# Oda Nobuna No Yabou Jumpchain

Welcome jumper! To the world of 'The Ambition of Oda Nobuna'. Mh? Yeah, she's named Nobuna, not Nobunaga. Yeah, she's a girl. Why so surprised? A lot of historical figures here have a different gender than the version you're familiar with! Anyway, you're entering the fray the same day Sagara Yoshiharu, a mostly normal highschool student appears at the Nobi Plains, in the middle of a battle between the Oda and the Imagawa forces. Have fun!

Oh, and don't forget this:

**+1000cp**

**Age & Gender:** Feel free to change or maintain your gender for free and choose any age from 12 to 60.

## Location

**Oda Main Castle:**
You start in the middle of the Owari province, where lies the stronghold of the Oda family, currently torn between Nobunaga and her little brother.

**Hiei Mountain Temple**
A center of the Buddhist religion in japan. This mountain is filled with temples and monks that resent the new Christian missionaries.

**Okehazama**
While is a part of Owari, this place is right now is being occupied by the forces of Imagawa Yoshimoto. Though the Oda clan has been planning a surprise attack against them.

**Mino**
Controlled by Saito Dousan, a previous merchant that made himself daimyo, and the Mino Three, his retainers. Mino is a small province but also an strategic point for Nobuna in her conquest plans.

**Honbyou Temple:**
A temple located somewhere in the south-west of Settsu, while it may not sound like much at first glance, you may know that is also the stronghold of the new religion that worships… cats and comedy skits.

**Echizen**
Stronghold of the Asakura family, allies of the Miyoshi Three and a prominent force in the play. The heir is Asakura Yoshikage, strangely enough in this place, a man. Or so she claims.

## Origin

**Foreigner:**

It could be a missionary, a merchant or even someone who appeared from nowhere in the middle of a battle without any previous memories, in any case, you're a stranger coming from faraway lands, mostly unrelated and probably ill-equipped for the current state of affairs in this island-country. Have fun.

**Daimyo:**

A feudal lord, the head of a noble family with both territory and manpower to your name, in times like this both will come useful to your plans, be that you want to seize the country for yourself or just maintain the peace in your province.

**Retainer:**

After a long and arduous road, you proved yourself capable in the eyes of your lord, granting you a position to both command tropes and advise in their decisions. Are you determinate to work for your lord's goal, or simply waiting the right change to take everything for yourself?

**Soldier:**

Either a samurai or a run of the mill peasant that was enlisted to participate in war, you aren't anything noteworthy yet, but in times as chaotic as this, even someone of low status like you can attain great things it you can prove yourself capable enough.

## Perks

### General (Undiscounted)

**Comedy Lord (100):**
Comedy skits, they're more important than you would think. In a time were war plagues the land and death is a daily occurrence, a good laugh can make the day of many people. Thankfully you gain the talent of a true comedian, not even the most stoic or hard-boiled of war veterans can help but laugh at your jokes or antics.

**Silver Tonged Snake (100):**
Lies, deceive, business under the table, bribes, intimidation and more. Those are the weapons you use to win battle without having to put a foot on the battlefield. While is mostly dishonorable, no one can deny the effectiveness of your ways. Furthermore, your way with words is enough to entrance most, a truly powerful weapon, by that you want to seduce a young princess or make those merchants give you yet another discount.

**Merchant (200):**
When all is said and done, war isn't cheap. You need to buy the weapons to arm your soldiers, as well as the provisions and most often than not, losing the peasants in battle gives you a lack of manpower for other areas. This does not concern you much, gifted with a good eye for deals and trades, making money comes as easy as breathing and you are also wise at the moment of spending it, always making some profit unless something unexpected happens.

**Pirate King Jumper (200)**
In this place and age, the seas are ruled by the Murakami Pirates, a bunch of free mercenaries with little ties to noble houses or sects. They're led by Murakami Takeyoshi a man unrivaled in naval warfare. Well, he was unrivaled until you came, this grants you the same level of knowledge and ability as this pirate lord. From maintaining simple boats and navigation in the seas, to the naval warfare of this time.

