy. During your time here, the basic Genma will not attempt to attack and will treat you as merely another of their numbers. Of course, medium Genma and Greater Genma will look down on you for your humanity and treat you with some degree of disdain. Post-Jump, this protection will remain if you are aligned with an evil, demonic faction.

Genma Scientist Perks

- **High-Class Genma Biology (FREE and Mandatory for Genma Scientist) –** Like the Genma scientist Guildenstern, you are a High-Class Genma. Understand that this is far more than a title, as only 1 in 100,000 Genma are born to this status. What does this mean exactly?
    - You are a fully sentient Genma, with enough strength and durability to easily dominate the common humans of this universe.
    - Your general authority is second only to that of the current Genma Lord, who is at this time Fortinbras. As such, Low and Medium-class Genma are compelled to follow your instructions.
    - You are functionally immortal, never suffering from the ravages of time, though a violent end may still kill you.
    - Your body is composed of a combination of flesh and dark matter, which will allow you to return from the dead should the Genma Lord or another Genma with the capabilities allow. However, if an Oni Warrior is present and should they absorb your soul into their Gauntlet, you will remain sealed unless that Gauntlet is taken by your kin or destroyed.
    - When you purchase this option, you are not bound to Fortinbras's will and are not compelled to follow his commands or those of the Genma as a whole.
    - In this specific instance, your appearance is that of a humanoid being strongly emphasizing aquatic lifeforms with insect-like features. This form is meant for intellectual pursuits and advancements, not for war.

- **Ohhhh, A Liver! (-100 CP, Discount for Genma Scientist) –** Humans are such weak and pitiful creatures. They were useful as servants, food, and little more, akin to cattle. Well, maybe not entirely. You can always find good parts in your "research materials," no matter the state of their being. More importantly, the materials you find will always be useful to your research and experiments.

- **Devilish Wonder (-200 CP, Discount for Genma Scientist) –** As a species, the Genma were always known to push the boundaries of science well past the means and boundaries of their contemporaries, especially compared to humans. Your specialty lies with biological sciences, and the results gleaned from your research always seem to be far greater than most of your peers, even if your tools and equipment are of rather primitive quality compared to what you are used to.

- **Devilish Corruption (-400 CP, Discount for Genma Scientist) –** The Oni Clan have long been enemies to the Genma and have had champions battle you and yours in the past. However, these warriors are not immortal and have fallen before. You firmly believe in 'waste not, want not.' Should you recover the bodies of deceased 'Holy' warriors, you may be able to use your expertise in Genma Biological studies to resurrect these warriors as powerful and loyal Genma. With enough time and additional research, you may be able to mass-produce these warriors for the sake of your lord's armies.

- **Resurrection Rites (-600 CP, Discount for Genma Scientist) –** When Oda Nobunaga fell at the battle of Okehazama, he quickly cut a deal with the Genma for his resurrection. This was a process that was overseen by the Genma Scientist, Guildenstern, and one that you were witness to. You understand this process now and may resurrect the dead if they agree. However, there are some caveats to be understood. Like you, the resurrected will become High-class members of the Genma race, though they will retain a human appearance with some minor alterations. More importantly, however, they will maintain their free will, which may be problematic for you. If only there were a way to ensure their loyalty…

Genma Warlord Perks

- **High-Class Genma Biology (FREE and Mandatory for Genma Warlord) –** Like the Genma scientist Guildenstern, you are a High-Class Genma. Understand that this is far more than a title, as only 1 in 100,000 Genma are born to this status. What does this mean exactly?
    - You are a fully sentient Genma, with enough strength and durability to easily dominate the common humans of this universe.
    - Your general authority is second only to that of the current Genma Lord, who is at this time Fortinbras. As such, Low and Medium-class Genma are compelled to follow your instructions.
    - You are functionally immortal, never suffering from the ravages of time, though a violent end may still kill you.
    - Your body is composed of a combination of flesh and dark matter, which will allow you to return from the dead should the Genma Lord or another Genma with the capabilities allow. However, if an Oni Warrior is present and should they absorb your soul into their Gauntlet, you will remain sealed unless that Gauntlet is taken by your kin or destroyed.
    - When you purchase this option, you are not bound to Fortinbras's will and are not compelled to follow his commands or those of the Genma as a whole.
    - In this instance, your appearance ranges wildly from roughly humanoid with insect features to blatantly insect-like or serpentine. In any case, your new body is expressly designed to wage war and succeed in driving terror into the hearts of men.
        - One of the 400 Point perks for this origin may be taken for FREE, while the other can be taken at a discount.

- **Osric's Strength (-400 CP, FREE or Discounted for Genma Warlord) –** Your physical strength and durability seem second only to a few High-Class Genma. You are strong enough to toss aside fully armored warriors as if they were ragdolls, wield massive weapons easily, shatter boulders into dust with a lazy swing, and even burrow through rock and soil with staggering speed. In addition, you are durable enough that most warriors of this time would have no hope of breaking through your tough hide. Of course, should you encounter a warrior of the Oni, you must take caution.

- **Hecuba's Mask (-400 CP, FREE or Discounted for Genma Warlord) –** Many Genma have terrifying forms that show their evil nature. However, despite their superiority, the Genma do need to utilize subterfuge within human courts. Like the Genma known as Hecuba, you may adopt a perfect human guise by compressing your form. This guise is somewhat bland but perfectly passable, even to those who have trained their whole lives in that field, would not suspect you. Be aware that it will take time to transition between your true form and that of the lowly human.

- **Former Glory (-600 CP, Discount for Genma Warlord) –** Unlike many Genma, you were not born among them or initially created by them. You were once a warrior granted power by the Oni. At an unknown point in time, you fell in battle, and Guildenstern, not wishing to waste valuable resources, recovered your remains. After years of research and experimentation, he brought you back as a new type of Genma, with your elemental power technically intact. In addition to your increased strength and speed, a small elemental orb will be embedded within your dominant hand. This will grant you a weaker, but inexhaustible, version of an elemental weapon's attack.

