

Version 1.1
Jumpdoc by Green[734]

Hello Jumper!

You are now entering the land of Japan. However, this land is a bit more "primal" than what you are used to. Human civilization has yet to become the vast and complex network of cities of the modern era. Instead, they are subjected to the mercies of nature and brutal reality of a time before modern medicine. The land of Japan is still unmodernised, leaving its inhabitants prone to superstition. The people must endure the hardships brought about by droughts, plagues, and bandits. This land is also home to creatures inhuman, the gods walk amongst the humans, giving blessings and curses to their followers. However, the passage of time slowly diminishes the presence of the Kami. Currently, the gods can still interact with humans, for good or for ill. But in the future, they may be forced out of the mortal realm permanently. For the next 10 years, you will need to learn how to survive in the land of a thousand gods.

Before you go take this...
+1,000 CP

Race:

The land of primal Japan is inhabited primarily by humans, however there are many other kinds of beings lurking in the background.

Human:

The human race is largely powerless. It is also true that they are some of the only beings to still exist in the modern era. Sometimes, the best they can do is roll over and die. However, occasionally there are individuals that can accomplish amazing feats, even by the standards of the Kami.



Kami (-200 cp):

The primal gods worshiped and feared by the humans of ancient Japan. Their forms are not confined to the limitations of biology or logic. They are able to wield unfathomable power within their domains. Yet for all their power, they remain reliant on the faith of their human followers.



Strange Entity:
This is a miscellaneous category of unusual life forms that can be encountered. They are typically found in the service of various Kami. They can range from humans altered by the powers of Kami, all the way to "aliens" from outer space.



Location:

Your starting location will largely depend on the race you choose to be for the Jump.

Human:
If you are a human, you will start in one of the many farming villages dotted throughout Japan. There is nothing restricting you from leaving the moment you arrive.

Kami:
If you are a Kami, you will start inside your shrine. Unlike humans, you are largely restricted to a singular area save for rare occasions. Depending on how widespread your followers are, your sphere of influence can expand or contract.

Strange Entity: If you are one of the numerous Strange Entities that exist throughout Japan, your location is tied to your Kami's sphere of influence. As beings that are servants in both job and nature, you will attend to your Kami's needs or occasionally be sent out to carry out errands.



Perks & Abilities:

(Perks get a 50% discount for matching Race, 100 cp Perks are free for matching Race)

General Perks: (Undiscounted)

Going Native (Free All) - To ease your travel throughout ancient Japan, you are now capable of speaking any human language you happen to come across. In future Jumps, you will also be capable of speaking the native language of any sentient species you encounter. This perk also gives an in depth understanding of the cultures and traditions of any civilizations you find.

Easing The Burden (Free All) - Humans of this age are exposed to many dangers. To increase your odds of survival, this perk will render you immune to all diseases and toxins encountered in your travels. Additionally, your body's stamina and ability to perform strenuous activities has improved, almost reaching superhuman levels.

Izumo Dress Code (Free All) - On the tenth month of the year, it is said that the Kami from all over Japan all congregate at the Izumo Grand Shrine. Thankfully for the shrine managers, they do not show up in their intimidating true forms. You can now change your form into a human. Your abilities will still remain, but your appearance will change in a "If that person was human" what-if scenario kind of way. For those already Human, this is just a free clothes changing perk.

Primordial Being (-800 cp) - This is the land of old gods, its people rightfully tremble and are in awe of their might. Taking in a portion of the land's power has awakened the fullest extent of your capabilities.

If you are a Human, you are now capable of feats of supreme skill that rival that of a master who has practiced those very same arts for centuries. If applied to more mystical practices, you will quickly become the foremost expert of your field in a matter of days. Your skill and the use of mystical power have elevated you to the highest level a mortal can achieve. Not only that, the Amatsukami have selected you as the rightful leader of your homeland. Your ability to govern your people is now equal to that of your skill in other fields. Your ability to discern the true character of anyone you meet will allow you to keep corruption from infesting your system.

If you are one of the Strange Entities, the effect depends on the Kami you are associated with. You've become the right hand of your god, capable of serving as a direct extension of their will. Your body will now passively absorb divine energy, increasing your power. Eventually, you will become akin to an avatar of a Kami or a minor god in your own right. At the very least, your body will be completely invulnerable to mortal means of harm.

Presently, there exists very little that can harm a Kami. However, at times even Kami have doubts, as their faithful servant, it is only natural that you act as a comforting shoulder to lean on in dark times. The act of bringing mental relief to those in need is now a natural part of you.

If you are a Kami, this perk's effects are a bit different. This Jump takes place in the dying breaths of the Kami's golden age. As it is now, the strength lost to the gods can only be tapped into through the use of Sacred Treasures. But even with the limited amount of divine power accessible with Sacred Treasures, the Kami can still accomplish outlandish feats. Yet with this perk you can now wield the powers of the golden age of Kami as your own. You can now wield your divine power without needing to rely on a crutch like the great land goddess of Mt. Katsuragi. In the current age, the Kami are restricted to channeling their divine powers through Sacred Treasure to enact miracles. In simple terms, the limitations of your divine powers have been lifted. For example, where once you could only change the size of anything in the vicinity of your Sacred Treasure. Now you've regained the ability to do so on a universal scale. All previous aspects of your divine power have been restored to its former glory, and will continue to grow even further as you gain more followers. However, your power is inextricably linked to the

setting you are in. If you happen to move to a place devoid of the supernatural, the slow decline in power will resume until you are stuck using Sacred Treasures again. * Even after the land transfer, it still took thousands of years for the Kami to regress to the state they are in now. So you don't need to worry for a while before you are in trouble.