**Good Eye For People (400):**
The empress Himiko was born with a powerful gift to understand and judge those around her. The same one you know possess too, with just a touch you can 'read' the mind and heart of anyone, getting to know their motivations and goals. Different from her, you can turn this power on and off at will, so it'll never become a burden unless you want it to be.

## Foreigner

**Dodge Master Jumper (100):**
Dodging, for most it's not a very useful skill outside dodgeball. Unless they're you, who have mastered the art of evading to the point of being able to avoid a full volley of arrows aimed at your direction with relative easy. Your reaction time and sight also get a small boost when trying to evade projectiles.

**Namban Fashion (100):**
Who said different things weren't popular? Whoever they were, they didn't know you or the effects your style have in others. Somehow your brand of strangeness doesn't seem to repel potential friends or lovers, rather they tend to find your strange antics amusing and interesting, even the most traditional will tolerate you and those more open of mind will even try to mimic their favorite parts of your style. As long you don't start troubles for them, people will let you do your things despite your differences.

**Strangely Fitting (200):**
There's this uncanny ability you exhibit, the advantage of being able to fit in any group with little trouble, even those with prejudices towards you will accept your help if you're useful. Even more than that, as long as you and your coworkers are actually working towards the same goal, you will be able to work any issues between them to make sure they use the 100% of their ability in their tasks.

**New Age Tactician (200):**
The era of the sword is coming to the end with the recent employment of harquebuses and firearms born from outside the country. Of course, a new age with new warfare requires new tactics to win battles. While you're not quite a genius at this, you can probably steal the title of prodigy when it comes to adapt your strategies to the new technology. Of course, this may not be enough to win all battles, but it's advantages are undeniable.

**I'm Sure Of It! (400):**
There will be times were drastic situations come knocking your door down and equally drastic ideas are need to solve the problem. For that, you possess two powerful advantages, the first being a talent to spot the weakness of your enemy's ploys and improvising efficient and unusual counters to them, while the second is the ability of roping your allies into following your plans.

**I'm Unrelated (400):**
There are heroes, warriors and rulers called by the winds of war, beings that carve history themselves, shaping the world in the way of conquering their dreams and then… well, and then there's you. With the… ability to pass under the gazes of others undetected, being ignored by most. As long as you don't actively try to enter the 'plot' of the time, you will be left alone. Good if you want to stay in the mist of war without troubling yourself much.

**The Path Of The Monkey (600):**
Now you boast a great luck when dealing with unfavorable odds, while your meetings with important characters are always in positive circumstances. This also grants you the capacity to easily carve your way into people hearts. Even with a minimum of effort, people will open their hearts to you in a small frame of time; soldiers that previously hated you come to regard you as a true brother and rightful leader after a couple of weeks of working together and even the coldest of hearts warm up at your continuous presence.

## Daimyo

**The Face of a Noble (100):**
Appearances aren't everything, but they always accounted for. And, in that front, you seem to have won the genetics lottery, being able to stand with the most beautiful of the land with nothing to be ashamed of. Be sure to not break too many hearts during your stay.

**Regal Manners (100):**
Daimyos aren't just people with a title or land, they're rulers with a long road of teachings to properly act as nobility. From the basics of running a province, to how act regal in every step you take. Now, those same lessons have been passed to you. While you aren't very apt at any particular field with this, versatility has a value on its own.

**The Jumper Army Wants You! (200):**
There's something grand about you, it may be your ideals, the way you carry yourself or simply your personality. Whatever it may be, makes other people more inclined to work for you, especially when compared to other prospective employees. They will always find them lacking where you are plentiful. But be careful, because they aren't more loyal to you than they would normally be.

**Under The Same Flag (200):**
There's no denying it, you're a first class leader, everyone that comes to work for you find themselves happier and more inclined towards efficiency. Those whose tasks put them in close distance with you will come to regard you more as family than an employer and their loyalty towards your goals will likewise skyrocket the closer they are to you, but even the more distant of your soldiers will be unwilling to betray you.

