

Welcome to the Island of Tsushima. It is on this island wherein the Mongol's Invasion of Japan is staged to begin. You arrive on the island in September in the year 1274. In about 1 month from now the Noble Samurai clans of the island will disseminate the foreboding news of Mongol ships on the horizon, and in another month in early November the first invading ships will touch down at the beaches of Komoda Bay. What will you do Jumper? Join in the fight to save the island or perhaps you had something else in mind? Either way you will be here for the next decade.

- +1000 CP

Here you will be needing these, these lands may be pretty and nice but they won't be for long.

Location:

Kechi Fishing Village: A small fishing village that will soon enough be raided by Mongol forces and see a war camp being built nearby.

Hiyoshi Springs: A large hot spring resort including copious individual springs and an inn to stay overnight and relax. There is also a master archer's dojo atop a hill in the vicinity if you're lucky maybe you can receive lessons.

Azamo Bay: A large fishing and boating town that will end up becoming a major stronghold for Mongol forces.

Castle Kaneda: A large medieval castle that houses the current *jito* Lord Shimura and his retainer forces, I hope you have a good reason for being here this is technically a military base.

Komoda Town: Seriously, this entire area is going to be in the hot seat soon as this will serve as one of two major landing points for the Mongol Armada. Good Luck.

Origin:

You may choose your sex, appearance, and age for free

Civilian: Typically, the non-combatant inhabitants of the island, your craftsmen, farmers, monks, and merchants make up this origin.

Samurai: The noblemen of the island and feudal Japanese society in general. You are either a member of a newly minted clan or you may choose to be a part of the clans mentioned in the game.

Ghost: The origin you probably came here for, the fabled and notorious shinobi. By combining a thief's acumen with a samurai's lethality and you get the makings of legend.

Mongol: Let's be frank here, you are not liked or welcomed here. In fact, you can expect either panic induced fear or conflict to break out at just the mere sight of you. Enjoy being a scumbag.

Perks:

100 CP Perks are free to their respective origins, while the others are discounted. General Perks are undiscounted.

General:

Native Tongue (50 cp): Normally each origin is given an average person's level of speaking ability and comprehension in the language native to it, meaning you either know Japanese or "Mongolian" (Mongol Empire at this time comprised itself of numerous tribes and ethnicities, so assume this simply means you can communicate with all of your fellow Mongolians). With this perk you may select an additional language to proficiently fluent in. May be purchased multiple times.

Follow the Wind (100 cp): The wind itself seems to be on your side as it can not only communicate with you subtly, in the form of whispers and feeling, but can also serve to guide you in the general direction of your heart's desire.

Fast Travel (200 cp): This one is simple, upon reaching or discovering any significant landmark or location you may travel to these places just by thinking of them and willing it. This travel is not exactly instantaneous but reduces the time taken if you had otherwise physically travelled to a fraction of the normal time.

Archer (Basic is free for all origins/100 cp - 200 cp): You possess basic competency of archery or using a bow and arrow, you are well practiced with hitting still and moving targets at range. For another 100 cp, you now have training and experience with using the bow in actual combat situations and are adept at making effective killshots at range. For a final 100 cp, your skill in archery is now on par with two of Sensei Ishikawa's best students, Tomoe and Lord Sakai himself, with time and experience your skill will even surpass Master Ishikawa.

Legendary Status (300 cp): This perk will serve as a capstone booster improving the overall effectiveness of chosen perks within the jump, unique augments to each origin's respective capstone perk.

Civilian:

Tradecraft (100 cp): You are an experienced craftsman with several years of knowledge and skill in a trade of your choosing. Examples of such include: blacksmith, merchant/salesman, bowyer, armorer, or scholar etc. You also have a high potential in your chosen field allowing you to progress in skill at a much faster rate than otherwise.

Silver Tongue (200 cp): You have a silver tongue, you have such a way with words that it could be said to be the main reason you have managed to survive this long, well except for luck maybe. In addition, you receive a moderate increase to your innate charisma and likability. When it comes to you bullshit can and does walk the walk.