- **Lesser Serpent (-800 CP, Discount for Warlord Genma) –** As a Genma, you have begun to evolve beyond your peers. Your body has shed its insectoid features and has now adopted a serpentine form. This new form has granted you several new abilities. The first of which allows you to exhale a destructive flame that burns many beings in this universe to ash. The second and more notable ability is the power to manipulate crimson lightning. This lightning can be manipulated in a multitude of ways, from adjusting its intensity from painful shocks to lethal electrocution, to unleashing it from your claws towards your foes, to even casting it in front of you to create a brief, offensively defensive barrier that can take your foes off guard. However, the most significant benefit of this new form is your new eye. This third eye, located somewhere atop your skull, is the core essence of your existence. So long as it is intact, you may be able to survive any wound or wounds, no matter their lethality. Of course, should it be destroyed, this protection is void until it is restored. With this new state, your status as a potential successor for the title of Genma Lord is all but guaranteed.

General Items

- **The Duality of Art (FREE) –** Onimusha is well known for its soundtrack. Unfortunately, the original version of the soundtrack was replaced in later versions due to the scandals surrounding the original composer. That being said, it would be remiss to deny you both versions. You will find two CDs within your warehouse that correspond with both versions of the soundtrack.

- **Signature Outfit and Sturdy Weapon (FREE) –** Similar to its modern-setting cousin, Onimusha has unique outfits and armors for each character. Depending on your origin, you may create an outfit or armor representative of that origin and a weapon that matches it. While very durable, this weapon has no real power, so I'd suggest finding something stronger before long.

- **Secondary Costumes (-50 CP)** – Oh! This is strange. You will find secondary armor sets in your warehouse that protect just as well as the basic armor you receive for free. These are designed after… a Panda suit and a Sexy Devil costume inspired by a Qipao/Changshan? They will match the wearer's current gender upon touching them. The head of the Panda Suit can be popped open and closed like a hood with a mental command, and it seems to intimidate Low-class Genma. The Sexy Devil costume will distract Low-class Genma for a brief moment.

- **Vision Staff (-50 CP) –** A curiously small version of a golden Shakujo staff. When on your person, essential items, both key and beneficial, will bear a small light. This will allow you to see items that would have been hidden from you easily.

- **Ranged Weapon (-100 CP) –** Unlike many worlds, ranged weapons are not as advanced as you might be used to. Still, you do have one of two options that you can choose from for this Jump.
    - A seemingly normal bow was commonly used by soldiers of the time. Arrows from this bow hit with a surprising amount of force and can easily kill lesser Genma from afar.
    - Also known as an Arquebus, this relatively new invention has recently been added to the arsenals of many lords within the land. This weapon fires a lead ball that, while slow to reload, is quite effective at punching through the armored skin of the Genma.

- **Rosary of Communion (-100 CP) –** A seemingly ordinary Rosary adorned with two pairs of fangs. When worn, it allows you to hear the thoughts of the dead. This can be performed by looking for bodies with small clouds over them. These thoughts will always seem to guide you in the direction where you need to go.

- **Seiryu Volumes (-200 CP) –** A series of four books that give an incredibly brief history of the Oni and an unnamed Onimusha. While the history is of little help to you, the text contains a series of ciphers. These ciphers will allow you to access the various cipher puzzle boxes in Inabayama. Post-Jump, the history and ciphers within change to match the world you have entered.

- **Sacred Armor (-200 CP) –** Bearing a beautiful golden luster, this armor seems to be a visually upgraded copy of your starting set. It provides additional defense when worn and prevents creatures like the Gyaran from stealing any souls you have collected, should you have the means of absorbing them. Post-Jump, this effect extends, protecting you from all sources of energy and power drain.

- **Magic Mirror (FREE for this Jump/ -200 CP/ -400 CP) –** Magic Mirrors are used by Oni Warriors for a variety of reasons, from enhancing their arms and armor, to converting munitions and herbs into stronger variants, and providing a small safe haven for rest.
    - **For FREE**, you may freely access any Magic Mirror found during your time in this universe and use it as you see fit.
    - **For -200 CP**, you will find a Magic Mirror in your warehouse upon completing this Jump. This version has all of the same abilities as those found here.
    - **For -400 CP**, the Magic Mirror found in this Jump and the one found in your warehouse will come with a new addition. Just off to the side, you will find a small basin filled with crystal clear water. From it will arise bright blue orbs that hang in the air for a brief time. If you can absorb souls, you can draw these blue orbs into yourself. In doing so, they will restore any magical power lost during your many harrowing battles.

- **Metal Armor (-400 CP) –** A special set of armor imported from overseas due to the toughness of its materials and methods of its construction. When worn, it will protect you against 33% of all physical damage taken and make it much more difficult for enemies to interrupt your attacks and push you back.

- **Purifier Bell (-400 CP) –** A small metal bell that rings soothingly. When rung in the presence of the lingering dead, the sound can heal them. This allows these souls to move on to the afterlife and clears them away from impeding your path.

- **Talisman (-600 CP) –** A small wooden talisman in the vague outline of a human with red script written upon it. I'm not sure how you found this, but I'd keep it close to you. Should you be slain, this talisman will immediately burn away, reviving you and restoring your health, and possibly your magic, to their max capacity. While other talismans exist in this universe, this one will follow you on your travels. If used, you will find a new talisman in your warehouse upon completing a Jump, or once every decade.

- **Inabayama Castle (-600 CP) –** Located in Mino Province, this castle is the home of the Saito Clan. It is a well-fortified location that usually would offer a great deal of protection against the institutionalized anarchy of the Warring States Era. In that fashion, the copy of this castle comes with a deep, dry moat to restrict overland traffic, multiple hidden entrances and exits into and out of the castle, hidden hallways and methods of movement, a dedicated forge for feudal era armor and weapons production, and the individuals required to man it. These include soldiers, servants, and even clergy. Of course, depending on your origin, their composition will change. If you take any Oni-aligned origin, the staff will be human. However, if you were to take a Genma-aligned origin, the staff would be of the Genma.