**Idol of the People (400):**
Sometimes people want an honest ruler, other times they need a ruthless warrior or a physical god to put their hopes in. Whatever it may be, you got a knack for projecting an image for yourself to the masses. Of course, while rumors and propaganda can work to an extent, you will need to show them something for them to believe, if you really want good, lasting results.

**Actually Governing (400):**
Lords are more often than not distracted with the winds of war to remember that they have a province to run and people to govern, a lazy or distracted ruler could lead the province to a lawless desert. Thankfully, that will not happen under your watch. You possess a talent for micromanaging your province, from the troops number and the provisions to the crops and the infrastructure of your province, trading and finances are never a problem when you're on charge of them. While you can do it alone, it may prove exhausting, so try to get a helping hand.

**Tenka Fubu (600):**
The strongest ambition, world conquest by arms force. To put an end to this world of strife and war with overwhelming power. Whoever want to take a shot at this will need to be both a military prodigy as well as a skilled politician and a strategist capable of seeing the big picture in war. You are all of those, and then some. While your battle prowess doesn't increase with this, your tactic mind can rival the best in this country and your natural understanding of the political field is enough to cover your enemies in mud while you return to your base smelling like roses. Both allies and foes will be awestruck after crossing paths with you.

## Retainer

**Battle At The Shore (100):**
More often than not, the geographical knowledge of the battlefield will grant the decisive advantage to pull more complex strategies or steal a decisive win over the enemies. You do have some ability to quickly get the hang of the general advantages and disadvantages that a terrain possesses. That's, of course, provided you can see the place for yourself.

**The Talented One (100):**
Well, there's a reason why your lord elected you above the rest as a commander and adviser. You do have a useful, but sometimes overlocked skill, the advantage to always maintain your calm during battles, letting you enter the fray without feeling to disturb your mental process. This does not suppress your emotions, only lets you act and think without getting clouded by them.

**Battle of Technology (200):**
The missionaries and merchants from faraway lands brought items never seen before to the country. For many, it was an opportunity to get limited and valuable objects, for others it was a spark to explore the world. For you, it was a weapon, for you have the talent to take the most important aspects of foreign gadgets and implement the principles in your own, new brand of weapons for battle.

**Ninja Training (200):**
Exactly what it says on the tin, you have been trained by the ninjas of Iga to a passable degree. Making you great at spying and infiltrations, capable of making potions as well as granting you some battle prowess with the multiple shinobi weapons. Everything with the goal of making you more useful to your lord, whoever that might be.

**Human Resources (400):**
When it comes to organize the staff, from simple cleaning vassals to fellow retainers, there's no one better than you, knowing what strings to pull to make them more inclined towards your lord goals or increasing their loyalty. For you, to make a bunch of mercenaries into a loyal group towards your lord goals is easy as eating some dango.

**Onmyoji Arts (400):**
The powers of the onmyodo are now at your call, while they start weak, with no more than small divination and weak shikigamis, they will grow stronger with time and practice, making you able to bind more useful and powerful shikigamis as familiars or using magic to summon rain over your enemies and even have small, but accurate predictions of the future.

**The Man In The Shadows (600):**
There's a good vassal, and there's you. Who can bring out the best of your lord or anyone you serve, not only their best natural traits either, but those that you deem important for them to have. Under your watch you lord can easily become an efficient, benevolent ruler loved by their subjects or a ruthless tyrant feared across the land. Almost as pulling the strings to make a puppet move, the control you have over your lord is frightening, even a bandit can become a first-class ruler with you at their shadows, while no one suspects a thing.

## Soldier

**The Human Hurricane (100):**
What's needed to go on battle and come back home in a single piece? Awareness and knowing how to use your weapon, and you do possess both. Choose any weapon found in the sengoku era japan, you have mastered a martial style with it. While not enough to tide the turn of the battle by yourself, it's enough to make you defeat common soldiers with easy.