Worldly Traveler (400 cp): You are now much more experienced in your field of trade becoming an expert at what you do. Your charisma and salesmanship have likewise been improved. In addition, you have managed to pick up some combat skills (with any traditional cold weapon of your choosing) in your myriad travels, not anything particularly impressive but certainly enough to handle common bandits and lower tiered enemies.

Luck of the Okami (600 cp): Let's Face it, it's hard for people like you to stay alive for very long in these chaotic times. So, to alleviate this burden you now have a significant amount of plot armor. Travelling becomes much less dangerous for you and this makes it so that fortune is usually on your side in most matters, especially when it comes to plying your trade. Lastly, you are an expert at managing and cultivating business interests, with some work you can turn a single stall into a franchise spanning multiple townships and regions, and eventually you can even break into international markets and probably create the world's first international conglomerate.

+**Legendary:** You now possess a preternatural business instinct which allows you to instinctively know whether good from bad business dealings and what items and materials would be worth something. You are now far more capable and fortuitous when gaining support for your business endeavors such as investors, clientele, and other crafters. Additionally, you have become a master negotiator able to make deals that favor you more heavily than your business partners. Also, your businesses receive a moderate amount of plot armor making storefronts, trade routes, supply-chains, customer base etc. highly resistant to disaster, misfortune, and negative changes in general. Lastly, all perks within origin now function more effectively and efficiently.

Samurai:

Way of the Samurai (100 cp): You are proficient in the honorable philosophy of bushido, you know the local etiquette, customs, and history at around the same level as any clansmen. In addition, you are well practiced in both Kenjutsu, and the essentials of dueling as well as small unit tactics. Lastly, you are now proficiently skilled at parrying and deflecting your opponent's attacks.

Inner Resolve (200 cp): You now possess the incredible skill of finding and bolstering one's own resolve. By simply taking a second to focus your mind and will you can harden your resolve, recovering your stamina, health and fighting condition by a significant amount as well as alleviating any stress, battle pressure, fear or despair you may be experiencing. This perk also provides a boost to willpower and endurance. This ability can only be used so many times in a row before it needs to "recharge" via striking, parrying, and defeating enemies--you start with three instances. With more experience and diligent training, the limits on this skill can be improved.

Honed Edge (400 cp): You're no scrub with a blade anymore, no-no, you're an expert at wielding traditional Japanese melee weapons, especially the katana. You also have an impressive insight and analytical ability into the fighting/combat styles of those you observe, and even works faster when engaged in combat with a target. The obvious thing that can be done with this is to find weaknesses in your opponents' skills, tactics, and abilities--the real usage however is that you can now use these same insights to develop specific moves and techniques and even entire combat styles that can counter and defeat your opponents' strengths.

Lord of Tsushima (600 cp): You now have the charisma, and force of personality equal to that of a story protagonist. In addition, you also possess the necessary knowledge and talent to do what lords should be doing: rule; you know what a lord does for their territory and people and can do it well. You find it very easy finding new allies and recruiting them to your side and cause. You find it similarly easy endearing yourself to this land's inhabitants and if you went a little bit out of your way to offer aid and assistance to them, this effect becomes magnified to the point where you could become a de facto leader of an island nation because you have become so popularly admired and feared by the populace. This also grants you a relatively high level of plot armor, you will find yourself surviving many half-baked attempts at

storming enemy camps solo-dolo when by most rights you would die or be severely injured without question.
+**Legendary:** You have reached the pinnacle of swordsmanship, capable of feats that exceed what a human can do: swinging a sword faster than the blink of an eye, dual wield weapons and use them as well as you could singlehanded. You also gain heightened reflexes, hand-eye coordination and perception speed all enabling you to deflect just about any projectile this setting can throw at you including bullets and smaller sized cannonballs; faster and more numerous projectile groupings will still present a significant challenge but can be overcome with practice. Additionally, you have the option of being apart of either the Sakai or Shimura clan and as a result hold an actual claim to lordship on the island. Lastly, all perks within origin now function more effectively and efficiently.

Ghost:

Scurrying Like Thieves (100 cp): You possess all the skills and knowledge of an accomplished thief including stealth tactics and movements, hiding, scurrying, and identifying points and objects of value/interest. This also includes a superb sense of hearing that will allow you to effectively sense people, creatures, and objects within a 15-yard radius of your position, as you continue to use this ability the range and accuracy will improve over time. Lastly, this perk grants you combat skill on the same level as *Way of the Samurai*, you also know how to fight silently.