Saito Clan Soldier Items

- **Bundle of Maps (-100 CP, Discount Saito Clan Soldier) –** As a soldier of the Saito Clan, you must know the area you are stationed in. That is where this item comes in handy. Appearing as a collection of four to five individual maps, they will form a complete layout of the castle you are serving at, in this case Inabayama Castle. Post-Jump, they will adapt to providing the same complete layout in any other castle or similar structure you are tied, by duty to.

- **Rope Ladder (-200 CP, Discount Saito Clan Soldier) –** Ladders are great, aren't they? I mean, you can use them to climb up or down various walls, escape from hellish nightmares trying to murder you… Oh… right. Well, most ladders are pretty cumbersome, all things considered, which is where this one comes in. While appearing like a simple rope ladder, it is as stable as any solid construction ladder and will be that way for you and your allies, but not for your enemies.

- **Orge Blade (-400 CP, Discount Saito Clan Soldier) –** I'm not sure where you found this, but I won't deny you your prize. Appearing as a double-bladed Naginata, it seems it was empowered at some point. While it is unknown who did so, this has allowed the weapon to easily cut through most Low and Medium-class Genma. More importantly, you may charge the weapon by spinning it above your head and bringing it down on the ground, creating a damaging shockwave that will make much needed space between you and your foes.

- **Outskirts Storehouse (-600 CP, Discount Saito Clan Soldier) –** When the Genma attacked, you could not seek shelter inside Inabayama Castle. Instead, you found this storehouse on the castle's outskirts. With its heavy iron doors and hardwood walls, it was an excellent location to hold up in. While the Genma have attacked you and your fellow soldiers' multiple times, you will find that those wounded soldiers who are either inside the storehouse or within an extremely close distance to it will not die from their injuries unless they are directly attacked once more.

Former Iga Nin Items

- **Kunai (-100 CP, FREE for Iga Nin) –** On your hip, you will find a simple pouch containing a set of kunai, simple weapons used by ninja during close-quarters combat. Expertly balanced for optimal throwing, you can draw and throw as many as you want from the pouch. Consider this a small consideration for the horrors you will face during your time here.

- **Shinobi Kit (-200 CP, Discount for Iga Nin) –** A small, oddly shaped brass or gold device found among shinobi of the time. It can be used to disarm traps that the Saito Clan and the Genma put in place and unlock doors for which you do not have the keys.

- **Ninja Suit (-400 CP, Discount for Iga Nin) –** A suit of greyish-blue armor similar in design to those worn by the Fuma clan. While the outer layers are somewhat baggy, the inner layer comprises a chainmail suit that hugs the body. Not only does this suit offer greater protection than your original armor, but it also makes your footsteps incredibly quiet.

- **Sacred Knife (-600 CP, Discount for Iga Nin) –** Originally found by Kaede within Inabayama Castle, a copy of this crimson blade has found its way into your hands. From appearances alone, you can tell that the Oni forged this weapon, allowing you to easily kill the Genma without relying solely on stealth, as its power rivals the elemental weapons Samanosuke would come to possess. More importantly, this weapon will enable you to weaken barriers that separate this world from the Demon World.

Onimusha Items

- **Dragon Orb (-100 CP, FREE for Onimusha for the First Time) –** An artifact created by the Oni, bearing a great elemental power. When inserted into an Oni Gauntlet, it will allow the bearer to summon a powerful weapon aligned with that element. During the Inabayama Castle incident, Samanosuke recovered the elemental orbs of Thunder, Fire, and Wind. However, more are present in this world, such as Light, Earth, Darkness, Ice, and Air. If you have an elemental based weapon from a previous jump, you may import it into this option to further empower it. This can be bought up to THREE times during this jump in combination of the elements described above.

- **Great Armor (-200 CP, Discount for Onimusha) –** A set of armor modeled off the armor you received at the beginning of this Jump and created by the Oni. While the coloration of this armor is a richer version of your original armor, it is accentuated by a deep gold. When worn, this new armor will provide a degree of defense on par with the Metal Armor and can prevent the Gyarans from stealing the souls you have sealed in your gauntlet.

- **Great Bow and Arrow (-400 CP, Discount for Onimusha) –** Created by unknown means, this large yumi and forked arrow bear a near palpable degree of power. When the corresponding arrow is notched, it will be enshrouded in a dark purple energy corresponding with elements of Thunder, Fire, and Wind. This energy will allow the arrow to break any seal that stands in your path. However, in doing so, the arrow will be lost. After a period of six months, you will find it again when you most need it.

- **Soul Absorber (-600 CP, Discount for Onimusha) –** A mystical seal whose simple design belies its true nature. When used, it will create a dark purple ring surrounding you. Any weak Genma that so much as even touches it, will be instantly vaporized, while greater Genma will be gravely wounded. Regardless, any soul in their possession will instantly transfer to you, negating the need to draw them in with your gauntlet. You will only receive one for now, though you will find a new Soul Absorber 1 week after using the previous.

- **Oni Gauntlet (FREE for Onimusha, -600 CP for All Other Origins) –** Fortune has smiled upon you, Jumper, for you have been given a great gift. Containing the power of the Oni, this gauntlet will fuse with your dominant arm and allow you to fight the Genma on equal footing. Whether this is through the magic that the Oni Gauntlet eventually provides, or some other means is unknown, but the gauntlet has several additional abilities.
    - You may absorb other Oni Dragon Orbs into the Oni Gauntlet. This will allow you to utilize weapons based on the corresponding power of the elemental orb. Be aware that although you may come across orbs of the same element that Samanosuke encountered, the weapons formed for you need not be the same ones that manifested for Samanosuke. Rather, they can be based on melee weapons of your personal preference.
        - When utilizing elemental weapons, the 'eye' of the Gauntlet will change color depending on the element you are currently wielding. It also has the habit of blinking and looking at its surroundings. This may unsettle people who look upon it.
    - It allows the bearer to seal away the souls of the Genma. This prevents the slain Genma from being resurrected by those capable of it.
    - While unknown to Samanosuke then, wearing the Oni Gauntlet significantly slows one's aging. The only visible indicator of one's age is the eventual change in hair coloration from what it was upon being given to white.

