Inukami Jump V2.0 Made By: mib

Welcome Jumper! To the world of Inukami. This world is essentially the same, save for the existence of magic and spiritual beings known as Inukami. These beings usually contract with humans, each gaining power from the experience; these humans, known as tamers exchange an item of importance with their Inukami, to show the bond that they will have. And the stronger the bond between the Inukami and their master, the stronger their powers get. But, without a master the beings with exceptionally high power usually overexert themselves and die. Because of this, masters share their energy with their Inukami, so that the drain will be less prevalent. This is also why most Inukamis will readily please their masters. Your goal is to survive for 10 years here, starting from when an unexperienced contractor, manages to bond with a two-hundred year old Kitsune; which if you do not know, Kitsune's get more powerful with age.

Just for reference. Magic here is based on the user's life force, which is varied in size and needs to be refueled after spellcasting. This is also what bonds with your Inukami. Be wary, if you use too much you will fall into a coma until it is fully replenished, and using all of it will kill you.

Talisman are much safer to use. This involves a little of your spirit energy to be infused into an object to give it different properties. Talismans are destroyed after they are used, but can last longer or be stronger if more energy is put in.

You probably will not need them, but here are some points to buy things with.

+1000cp

Locations:

Japan: Yes, the rest of the world exists here, it's just that they are irrelevant to the plot. Japan is an island nation with many different spirits lurking about. The locals also do not seem to care about your powers as well.

Origins:

Roll 1d8+9 to determine starting age.

Or pay 100cp to decide for yourself.

- Drop-In: You enter this world with your gear and companions.
- Detective (50cp): You are a detective of the supernatural. You can determine which spirit does what and even why they behave as such.
- Tamer (200cp): You have a contract with an Inukami. If you treat them wrong, expect them to show their displeasure with their powers.
- Inukami (+300cp): You are an Inukami, This means that you can control a single classical element, have a large dog form, and are what amounts to a pet of another human being. This means that you are subjected to the whims of whoever is your "master". You can instead be a Kitsune for 100cp less.

Powers and skills:

- Tamer (Free Tamer) (100cp): You are a skilled spirit tamer. You can convince most sentient spirits to become your companion. Non sentient or extremely powerful ones might resist your offers.
- Talisman Trained (Discount Detective) (100cp): You are very skilled at using talismans. What that means is you can make them have different properties (like light or sound) and with enough time and training you can make with enough time and training you can make truly devastating effects.
    - Talisman Adept (200cp): You are much better at using talismans and can give them properties of what shape they are in. Shaped like a frog? These talismans can bounce towards their intended target.
- Talented (Discount Detective) (100cp): You are an expert at any non-combat related skill. Cooking? You can make a five star meal with low rate ingredients.
- MMA Master (Free Drop-In) (100cp): You are now experienced in wrestling, Muay Thai, Krav-Maga, Boxing, and Karate! While you know every move of each style, you are probably not going to be as prepared to fight as say Mike Tyson, or any other professional.
- Exorcist (Discount Detective) (200cp): You are able to exorcise most spirits from human hosts. Be careful with this or else if you do it wrongly the spirit will attack you.
- Detective (Free Detective) (200cp): You are very skilled at deductive reasoning, to the point that you can even deduce things that are unheard of, even magical events.
- Devilish (250cp): From pranks to murders, you are better than even a war criminal at planning events.
- Endurance (Free Inukami) (300cp): You have outstanding endurance! You can run a 15k without sweating and can fatigue less easily.
- Strong (Free Inukami) (300cp): You are very strong. You have enough strength to deadlift an entire truck and have amazing muscle memory.
- Elementalism (300cp): You have basic control and manipulation over one of the four classical elements.
- MANLY MAN (Discount Drop-In) (200cp): You are now a MANLY MAN, with this your body fat percentage is never above 20%, You are at least 6’3, have innate talent for fine arts, and even the ability to make impassioned speeches about said manliness. This perk may apply to anyone you wish.
    - MEGA MANLY MAN! (200cp): Forget anyone named Armstrong, you are the manliest of them all! You are 6’7, at least 400lbs, have a body fat percentage of 18% max and have amazing charisma and posing skills, rivaling even a master bodybuilder!
- Mage (Discount Tamer) (600cp): You have innate magical talent. You have a large magic pool and learning skills related to magic is much easier.
- Magic Troll (800cp): As the title suggests, you gain mana based on how much despair you evoke in the target.