Particular Set of Skills (200 cp): Toolmaking is now your specialty; you can make all sorts of things ranging from highly accurate and aerodynamic kunai to an incredibly user-friendly grappling hook--whatever you may need for your exploits you can create and craft to your liking. Though this skill is still largely dependent on whatever knowledge and experience you possess, you can make tools for just about any situation or endeavor. You may not be a journeyman blacksmith or bowyer but you also have sufficient skill to make repairs and minor improvements to weapons.

Honed Vision (400 cp): You have the eye now, piercing vision that can see what others miss and may not notice. Let's elaborate--you are now much more perceptive of your foes' placement/position and your surroundings; you are an expert at discovering your opponents' weak points and exploiting them to great effect. You can also apply this talent to your

surroundings and environment and even structures, making great use of both to gain the advantage in virtually any scenario.

Thief in the Night (600 cp): Having reached new heights in your skills, you are now like a ghost. Your stealth is now uncanny, you can successfully sneak into and out of just about any place, no area or structure is secure enough to keep you out of it. You even leave minimal to no traces of your presence and whereabouts, making the tasks of pursuing and even finding you incredibly difficult. Lastly, you are now an expert at stealing lives, you are able to very quickly discover and create methods, tools, and circumstances that enable you to kill your targets efficiently and completely. No one is truly out of your reach and no defense is wholly invincible when you are involved, even the inhuman and supernatural are susceptible to your fatal strike. Even if technically, there was no way to kill or make your target die you will undoubtedly find a way now.
+**Legendary:** You are now a true ninja in every sense of the word, your agility, hand-eye coordination, reflexes and sense of balance now exceed what is possible for a human; you are more akin to a cat in human form by how deftly you move. You are also unnaturally precise and accurate with attacks and movements especially with ranged weapons including thrown objects and weapons, this is coupled with having an impressive range with them as well. Lastly, you take to shadows like a natural, when in obscuring environmental and weather conditions you become unnaturally stealthy and much harder to detect or perceive by your enemies, this "haze" also works outside of those conditions but to a lesser degree.

Mongol:

Mongol Warrior (100 cp): You are a competent soldier of the Mongol empire, skilled enough in your choice of traditional melee or ranged weapon to be a match for any typical samurai. You also possess the requisite knowledge of the average Mongolian, including common historical knowledge, cultural etiquette, customs and norms. Lastly, you are stronger and tougher than the average person able to give and take more damage and force than many others.

True Grit (200 cp): You are one tough sonofabitch, you find yourself more capable of shrugging off pain, damage, and exhaustion. You need only concentrate and will yourself to keep moving onward towards your goal or objective--doing this also gradually recovers your overall fighting condition allowing you to fight on for longer periods of time. This also

provides a moderate increase to your general willpower and endurance. Keep in mind though that this ability is not unlimited involving the consumption of one "charge" for each use though the number of "charges" and their potency can be improved over time with practice and experience--you start with three.

Command & Cunning (400 cp): You are a talented tactician and strategist knowing plenty of methods and tactics to break your enemy's spirit/morale and devastate their forces. In addition, you are also an expert at ambush tactics and more consistently being able to surprise your opponents in combat and battle with unorthodox tactics and even just sheer unprecedented brutality. You also have a surprising amount of charisma and are cunning enough to persuade former and even current enemies to collude with you and eventually even defect to your side in a conflict. For you frenemies are just that, potential friends or enemies, except you will be able to definitely decide most of the time which of the two they will be.