Genma Co-Conspirator Items

- **Writ of Service (-100 CP, FREE for Genma Co-Conspirator) –** Look at you, Jumper, all officious and stately with your offers. You possess a writ that allows you to hire individuals who may be aligned with your lord's cause. Doing so will surely begin to replace the losses he experienced at the most recent battle of Okehazama.

- **Demon Shackles (-200 CP, Discount Genma Co-Conspirator) –** A pair of shackles seemingly made from pure muscle. They were given to you by a rather intimidating Genma scientist and are best placed upon an individual whom the Genma seek to use for their ceremonies. Any individual wearing them cannot slip free, and they are extremely difficult to break due to their organic nature. Perfect for restraining ritualistic sacrifices.

- **Dark Puppet (-400 CP, Discount Genma Co-Conspirator) –** Despite your status, whatever that may be, the Genma have seen fit to assign you a guardian. Known as a Dark Puppet, this Genma appears as a set of simple samurai armor, animated by a green flame, and wielding a Western broadsword. It will follow your orders without question, and when not needed, it can easily fold in on itself and be stored away like a normal set of armor for ease of travel and potential ambushes.

- **Barrier Trap (-600 CP, Discount Genma Co-Conspirator) –** You are not a warrior, Jumper. But you are a strategist, and more importantly, you have been given the means to account for this disparity. Appearing like a flat board of Genma make, this trap can be set in practically any room you can access. When placed against a wall, the board will distance itself from it by an estimated 2 feet or .6 Meters, allowing you to hide behind it. Once done, the board expands outwards, creating a Genma wall which, when detecting an individual opposed to your or your master's designs, will let loose a torrent of green lightning, greatly stunning them through pain alone. If that wasn't enough, it will erect a barrier around them, keeping them in place, before transporting them to a location that contains significant threats to them within the general area. Afterwards, with a mental command, you may retract the wall into its board state and carry it to other locations.

Genma Scientist Items

- **Operating Room (-100 CP, FREE for Genma Scientist) –** Well, a Genma of your focus requires a place where they can work efficiently, right? You now have access to a moderately large room containing a stone table, medical supplies and tools, and a means of escape should you be rudely interrupted by lowly humans or Oni warriors. The room maintains itself regularly, cleaning any blood or viscera spilled due to your experimentation and studies.

- **'Fresh' Supplies (-200 CP, Discount for Genma Scientist) –** Ohhhhh! A liver! And even more! The recent Battle of Okehazama seems to have given you plenty of sacrifices to work with. These bodies are in excellent condition and seem incredibly susceptible to transformation and augmentation. Each month, you will receive several new bodies if you are in a predominantly peaceful location. However, the number of bodies you receive will increase exponentially if you are near a recent battlefield.

- **Focusing Staff (-400 CP, Discount for Genma Scientist) –** Low-class Genma are ultimately mindless creatures who are useful for following general orders. While perfectly suitable for your needs, sometimes greater control is required. You now possess a black staff that can do two things. The first is imprinting complex orders into these low-class Genma with an understanding of how to carry them out. The second allows you to summon forth powerful Genma to handle specific threats.

- **Puppetry Materials (-600 CP, Discount for Genma Scientist) –** As you look upon your various tools and samples, you will find a new book and set of samples that weren't there before. They are a combination of blood, hair, skin, and bone fragments. Not enough to create a puppet in the usual sense, but enough to create a Stylado of the "donor." These samples will default to either Samanosuke or Kaede, and in each successive jump, will default to the chosen hero of that setting.

Genma Warlord Items

- **Weapon of Strength (-400 CP, FREE for Genma Warlord) –** A being of your size requires a big enough weapon to match. Whether it is a Kanabo, or a massive sword, you will receive a weapon that will not break under your strength. More interestingly, this weapon scales to your size, growing larger or smaller depending on your current height.

- **Dark Realm Stone (-400 CP, Discount for Genma Warlord) –** There are times when you must enter and exit the Dark Realm, and it would be best if you were not followed. Lord Fortinbras has granted this artifact for that purpose. Appearing to be the size of a human torso, and shaped like a twisted depiction of the sun, this stone will produce a great barrier that bars entry and exit from all save the Genma. This barrier is incredibly powerful and will only break when an equal or greater power is used against it.

- **Collapsing Receptacle (-600 CP, Discount for Genma Warlord) –** While your memories of the past were greatly diminished during your transition from Oni warrior to Genma, you still remember a few things. One of them is the importance of absorbing souls. While you lack an Oni Gauntlet, you have something in its place. This large shield can unfold or fold on your arm when you need it, and while it cannot absorb souls, it can absorb elemental energy. This energy can be stored for several charges before being unleashed in a torrent of destructive elemental might.

- **Grail of Despair (-800 CP, Discount for Genma Warlord) –** Come here, Jumper, and join our ceremony. In your possession is a grim and sickly-looking chalice constructed from the skull of a long-dead maiden. When the blood of an individual in the throes of anguish is placed within it, it greatly magnifies what you consider to be the positive effects of any ceremonies you may be performing, in which a would-be servant is required to drink from it.

Companions

Each companion purchased here will receive +600 CP to make their purchases from this document. Unless stated otherwise or if they were from a previous Jump, you may choose the gender of the companions you purchase here.

- **Band of Braves (-50 CP to -400 CP) –** I understand that you may not want to go through this universe alone, Jumper. With this option, you may bring in between 1 to 8 of your previous companions to fight alongside you during this time of chaos and horror.