**Breast Armor Jiggle (100)**
While costly, the best way to ensure you won't die by a stray arrow is having a good armor that covers your body while maintaining the minimum mobility necessary to attack and defend. Sadly, this is not only expensive, but also makes difficult to look good while slaughtering enemies. Good for you, this does let your beauty unrestrained, making it show even while being covered by full plate armor.

**Spirit of the Bushido (200):**
Retreating? Giving up? Those words are not in your dictionary! There's no hopeless enough battle, impossible enough goal or difficult enough problem to make you surrender without first giving your all to overcome it, your willpower and courage won't lose to anyone's in this place. As long as you have a goal set, there's no stopping your pursuit of it, not until is completed or you find a worthier one.

**The Back of a true Samurai (200):**
A true warrior keeps on going throughout thick and thin, and during your life you have battled in every possible terrain, from dense forests or snow covered fields to rock filled mountains and naval warfare with pirates. Those experiences made you capable of showing your full power without caring of the environment you find yourself in.

**Defensive Battles (400):**
Sadly, there's battles you can't win with will alone, be that you're outnumbered or that your commander has been captured and you must put a retreating battle. Be by experience or simply instinct, you now have an 'extra sense' to feel at the start when a battle will turn unfavorable for your side. While not very powerful, it will be really useful in maintaining yourself alive.

**Master Student (400):**
There's no better teacher for battle than the battlefield itself, especially when it comes to understanding your weapon better. You gain a great boost in learning new martial arts during fights, especially dangerous ones, show as an instinctual feeling to better your craft. Entering a great war with a spear you don't know how to use will let you exit the battlefield as a practiced master, if you can survive, that's it.

**Bishamonten's Avatar (600):**
You have been blessed by the spirit of battle, jumper. Starting with a nice upgrade to your strength and stamina, letting you fight to standstill dozens of soldiers if not outright destroy them. Next to it is the power of granting your army a small boost in power for your allies when you partake in battles with them and the aura of a true commander, that raises the morale of any soldiers on your side while greatly lowering the enemy's.

## Items

**Phone (100)**
What amounts to a normal smartphone from the modern day. It's filled with information of the sengoku period in japan and plays a very realistic sound of cavalry when started. Hope you have a way to charge it here.

**Namban Item Collection (100)**
Pianos, rough maps of the world, books in different languages and more. A sizable collection of European goods that came to your hands. While some of them are useless without proper knowledge, some others, like the compass, can be great assets in war.

**Symbol Of The General (100)**
While the Family crests represent a clan, the symbols that generals carry are a synonym of the general themselves and their army. This gives a small boost to your army when they wear your symbol during battle.

**Harquebuses (200)**
A rather large collection of harquebuses, more than five hundred of them. Including the necessary equipment for their maintenance and a

**Oda Nobunaga's Ambition Game (200)**
The copy of the most popular historical game of the sengoku period. Comes with a laptop to play it on. Pretty entertaining with lots of accurate historical details and mini-games to amuse the player.

**Medieval Armor (200)**
An Italian complete armor and weapon, of the highest quality. While not invulnerable it's more than enough for protecting you in your time here. Does not needs maintenance and it's way more light than the exterior would suggest.

**Exemplary Mount (200)**
A bigger breed of horse than the normal in this lands. This mount is as loyal and courageous as it can be. Pretty intelligent for a horse, it can travel restlessly for various days in a row and carry good amounts of luggage in it's back.

**Church (400)**
A church of any religion you want (even one created by you), will be considered neutral territory for the Clans here and can serve as both an emergency refugee or a diplomacy point. Follows you from now on, from jump to jump. Alternatively, you can choose to get a Japanese castle instead.

**Shogunate Linage (400)**
You aren't a common one, huh jumper? The blood of the royal family flow through your veins and you have the evidence to prove it. As a (distant) descendant of the shogun family, you can claim legitimate right for the throne of this country.