Research & Devastation (600 cp): When it comes to dissecting and analyzing others specialties and secrets you are pretty much unrivalled. You are now able to witness any skill, technique, method, tactic and technology and replicate its effects for your own usage, this process will take some time and effort respective to how advanced and/or complex it is. Moreover, you excel at combining these in different yet beneficial ways, improving upon what you've learned (or stolen) to create new skills, techniques, technology and so forth that can at the very least rival their sources and even eventually surpass them.
+Legendary: You now possess a superior physique above any mere human, strong enough to shoulder-check a galloping horse and swing heavy and two-handed weapons in one hand and hit enough force and strength to cleave through body sections and armor. You now also carry with you a primal like force of personality enabling you to easily intimidate and even instill fear into your foes with just your presence, this also lends itself well when negotiating with others and converting others to your side. Additionally, you can choose to become one of the Khan's closer relatives similar to Khotun Khan granting you a higher rank and matching prestige within the Mongol Invasion Force as well as the Empire itself. Lastly, you are now adept at analyzing, comprehending and reverse-engineering advanced, alien, and even esoteric techniques, skillsets, and technologies—let nothing be out of your reach.

Equipment:

Items are discounted for their origin. Items can be bought multiple times. Same or similar items may be imported into each at no extra cost.

Basic Essentials:

Trusty Steed (Free for all origins): You have acquired a strong and dependable mount bred from excellent stock. Can be called to your location from just about anywhere with a simple whistle and if killed or destroyed will respawn after a day. This can be any land-based animal with the capacity to carry people.

Makeshift Tent and bedroll (Free for all origins): A basic yet functional tent large enough for two or three to fit in and a surprisingly comfy bedroll that allows you to easily fall asleep and upon waking feel rejuvenated. The tent though a little rough looking provides sufficient protection against mild to moderate climate and weather conditions.

Simple Clothing or Furs (Free for All/50 cp each): A basic set of attire common in style and appearance for your respective origin. These clothes are easy to repair and modify.

Field Rations (Free for all origins): A small knapsack filled with dried and/or cured foodstuffs enough to feed up to 6 people. The foodstuffs replenish themselves when used every four hours and will keep you full and satisfied for up to 24 hours.

Town Provisions (150 cp each): Perhaps you've got a village to feed. If so then this is the item for you, this will provide enough healthy and good tasting foodstuffs to feed several dozen families.

"Supplies" (First one free for all/ 50 cp each): This is what the people of the island now consider and use as currency due to the invasion rendering basic supplies/provisions as increasingly scarce and therefore much more valuable than normal. Each purchase gives you 250 units.

Flute (100 cp): This seemingly simply flute is capable of changing the weather conditions in the immediate area when an appropriate song has been successfully played with it. The weather conditions are never enough to harm anyone by themselves and are generally meant

to be served as distraction, mood settings, and cover for your activities. Includes sheet notes for two songs, one that brings rain and thunder storms and one for a dense enveloping misty fog. Additional song can be discovered within the setting by exploring.

Crafting Supplies (One Tier 1 option is free for civilian, additional purchase discounted for them as well/100+ cp): Buying this will give you a small crate of common materials found in the setting, for civilians these are guaranteed to be useful to your trade. For another 100 CP, this crate is larger and will now include more uncommon materials such as Yew Wood, Iron Ores, and Leathers. For yet another 100 cp, the crate is much larger and includes rare or scarce materials such as silk, gold, and steel.

Weapons: Melee

Good Steel (Free one for all origins/100 cp each): Your choice of melee weapon of decent make and quality. As a bonus this weapon is easy to repair and improve upon.

Great Steel (Discount for all origins/200 cp each): Your choice of melee weapon made by a skillful artisan. Your weapon is significantly stronger/sharper and more durable than others of its kind. As a bonus this weapon is easy to repair and improve upon.

Superb Steel (Discount Samurai and Mongol/ 300 cp each): Your choice of melee weapon made by the hands of a master craftsman. Your weapon is far stronger/sharper and durable than others of its kind. As a bonus your weapon can be either eversharp: meaning its edge will never dull or possess a force multiplier of 2x: meaning your strikes will hit with twice the force and damage they normally would. Additionally, it is easy to repair and can even be improved upon.

Clan Steel (Discount Samurai and Mongol/400 cp each): What you now have in your possession is a masterpiece passed down through generations, you may choose what kind of weapon and its appearance. This weapon has several extraordinary properties: it is indestructible, eversharp if applicable and carries a force multiplier of 2x, meaning your strikes will hit with twice the force and damage they normally would. This weapon can be further improved upon and it is bonded to you--should you lose it; it can be made to appear within your immediate surroundings and if anyone other than you try to use it will be incredibly difficult to do so.