- **Terrified Soldier (-100 CP)** – The common soldiers of the Saito Clan were expected to fight other humans, not monsters. Yet this soldier managed to put up a fight before fleeing to safety. Realizing there's strength in numbers, he has agreed to join you and comes armed with either a katana or a spear.

- **Lady in Waiting (-100 CP)** – The nobles of the Saito Clan have many servants to attend to their needs, and this woman is no exception. While not a combatant in any sense of the word, she is very knowledgeable of the layout of Inabayama Castle, and the staff present within. She comes armed with a simple knife meant for self-protection.

- **Low-Class Zombie (-100 CP)** – Somehow, regardless of your origin, this lowly zombie has begun to follow you loyally. While only capable of following basic orders, it will fight fiercely to the bitter end. It will also occasionally remove its helmet to fret over a bandanna underneath. Perhaps a holdover from its previous life. Regardless, it comes armed with a worn katana recovered from Okehazama.

- **Wandering Ronin (-200 CP)** – A relatively young samurai looking for a lord who would take him into their service. Displaying more bravery than the common Saito Clan soldier, if only due to his unfamiliarity with the Genma present, he is quite skilled with a bow. He comes with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Travelling Samurai
        - Near Ultimate Defense
    - Items
        - Signature Outfit and Sturdy Weapon
        - Ranged Weapon - Bow

- **Teppo Unit Member (-200 CP)** – Teppo units were soldiers who specialized in the use of muskets and were composed of either male or female soldiers. It seemed that the Saito Clan had assigned some to the defense of Inabayama Castle, and you have discovered this survivor. Quick on target acquisition and reloading, this Onna Musha is quite skilled with her matchlock. She comes with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Light on Foot
        - Hasty Barricade
    - Items
        - Signature Outfit and Sturdy Weapon
        - Ranged Weapon - Matchlock

- **Reynaldo (200 CP) –** You came upon this Low-class Genma as it burrows up from the ground like a worm. Like its peers, it can only really follow basic commands. However, unlike the Zombie Soldiers, Reynaldos can regenerate quickly and stay in the fight longer. Be aware that there is a limit to this regeneration, and after enough injuries without rest, this loyal Genma will fall.

- **Loyal Shadow (-400 CP, Discount for Onimusha) –** In your journeys, you encountered and eventually won over this Iga Nin. Forswearing their clan, they have chosen to join you and can be easily trusted. As a result, there is a strong bond of friendship between the two of you, which can blossom into something more should you pursue it. They come with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Journeyman
        - Puzzle Master
        - Sacred Treasures
    - Items
        - Signature Outfit and Sturdy Weapon
        - Seiryu Volumes
        - Kunai
        - Ninja Kit

- **Stalwart Samurai (-400 CP, Discount for Former Iga Nin) –** You have come upon a samurai returning from exile after a slight against a rival clan. Embodying the best aspects of their title, they have chosen to fight alongside you. As a result, there is a strong bond of friendship between the two of you, which can blossom into something more should you pursue it. They come with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Travelling Samurai
        - Soul Transfiguration
        - Chosen By Darkness
    - Items
        - Signature Outfit and Sturdy Weapon
        - Metal Armor
        - Great Bow and Arrow
        - Oni Gauntlet

- **Fellow Co-Conspirator (-400 CP, Discount for Genma Co-Conspirator) –** They say two heads are better than one, and this individual more than proves it. While diminutive in stature, they have an incredibly crafty mind and can easily improvise when plans go awry. They are a retainer for the Oda Clan and come with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Unassuming Monkey
        - Acceptable Animal
    - Items
        - Signature Outfit and Sturdy Weapon
        - Writ of Service
        - Demon Shackles

- **Rival Researcher (-400 CP, Discount for Genma Scientist) –** There appears to be a third student of Lord Rosencrantz. This High-Class Genma has the potential to rival Guildenstern should they have the materials, time, and inspiration. They bear an equally cephalopod appearance as Guildenstern and come with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - High-Class Genma Biology
        - Ohhhh! A Liver!
        - Devilish Wonder
        - Devilish Corruption
    - Items
        - Signature Outfit and Sturdy Weapon
        - Operating Room
        - 'Fresh Supplies'

- **Princess Yuki (-400 CP) –** Sister of Saito Yoshitatsu, current master of Inabayama Castle, and cousin to Akechi Samanosuke. While particularly observant and willing to immediately seek help with the first sign of problems, there seems to be nothing special about her. However, Yuki is chosen as the main sacrifice for Genma's Dark Ceremony. Regardless of what side of the conflict you are on, she remains a vital target.

- **Tokichiro Kinatsu (-400 CP) –** Appearing as a small and diminutive man, he almost appears out of his depth. However, this Oda Clan retainer is destined to one day succeed Oda Nobunaga in the bid to unify the country as Toyotomi Hideyoshi. As such, he is firmly aligned with the Genma and comes with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Unassuming Monkey
        - Expert Kidnapper
        - Escape Artist
        - Acceptable Animal
    - Items
        - Signature Outfit and Sturdy Weapon
        - Writ of Service
        - Demon Shackles
        - Barrier Trap

- **Magnificent Guard (-600 CP, Discount for Warlord Genma) –** A long time ago, an Oni Warrior was slain in battle. Like Murakoto, their body was recovered and experimented upon by the Genma. Converted into a powerful Genma with a new name, they will serve as a shield against all who seek to harm you. They come with the following Perks and Items.
    - Perks
        - High-Class Genma Biology
        - Osric's Strength
        - Former Glory
    - Items
        - Weapon of Strength
        - Collapsing Receptacle