**Province (400)**
Not really the province, but rather it's income and treasury. Great amounts of gold for the ruler of the land. That would be you, by the way. The equivalent of $20,000 monthly. You still receive it in other worlds, converted to your local currency.

## Companions

**Companion Creation/Import (50/300)**
Feeling lonely already? Well, no worries, you can import a single companion for 50cp or eight of them for 300cp. They gain 400cp to spent in perks and items, but can't take drawbacks. Feel free to create your own companions with this option.

**Canon Companion (100)**
If you can convince them to accompany you, then any character from this world can be recruited as a companion using this option. Remember to be nice to them.

**Bodyguard (200/Free Foreigner)**
Either a ninja from Iga, a master in infiltration and with ability for combat; or a samurai without master, trained in the sword but with little ability at more delicate matters. They're the most loyal vassal you could ask for, eager to throw their lives for you if it's you wish and completely fine with your moral alignment. They gain 600cp to spent in perks and items, counting as having the Retainer origin.

**Preacher of Jumper (200/Free Daimyo)**
A nun of priest awed at your actions, they decided to become your avoid follower and will spread the word of your deeds and any religion you ascribe to, even if it's toward cats or yourself. While extremely efficient at their duty, they also tend to be a little ditzy. They gain 600cp to spent in perks and items, counting as having the Foreigner origin.

**Jumper Corps. (200/Free Retainer)**
A band of twenty loyal soldiers to your cause, not very skilled at much, but eager to please. The may head-butt with you sometimes, but at the moment of the truth they will throw their lives away to protect you from any harm. They gain 600cp to spent in perks and items, counting as having the Soldier origin.

**Bored Noble (200/Free Soldier)**
A youngster of noble birth that found themselves too bored with the world and decided to follow you on your quest. Moderately skilled in what you would expect from a noble on this era, their loyality is high, but don't count to risk their live for you if you mistreat them. They gain 600cp to spent in perks and items, counting as having the Daimyo origin.

## Drawbacks

**Take the MC's place (+0)**
Well… this is awkward, it seems that Sagara Yoshiharu wasn't send to the past in this timeline, making you appear in his place, just in the middle of a battle between the Oda and Imagawa forces.

**Nicknammed (+100)**
You gain a nickname, a bad one too. People will mostly refer to you with it and it will spread fast among both allies and foes. Not really harmful but pretty humiliating.

**Wanderer (+200)**
It seems that the spirit of poverty favors you, because you won't be able to have any land to you name for the rest of your stay. Hope you have friends that let you crash at their place.

**Sickly (+200)**
A strange and almost incurable disease has afflicted your body, making impossible for you to stay awake more than 10 hours straight and giving you constant high fevers. While curing it is not impossible, expect to be a hassle to gather the medicine.

**Constantly betrayed (+300)**
Jumper, jumper, jumper… how come so many people keep on betraying you? At least half of the people you work with will stab you in the back at least once during your stay here. Worse, you will be unable to know who until it's too late. Companions are not affected.

**Forced to the War (+300)**
There's no escaping this. No matter what you do or where you go, some strife will follow you like a loyal dog. From simple attacks from bandits or robberies to your home to civil wars and full scale invasion to the nation. Hope you like fights.

**Bad Reputation (+400)**
There are some… nasty rumors about you, in the noble's court, in the plaza, between soldiers, farmers and Daymios. No matter what it is, it won't get dispelled no matter what you do and will make everything, involving others, harder. Expect to not be much liked during your stay.

**World Ambition (+400)**
Something deep inside your heart rises to the surface for this decade, it's the urge to dominated, the need to obtain the utter seat atop everyone else. You're now obsessed with conquering this nation, and stand as the topdog of this island-country. Fail to do so by the end of the jump and the chain ends.

**All Houses Want Your Death (+600)**
It seems that japan was finally unified, by you at that! Well… sort of. All noble houses have put at bay their differences to unite their armies with the sole purpose of destroying you. Don't let them kill you, I would be sad if that were to happen.

## Notes

Made by Ricrod.