Weapons: Ranged

Shortbow (Discount All Origins, first one free/100 cp each): a traditional Japanese bow with decent stopping power, accuracy and range. This bow is easy to repair and can be improved upon.

Yumi Longbow (Discount Samurai/200 cp each): a traditional Japanese Longbow with asymmetrical grip requiring the user to stand up while firing. Slightly slower draw speed but with high stopping power, range, and accuracy. This bow is easy to repair and can be improved upon.

Composite Recurve Bow (Discount Ghost and Mongol/200 cp each): A much sturdier and stronger bow only slightly bigger than the shortbow. This bow has a slightly higher draw speed, fire rate, and arrow speed. It also boasts moderately high stopping power, above average range and accuracy. This bow is easy to repair and can be improved up.

Blunderbuss (300 cp each): A two handed heavy weapon that is essentially a man-portable cannon. It is powerful enough to take out several unarmored enemies with a single shot and deals severe if not fatal damage to brutes and other heavyset/large enemies. This weapon is relatively easy and quick to reload, can be easily repaired and improved upon.

Armors:

Hardened Leather or Fur Armor (Discount only for Civilian, Discount/First one free for Ghost and Mongol/100 cp each): A simple set of light armor made from leather and/or fur providing a small but noticeable amount of protection from damage and hazards. This armor is easy to repair and can be improved upon.

Footsoldier's Armor (Discount and First one free for Samurai/100 cp each): A slightly thick padded or studded leather jacket and leggings with a matching helmet. Provides a small but noticeable amount of protection from both damage and hazards. This armor is easy to repair and can be improved upon.

Plated mail/ Tatami Armor (Discount Ghost and Mongol/200 cp each): A set of armor made from chainmail linked with additional metal plates for a moderate increase in protection

from damage and hazards. This armor will also be light enough to not affect stealth and mobility and can be easily repaired and improved upon.

Samurai Armor/ Scale Armor (Discount Samurai and Mongol/300 cp each): A set of armor crafted with the highest standards. It can be either a traditional set of Japanese armor or one of the more ornate Mongol scale armor. This armor offers a major increase in protection from damage and hazards. This armor is easily repaired and can be improved upon.

Ghost Gear:

Basic Ghost Kit (Free for Ghost/100 cp): This satchel includes tools and supplies for any beginning ghost such as kunai, smoke bombs, and windchimes. Also comes with instructions on how to craft more.

Grappling Hook (Discount Ghost/200 cp): A handy tool used for climbing tall heights and swing around at those heights. This hook is retractable and never gets tangled or snagged on any inconvenient surfaces, it will only "hook" onto things and areas you wish it to.

Advanced Ghost Kit (Discount Ghost/200 cp): Similar to the basic kit but has tougher, stronger, and more potent tools including new additions like healing incense, sticky bombs, and Flash Bombs. Also comes with instructions on how to craft more.

Mask (Discount Samurai and Ghost/100 cp): A mask typically worn by armored samurai in battle to intimidate their foes. Your mask's appearance is whatever you like, and protects both your head and face from attacks and damage while also making it very difficult to see through to your identity.

Properties:

Properties, including those from other jumps, can also be imported into each other, keeping one overall appearance while retaining all benefits and traits of previous items.

Family Home/Estate (Discount Samurai/200-400 cp): A standard sized Japanese styled family home with an upstairs loft area, spacious enough for a small family. This house is easily

fortifiable and provides a buff to occupants when defending. For an additional 200 cp, you can upgrade into the estate which grants you a large main house and several smaller buildings such as servant quarters, storage houses/sheds, and a horse stable sitting on several acres of land.

Basic Camp/Commander's Tent (Discount Mongol/200-400 cp): A single large tent spacious enough for a few of your companions/followers. It has the same benefits as the standard tent mentioned in the essentials on top of being puncture/piercing resistant. For another 200 cp, you can upgrade into the command tent which grants a larger tent and comes with a few of the basic camp tents for housing over a dozen people, supplies and war spoils.