- **Oni Warrior, Akechi Samanosuke (-600 CP) –** Returning from a four-year journey throughout mainland Asia, this ronin was quick to answer the call to aid of his younger cousin, before losing to the Genma known as Osric. Chosen by the Oni and given their gauntlet, he has made it his duty to slay the demons that assault Inabayama Castle and rescue the princess. He comes with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Heroic Visage
        - Inured To Horror
        - Magic Power
        - Charge
        - Near Ultimate Defense
        - Issen
        - Travelling Samurai
        - Soul Transfiguration
        - Chosen By Darkness
        - Emerald Blessing
    - Items
        - Signature Outfit and Sturdy Weapon
        - Dragon Orb x3
        - Great Armor
        - Oni Gauntlet

- **Former Iga Nin, Kaede (-600 CP) –** As confidant and companion to Akechi Samanosuke, Kaede has been at Samanosuke's side for the past four years and was quick to offer her aid in the rescue of Princess Yuki. While not gifted power from the Oni, she more than makes up for it with her skills in assassination and infiltration. She comes with the following perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - Heroic Visage
        - Inured To Horror
        - Sight Sense
        - Near Ultimate Defense
        - Journeyman
        - Puzzle Master
        - Sacred Treasures
        - Crossing The Boundary
    - Items
        - Signature Outfit and Sturdy Weapon
        - Kunai
        - Ninja Kit
        - Sacred Knife

- **Guildenstern of the Genma (-600 CP) –** With an almost absent-minded greeting as he dissects another corpse, this High-Class Genma greets you like an old acquaintance. Utterly amoral and willing to cross any boundary for the sake of advancing Genma science, this Genma has seen fit to travel with you, for a time, anyway. He comes with the following Perks and Items.
    - Perks
        - 16th Century Tongue
        - Focused Shuffle
        - High-Class Genma Biology
        - Ohhhh! A Liver!
        - Devilish Wonder
        - Devilish Corruption
        - Resurrection Rites
    - Items
        - Operating Room
        - 'Fresh Supplies'
        - Focusing Staff
        - Puppetry Materials

Scenarios

The following subsections will discuss the various scenarios available during this Jump. Due to their very all or nothing nature, only one Major scenario can be selected for this Jump.

Minor Scenarios

- **The Dark Song –** During the Oni and Genma war, the Oni Clan created a Dark Realm to seal away mighty Genma warriors they lacked the means to dispose of properly. Over time, the purpose of this realm changed, transitioning from a prison into a training ground for Oni Warriors and a repository for specialized and powerful Oni weapons. Access to this realm was presided over by the Mino Clan, who were tasked with offering entrance to those warriors of remarkable strength and talent. One such member has appeared before you and offered you the chance to fight through twenty floors of intense battle.
    - **Reward: Bishamon Ocarina and Sword –** For fighting through the twenty floors of the Dark Realm, you will discover something known as the Bishamon Ocarina. This magical instrument serves a singular purpose, opening a sealed room within the Demon World. Once open, you may enter and claim the ultimate prize, the Bishamon Sword. This sword, bearing the name of the god of war, calls upon the combined elemental powers of Thunder, Fire, and Wind in a limitless capacity. The Genma so feared its power that they could not destroy it and chose to seal it away, hoping it would never be used against them again.
        - If you have another version of the Bishamon Sword in your possession upon unsealing this room, the two swords will merge, boosting the combined weapon's power to even greater heights.

- **The Ogre's Tower –** Found in the Western portion of Inabayama Castle, lies a solitary tower that was, until recently, cut off from the castle grounds. Due to some outside force, possibly Genma or Oni, the path has been opened. Upon entering the tower, you will discover five statues, with only one bearing light. When interacting with it, you will be sent to a series of six floors filled with powerful enemies from the castle. If you clear these floors, you will return to the tower's central area. The only difference is that another statue has begun to shine, enticing you to face its challenges. You can battle through the five statues' floors and finally test your mettle against a powerful new foe.
    - **Reward: Ogre Armor -** You will receive the eponymous armor for completing all 30 floors of the Ogre Tower and defeating the Ogre Armor that rested at the top. When worn, you will find that it will always negate 44% of all damage you would receive, and that your physical strength is boosted by a fair degree. In addition, should you not be wearing the armor, it can be animated to aid you in battle with its powerful abilities and weapons. Be aware that the Ogre Armor acts more like a golem charged with your defense than anything else in this state.

Major Scenarios

- **Rescue the Princess –** It would appear that a second letter from Princess Yuki reached you somehow. Sympathizing with her plight, you set off to aid her, only to find that she had been taken by unknown parties. As such, you have joined forces with those individuals who seek to rescue her, unaware of the horrors that will soon reveal themselves to the world. Fight through Inabayama Castle and the Demon World that lies beneath and rescue the princess before it's too late!
    - **Perk Reward - The Onimusha –** You did it, you aided Samanosuke in rescuing the Princess Yuki and her adopted brother Yumemaru, and slew the king of demons, Fortinbras. As the Demon World collapses around you, you're taken off guard and feel a tremendous grip take hold of you. Fortinbras still lives! The demon king will not let you leave alive and begins to crush the very life from you. In those last moments of consciousness, the last thing you remember is spitting out blood. The next thing you know, you awoke on the floor, clothes torn and Fortinbras' head split in two. Perhaps you bore an Oni Gauntlet, or your proximity to Samanosuke was a catalyst, but you have gained the ability to transform into a mighty Oni temporarily. However, this is a wild power summoned forth by dark emotions, and if you genuinely wish to continue the fight, it must be fully mastered.
- **Come Forth, Nobunaga –** The Genma have been planning events behind the scenes for a long time. Whether it was the construction of Inabayama Castle, offers of power given to military commanders, coercion of retainers, and selection of sacrifices, they knew how to create the best tools to extend their influence, openly and subtly. After the battle of Okehazama, the Genma resurrected Oda Nobunaga as one of their kin with the promise that he would unify Japan in their name. However, they found him too unruly and willful and sought to forever bind his loyalty to them. As such, they devised this twisted ceremony, and you must see it to its conclusion. Princess Yuki must be sacrificed at the height of anguish and sorrow, and her blood must be fed to Nobunaga. Your mission is to retrieve Princess Yuki and her adoptive brother Yumemaru, bring them before Fortinbras, and fully bind Nobunaga to the Genma!
    - **Perk Reward - Dark Ceremony –** The Dark Ceremony is one of the holiest and darkest rituals that can be carried out between the Genma and humans, and you now know how to complete it. By sacrificing a noble maiden, born in the land where the Ceremony is to take place, you may bestow a blessing upon the collected blood for the human to drink. They will receive an evil power upon consumption and be forever bound to your will, while maintaining their general personality. As an added effect, all life within the location of the ritual will be lost, thus denying any witnesses to your dark pact. Those who perform the ceremony and are in the eye of the storm will be protected.