Items:

- Survival Set (Free Drop in) (50cp): A full set of knives, tent kit, maps, and even flares! People will not appreciate you camping on their lawn.
- Mundane weapon (Discount Detective) (100cp): Any gun really. Comes with two magazines. Reloading can be a major problem in firefights against magic though…

- Magic Tome (200cp): A book with all of the magical spells in this world (which is not too much really). With enough time you can attain great power.
- Money (Free Drop-In) (200cp): 500,000 usd.
- Sports car (Free Detective) (250cp): Any high end car, even a Bugatti! It's just a car and a fireball would destroy it.
- Talismans (Discount Detective) (300cp): Any 20 basic talismans, from a flash bang effect to nerve gas.
- Mansion (300cp): A beautiful mansion. This house has many protection spells and has a backyard large enough to watch Football in! This will turn into whatever the equivalent is to it in later jumps. Infinite water, gas, etc.
- Channel (300cp): A weapon that is specifically made to channel your spiritual energy. Fits your style.
- Charms (Discount Drop-In) (300cp): 5 charms that can serve any one purpose each. Luck, prosperity, and longevity are possible; more power is not.
- Inukami (Free Tamer) (300cp): What this jump is about! A familiar Inukami, they have yet to receive your contract, but are eager to receive one from you. Pick one power from the drop down list for free, extra powers can be bought for 100cp.
    - Fire: This Inukami can control and manipulate fire! This is a great asset as fire can be used in a variety of applications!
    - Water: This Inukami can control and manipulate water. This can be used from making bullets out of water or drying things up. Use your imagination for the rest.
    - Earth: This Inukami can control and manipulate earth. This can be used to grow great shields of earth and landscape cities at higher levels.
    - Air: This Inukami can control and manipulate air. This can be used to create slicing blades and throw enemies off balance.
    - Energy (200cp): This Inukami can create and manipulate energy constructs! They can create anything out of energy and fire devastating lasers of power! All of that energy is probably going to take a toll on both of you though.
        - Unfluffy (+100cp): It's horrifying, your tail looks and feels like that of a rat's for the next ten years. People can't love tails that are not fluffy.

Kitsune (Discount Tamer) (700cp): These are fox demons that assume the form of a human and get stronger with the amount of tails they have. They are better in all aspects than their Inukami counterpart, but have worse tempers and are prone to tricking people. Pick two powers, additional powers are 100cp each. Your Inukami is somewhere between 10-50 years old, very weak and young by their standards.

- Fire: This Kitsune can control and manipulate fire! This is a great asset as fire can be used in a variety of applications!
- Water: This Kitsune can control and manipulate water. This can be used from making bullets out of water or drying things up. Use your imagination for the rest.
- Earth: This Kitsune can control and manipulate earth. This can be used to grow great shields of earth and landscape cities at higher levels.
- Air: This Kitsune can control and manipulate air. This can be used to create slicing blades and throw enemies off balance.

    - Energy (200cp): This Kitsune can create and manipulate energy constructs! They can create anything out of energy and fire devastating lasers of power! All of that energy is probably going to take a toll on both of you though.
        - Unfluffy (+100cp): It's horrifying, your tail looks and feels like that of a rat's for the next ten years. People can't love tails that are not fluffy.
- Battery (800cp): This device can store your spirit energy for later use. Great if you do not have enough power.

Drawbacks: Max of 600cp

- Sucks to be you (100cp): You are frequently caught up in the affairs of the main character. Nice guy, but gets you into trouble frequently.
- ANON DID IT! (100cp): You seem to be associated with a negative trait. You are constantly blamed for thing you did not do. Associated with stealing? People cannot trust you to hold air for them.
- Shut Up (200cp): For your ten years here, you will say what is on your mind without thinking. Ever. Single. Thought.
- No Game (200cp): You cannot for your ten years here play games, Mind games, pranks and schemes count as "games" by the way.
- Inefficient (300cp): Your spirit based powers are only ½ as effective and use twice the energy.
- Censorship! (400cp): Any genitalia is now covered by elephants. Gets really annoying after a while
- Angst (500cp): A companion is now angry at your friends for some reason. They seem awfully possessive and start to dislike other companions.
- Weak (600cp): You are physically frail. A pre-teen could make mincemeat out of you.
- Wanted (600cp): A very powerful mage wants to shed your blood. Look out, as he is at least a few hundred years old.

Notes:

- Inukami! Magic is powered by the user's soul. The soul regenerates from this lost energy and it gains similarly to strength (more use means more soul). It also means that use too much of it, and you will kill yourself.
- Inukamis and Kitsunes can turn into a larger version of their animal.
- The Elephant Censor can follow you into your next jump if you want it to.
- Bodily fluids (Blood, tears, etc.) hold spirit energy, it is possible to give your partner/receive energy by consuming these subastances.
- You can make a previous companion your Inukami/Kitsune.
- You can make a previous companion your master.