Business Stand/Storefront (Discount Civilian/200-400 cp): A simple but highly functional business kiosk that is easy to setup, dismantle, and move; it also has a tendency to draw potential customer's attention to itself. For another 200 cp, you can upgrade into a finely built and designed two story building with ample space inside for a salesfloor/customer area, workroom(s) for whatever you need, and storage.

Hideout/Smuggler's Cove: (Discount Ghost/200-400 cp): A large cave or abandoned property that used to house a den of big animals. Though outfitted minimally it has anything essential that you may need. It is also very well-hidden and off the beaten path but still readily accessible to you making it easier to dodge pursuers. For another 200 cp, you can upgrade into a smuggler's cove which grants a location cut into the side of a mountain directly leading into the sea, also has a small and sturdy makeshift marina to dock vessels at.

Techniques:

You will be given a stipend of 400 CP to be spent only in this section. All techniques in this section can be trained up and improved upon.

Combat Stances (100 cp for proficiency and 200 cp for mastery):

Stone Stance: This stance is simple and straightforward in appearance but allows the user to make consistent and focused strikes that are difficult to interrupt, this stance is extra effective against other sword users.

Water Stance: A solid flowing stance that utilizes a quick flurry of strikes to batter through an opponent's guard and becomes increasingly damaging with each strike, this stance is extra effective against shield users.

Wind Stance: A swift sweeping stance that affords increased mobility for the wielder in order to circumvent your opponent's weapon range and step inside of their guard, this stance is extra effective against spear/polearm users.

Moon Stance: A strong and powerful stance which leverages powerful kicks and strikes that disrupt your opponents flow and open them up to being stunned and staggered more easily, this stance is extra effective against brutes and other large heavyset foes.

Leaf Stance: A neutral stance that unlike the others focuses on defending the user, while in this stance dodging, deflecting and parrying attacks become much easier. This stance also grants the user increased ease and ability in fighting/defending against multiple opponents. If a Ghost then while in this stance you excel at countering: parrying then striking at vital points, Samurai and Mongol excel at maneuvering in and around their enemies' positions reducing the effectiveness of having greater numbers.

Mythical Techniques (200 CP for proficiency and 300 CP for mastery)

Ghost Stance: This is less of a stance and more a battle mentality, while active your strikes do significantly more damage, are more likely to stun or stagger opponents, and because of the increased brutality this comes with your enemies are more likely to become terrified of your actions and presence fleeing at the sight of you.

Piercing Shot: This technique is an archer's best friend, by concentrating on your shot for a brief moment or two it becomes nigh-unstoppable as it becomes able to slip past attempts at shielding or deflecting it. With Mastery your shots are now capable of slipping past or through any attempt at defending against them.

Heavenly Strike: This technique involves a quick unblockable strike that will inflict extra damage to stunned and staggered foes. With mastery you can make this strike unavoidable within a range of 10 yards.

Dance of Wrath: This amazing technique allows the wielder to almost instantly arrive in front of a target within 10 yards and unleash three consecutive and unblockable strikes that will inflict high damage. With mastery the number of strikes increase by 2 and can cause terror among your foes.

Way of the Flame: By coating your weapon in incendiary oil you can use a striking stone to ignite it in flames. These flames do no harm to the wielder and inflict increased damage and may set targets on fire. With mastery, you can send out flaming sword swings that can travel for several yards.

Companions:

Import or create (100 cp): Import an existing companion or create a brand new one. They are given an origin and 800 cp to spend how they like.

Canon (100 cp): Invite someone from the setting to go along with you on your journey.

Employees (Discount Civilian, 300 cp): Six people highly competent with all matters related to finance, business management, negotiation and customer service. Their exact details are of your choosing and they can be imported into future jumps as one companion or split into their own slots. Any perks bought for them are split as evenly as possible between all six or you may select any one individual in the group to have the perks full effects. However, any perks purchased related to their innate talents listed above are given to each member in full.

Retainers/War Band (Discount Samurai/Mongol, 300 cp): Six people highly competent at hand-to-hand fighting, melee and ranged weapon combat, military tactics and leadership. Their exact details are of your choosing and they can be imported into future jumps as one companion or split into their own slots. Any perks bought for them are split as evenly as possible between all six or you may select any one individual in the group to have the perks full effects. However, any perks purchased related to their innate talents listed above are given to each member in full.