Drawbacks

There is no limit to the amount or value of the drawbacks that can be taken in this jump.

- **Stepping Into the Role (+0 CP) –** Have you ever played through this game and thought that you could do a better job? I'm sure many have, which is where this option comes into play. This drawback allows you to take the role of a character tied to your origin, with one exception: Fortinbras.

- **Parallel State (+0 CP) –** This is not the first Jump, to deal with the world of Onimusha. You may use this Jump as a Supplement to the Onimusha: Essentials Jump written by He_Who_Writes. Please be aware that your point pools will remain separate, and drawbacks from either Jump will affect this world equally.

- **What If… (+0 CP) –** The sides of this conflict were not so black and white. What if the Genma, despite their appearance, sought to aid humanity in all ways, and it was the Oni that preyed upon man? That question has become a reality, and the world and scenarios will change to fit this new situation.

- **Demon Warrior (+0 CP/+100 CP/+200 CP/+300 CP) –** Jumper, there seems to have been a problem. Nothing too major… but whether it was due to a Genma experiment or your otherworldly nature, the time you were meant to start has changed. You've been sent 100 years into the past to 1460, during the time of Sougen and Murakoto and a few years before the Onin War. This jump now follows the rough and mysterious events of Onimusha: Demon Warrior, the beta that preceded Onimusha: Warlords. Should you take this and choose to take any of the scenarios, the events of 1460 will be altered to allow you the opportunity to complete them. If you have purchased a Dragon Orb, you may gain additional points by modifying this drawback.
    - **For +100 CP**, one of the purchased Dragon Orbs will be possessed by a Genma-Converted Sougen.
    - **For +200 CP**, a Genma converted yet still Pre-Marcellus, Murakoto will hold onto another.
    - **For +300 CP**, the last orb you may purchase during this Jump will be held by a new and unique High-Class Genma in Inabayama Castle.

- **2001 Era Graphics (+100 CP) –** Onimusha: Warlords debuted early on in the PS2's and Xbox's life cycle, and oh does it show. From now until the end of this Jump, your world will appear to emulate these graphics in their absolute fullness.

- **Overly Dramatic Acting (+100 CP) –** Onimusha: Warlords had a unique dramatic flair that its successors did not. It seems that this flair has rubbed off on you, and regardless of your origin, you can't help but make grand gestures and declarations of your intent to your friends and foes.

- **Key Hunt (+200 CP) –** With the strength you probably have, it would be easy just to kick down every door you come across. Unfortunately, this is a universe created by Capcom, which means you are expected to find and use keys for every locked door you come across, and you will gladly do so. If you consider using the Ninja Kit to get around this, you will find that lockpicking takes twice as long as it usually should. Not a problem in most situations, but time may not be on your side here.

- **Okehazama's Offering (+200 CP) –** It hasn't been that long since the battle of Okehazama reached its bitter conclusion. You'd think it wouldn't be that important with how many fell. Unfortunately, it seems that the Genma Scientist Guildenstern has taken the opportunity to take far more of the dead and dying than their commanders could account for. Expect to see double the number of Zombie Soldiers present during your time here. While they are the weakest of the Genma forces, never forget that enough ants can slay a scorpion. Oh! Before you assume that being aligned with the Genma would save you from this, it seems that the Oni have used their power to resurrect many Imagawa soldiers who would be more than glad to avenge their lord.

- **Masterful Architecture (+200 CP) –** Did the Time Folders bring George Trevor into the past to design Inabayama Castle? They may very well have designed the castle, as it and almost every other major structure is filled to the brim with puzzles of varying difficulties and threats. These can range from logic puzzles, trapped floors, environmental puzzles, to even the dreaded timed block puzzles.

- **Stylados (+400 CP) –** A unique Genma that only appeared in Onimusha: Warlords was the Stylados. It is effectively a Genma clone that looks identical to a chosen individual. While Samanosuke encountered and slew the Stylados created in his image, another one exists, and as you might expect, it looks just like you, even down to wearing a copy of your signature outfit. It will relentlessly try to end your life and even attack your allies. That being said, you must understand that not only does it have your appearance, but its body has the same strengths and capabilities as your own. Though, it bears its unique brand of Genma offensive magic that will identify it as a Stylados when used. If you are aligned with the Genma, the Oni have created their version of the Stylados and have sent it to hunt you down.

- **The Oni and Genma Accords (+400 CP) –** In the ancient past, when the Genma-Oni war reached its end, several terms were issued between the two races. These were focused on sealing certain weapons and individuals, so they may not threaten either party. How does this apply to you? You specifically are spared from the terms of these accords; your otherworldly powers and items are not. For the duration of this Jump, your out-of-jump perks and powers will be stripped from you, and your warehouse and out-of-jump items will be sealed away.

- **Genma Mode (+400 CP) –** Two versions of the first Onimusha exist. The original Warlords and the updated Genma version. Why is that important? Upon taking this drawback, this world has become much more dangerous. Enemies ranging from the weakest to the strongest hit harder and take more blows to bring down, and more concerningly, their placement in this world has changed, too. Speaking of which, beneficial items, excluding key items, whose locations you may have been very aware of, are now in different places. The last and most important change is the general manifestation of Green Orbs. Requiring only the consumption of a single Green Orb, any Genma can enter into a Genma-Trigger state. This dramatically increases their strength and vitality as well as upping their aggression to furious levels.