Gang (Discount Ghost, 300 cp): Six people highly competent in criminal endeavors such as thievery, smuggling, sabotage, and assassination. Their exact details are of your choosing and they can be imported into future jumps as one companion or split into their own slots. Any perks bought for them are split as evenly as possible between all six or you may select any one individual in the group to have the perks full effects. However, any perks purchased related to their innate talents listed above are given to each member in full.

Disadvantages:
Unlimited drawbacks may be taken

Protagonist Self-Insert (+100-200 cp): this is pretty self-explanatory; you replace Jin Sakai as the protagonist and titular "Ghost of Tsushima". You are now plot-bound insofar as the main events from game will play out with you somehow always being at the center of things. For another 100 cp, you now also fated to be exiled from the island of Tsushima following the plot events, on one hand you are free to explore the rest of the setting while on the other you will have to make do on your own without support.

Started from the Bottom (+100-300 cp): Well now you're just playing games. Much like a game experience would have it, any techniques purchased will start out with just a basic proficiency and will have to be developed further through training, practice, and experience using them in combat. For an additional 100 cp, perks purchased in this jump now start out significantly weaker than their descriptions and must be developed with training, practice and/or experience using them and solving conflicts and dilemmas. For another 100 cp, this now spreads to your equipment in that any items purchased will now have to be acquired as you progress within the setting and not be given to you at jump start. As long as you have purchased the items or techniques in question, you will be guaranteed to acquire them and will be given hints, tips, and even secrets which will lead you towards them as well.

Shitty Weapon (+100-300 cp): This one is simple your weapons are inferior to others of its kind; it receives damage and impacts poorly resulting in it needing repairs more frequently. For another +100, this will also apply to your armor. Another +100 will see this detriment

apply to everything on your person qualified as gear or equipment, all in all making you a far less deadly character than you would have been.

Goddamn Mongolians!!! (+100-300 cp): During your stay here, at the first tier, you will encounter more Mongolian forces randomly within the environment, they will generally only be lower tiered but can have a tendency to show up at the wrong time. At the second tier, the enemies will be tougher, likely to call for reinforcements, and are capable of ruining or sabotaging your plans and efforts. At the final tier, the enemies will often be accompanied by a leader, more prone to calling for reinforcements, and have a knack for upsetting your plans and efforts just enough to cause you to rethink and adjust.

Samurai Fight with Honor (+300 cp): Taking this drawback imparts a strong compulsion to do things upright, above board, and most importantly with honor. You will find it much harder bringing yourself to do actions that are considered underhanded and deceitful. So basically, this resigns you to only fighting your enemies head on and directly, no stealth maneuvers, stealthy sabotage, or stealthy assassinations.

By Necessary Means (+300 cp): Taking this drawback imparts a strong compulsion to do things underhanded, deceitfully, and most importantly concealed. You will find incredibly difficult doing things honorably and honestly, you are far more likely to lie, cheat, steal, and kill to accomplish whatever goals you have in mind. If you ever end up in an open conflict or confrontation or otherwise called out on your bullshit your inner cowardice will arise and likely see you cowed into submission or running for cover.

We Are Not All Samurai (+300 cp)
Some of us are sorcerers, technowizards, and Kami knows what else but that's still no excuse to be ridiculous. This Drawback blocks access to any supernatural powers, perks or abilities that were not purchased in this jump-doc, and likewise blocks access to your Warehouse and any out-of-jump items. You keep your Body Mod and any skills, knowledge, combat techniques, weapons and equipment that could plausibly be found in a cinematic version of samurai-era Japan, even if it's from another jump.

The End

You have now eked out a hopefully extraordinary existence in your time here and created perhaps your own legend or myth. Well, what say you? What will you do?



Return to your home and live your legend there? Enjoy your new life and stay for good? Be as the wind and move ever onward?

Notes:

First jump by Pharaoh_X

Changelog:

Initial Document created

Version 0.9 – all basic requirements met; drawback section needs more but otherwise jumpable.

Version 1.1—officially completed document; added new items and perks, organized item section, added more drawbacks, new group companions.