- **Way of the Sword (+600 CP) –** Many challenge runs occur in this series, and if you truly desire the extra points, you can take up one of these challenges. With this drawback, you cannot use anything other than your basic melee weapon and either the Bow or Matchlock to fight against your various foes. Any weapon that does not fall under those categories may be held, but they can only be used to open doors with elemental seals.

- **A Little Doll (+600 CP) –** One of the most infamous additions to Genma Onimusha was the inclusion of a brand-new enemy, Ayame the Doll. Ayame can produce a series of massive blades from under her sleeves, take flight, and easily tear through bone and muscle with her teeth. But you've dealt with Genma before, so this shouldn't be a problem, right? Well, that's where you're wrong. Unlike the other Genma, Ayame is immune to regular physical attacks and can only be wounded if you use magic or magic-infused attacks against her. But wait, there's more! No matter how many times you fight against her, Ayame will always return. Whether that means she is hiding in a vase, pot, or chest, waiting for you in the rafters of a building, or simply sitting behind a door you are about to open, she will pursue and ambush you regularly. You will get some relief, though, as after Inabayama Castle, her appearance will slow down with distance and time, and in your final year here, you may be able to slay her for good. If you think being aligned with the Genma will save you from this doll, the Oni captured her at some point and effectively reprogrammed her to hunt you down.

- **Hell Mode (+800 CP) –** An extremely recent addition to the Remaster of Onimusha: Warlords includes a new difficulty known as Hell Mode. The basic idea is that a single hit will instantly kill you. Now, I'm that cruel. That said, I hope you have plenty of means of healing yourself. For the next ten years, a single strike, no matter how light or heavy, will leave you near death. Master the art of combat, Jumper, or you will be nothing more than another body to be buried.

Afterward

Well, Jumper, it has been ten years, and you have a choice to make.

- **Move On –** Something about the universe has awoken something within, and you feel as though you wish to emulate Samanosuke's journeys. You may continue onto your next Jump.

- **Stay –** There's still so much to do, and so many more battles to prepare for. You have decided to stay in this universe and call it your new home.

- **Go Home –** You feel as though you have hit your limit and decided that enough is enough. You are returning home, Jumper. It was quite a pleasure.

Changelog and Notes

- **Version .9 Created**
  - General Notes
    - I tried my best to incorporate many of the elements from Genma Onimusha into this Jump, from its new moves, items, Ogre Tower, and enemy variants. Originally, this Jump would be called Genma Onimusha, but I decided to change that to Warlords and incorporate the enemy and placement changes into the Genma Mode Drawback.
  - Origins
    - The Saito Clan Soldier was a later edition to the Jump and my thought process behind it was to emulate a less fortunate survival horror experience.
  - Companions
    - The Teppo Unit Member is based off of the real-life Onna Musha or female members of the Bushi (warrior class) in the Sengoku Era. Outside of the phonetic similarity between Onna Musha and Onimusha, after some research I created this companion option based on the unit of 200 women musketeers in the 16th century.
    - The new name for Magnificent Guard is to be based on a name from Shakespeare's works. In-universe, Shakespeare made a deal with the Genma and used their names for his works. As such, several names have already been taken. Those taken names will be listed below.
      - Fortinbras, Osric, Guildenstern, Hecuba, Marcellus, Volchiman, Claudius, Rosencrantz, Ophelia, Gertrude, and Vega Donna.
  - Scenarios
    - I do intend to make one more minor scenario, which involves collecting all 20-30 Fluorites around and within Inabayama Castle. I know doing so unlocks a new costume for Kaede in Genma Onimusha, but I can't seem to find any images for it online. So, expect that in a future update when I complete Genma Onimusha with all 30 Fluorites.
  - Drawbacks
    - The "What If…" drawback is partially inspired by a Drawback from the original Onimusha: Essentials Jump by He_Who_Writes and the Onimusha What If scenario series by the YouTuber, Danish The Penguin.
    - As I have said, the "Demon Warrior" drawback is based on the Beta version of Onimusha for the PS1. From what little I can see of it, there are many differences between it and Warlords, so have fun creating a new scenario for yourself. The additional points for the Dragon orbs are based

on an idea that you had to defeat bosses and retrieve the orbs from their remains.
        - I considered adding a drawback that carries over your effects into the next Onimusha. However, considering this is the first in the series, I will hold off on that drawback until the next Onimusha jump, Samurai's Destiny.
        - "Hell Mode" was literally the last thing I added to this Jump, as the update just came out on the 23rd. I did tone it down a little bit, but I'd recommend it only be taken by Jumpers who could speed blitz everything that even looks at them wrong.
- **4/30/2025 -- Version 1.0 Created**
    - General
        - Grammatical fixes have been made throughout this document.
        - Perk and Item descriptions have either been streamlined to remove redundant language or expanded upon slightly.
        - Page Breaks have been added for ease in reading.
    - Origins
        - Former Iga Nin has been changed from FREE to -100 CP to reflect the idea of going through a survival horror story on the medium to hard difficulty.
        - Yes, Genma Warlord is a play on the two separate titles of the first Onimusha game.
    - Genma Co-Conspirator Perks
        - Acceptable Worm has been changed to Acceptable Animal. This is due in part to how Guildenstern refers to humans as animals. This description even extends to figures like Alexander the Great and Genghis Khan who Guildenstern barely cares to remember.
    - General Items
        - Metal Armor has been buffed to prevent attack interruption and pushbacks when worn.
    - Saito Clan Soldier Items
        - Rope Ladder has been slightly altered to provide a debuff to enemies who attempt to use it.
        - Orge Blade is an intentional misspelling based on a typo in the results screen of Genma Onimusha
    - Onimusha Items
        - Great Armor now matches the defensive abilities of the Metal Armor.
    - Scenario Items
        - Ogre Armor has been buffed to increase the wearer's strength when worn.