After this Jump is over, the benefits available to the other races you didn't choose will become available to you.

Humans:

Journey Across Japan (-100 cp) - Your traveler's instincts have been improved. No longer do you need to worry of getting lost in a forest filled with monsters or forgetting your map. You now possess a mental compass and an instinctive grasp on the distances between destinations.

Natural Cures (-100 cp) - Whoever said that natural cures are a scam needs to eat their words. This perk allows you to create herbal remedies equally effective as even the most complicated medical treatments using complicated medication and technological contraptions. These cures are able to partially treat supernatural diseases or curses, but not completely without supernatural herbs of your own.

Man-Eater (-200 cp) - You have committed a taboo condemning your soul to hell, or at least you would have normally. By taking this perk, you have gained the benefits of becoming an Oni with none of the cannibalism needed. Your body has become 20 times stronger than what it used to be as a human, able to regenerate from normally fatal wounds, and a moderate increase in body size. You also get a pair of cool horns that are able to be dismissed at will. Be careful not to show them in public however, because Oni's have the reputation of being cannibalistic monsters.

The White Arrow (-200 cp) - Call it barbaric if you must, but the tradition of human sacrifice has a lot of traction in a world populated by gods. You can now manifest a special arrow marked with white cloth. This sacrificial arrow can be used to designate a target as the "sacrifice". The "sacrifice" will be forced to shoulder any debts and obligations dictated by the owner. This will naturally extend to acting as a sacrifice to any supernatural entities, interested in that kind of thing. This arrow can only be used on a single person at a time. So if the toll is more than a single person can pay for, the effect will be negated.

Primeval Sage Arts (-300 cp) - The Primeval Sage Arts are a discipline of spells and traditions developed and passed down from teacher to disciple ever since the golden age of Kami. You've retroactively received decades worth of instruction by a senior sage in these arts. These arts have a variety of uses from sealing powerful objects, enchanting and creating magical tools, shapeshifting and even teleportation. Taking this perk will also give you a detailed understanding of any other magic systems you happen to come across. With time you will be able to teach any mystical arts you know unto a disciple of your own.

For those that are willing a higher state can be achieved as long as you manage to pass the final trial...

The Very Definition of Insolence (-300 cp) - Like a certain wandering monk, you have an unusual lucky streak when it comes to surviving the wrath of Kami you've angered. Despite probability, literal gods, and your own stupidity you seem to always be able to safely run away. Even if you happen to accidentally steal an important Sacred Treasure. The next time you meet the Kami will just so happen to be on neutral ground, or maybe they will not recognize you.

Regardless, you seem to be able to barely avoid divine retribution on a frequent basis. However, repeated offenses increase the likelihood they will manage to finally pin you down.

The End of Gods (-400 cp) - The age of gods is coming to an end, even the mightiest of Kami are beholden to the changing of the age. This perk is just an acceleration of a natural process, "Out with the old and in with the new!". You can now trigger a phenomenon that irreversibly alters the current state of the world. For example, a sudden unexplained depletion of mana from a fantasy world. Or, an end of a global empire due to a combination of corruption, and natural disaster. You will also have a certain amount of control over how exactly the change is facilitated. This perk also gives you immunity to the detrimental effect of the changes made from affecting your own powers after this Jump is finished.

The Favor of Kami (-400 cp) - Most people living in the modern age dismiss things like luck or blessings as mere superstition. However, they do not realize the necessity of such things in a time where the supernatural roam free. From now on luck and blessings will naturally come your way, preventing calamity from visiting you and protecting your loved ones.

This favor even extends to interactions with higher beings, who will be at worst dismissive of you instead of hostile. During your travels, you are now more likely to obtain powerful artifacts or favors that will be vital to your survival.
This perk also allows you to safely handle Sacred Treasures without being familiar with their workings. This perk gives access to the Sacred Treasures section of the Jump Doc.

Proof of Survival (-600 cp) - Who was that stranger just now? They seemed vaguely familiar...

During the course of your adventures, when the stakes are high and hopes seem lost, your future self will mysteriously arrive to help you overcome danger. This help can range from cryptic advice to actually fighting alongside you.
Of course what actually takes place is up to you when it's your turn to go back. What this perk does is it creates a stable time loop on the moment of activation, allowing for backwards travel through time without the risk of temporal paradoxes. Your survival will be guaranteed up till the point where you travel back a few years in the future. This perk will remain active till the end of the Jump or the end of your natural lifespan.



Kami:

Treasured Followers (-100 cp) - As a Kami, it is natural for you to be praised and worshiped by the mortals. You will naturally attract willing followers the longer you happen to stay in the same general area for an extended amount of time. All your followers will remain loyal to you, provided you actually interact with them. If you are a benevolent Kami, their faith in you can last a thousand years! Even after you move onto another Jump, any followers you have will still be considered to be empowering you with their faith.

My Sanctuary, My Domain (-100 cp) - The shrine of a Kami exists on the boundary of life and death. You can now designate a property you own as your shrine, granting multiple new traits to the area selected. Your shrine acts as a spiritual pocket dimension, hidden from the rest of the world only accessible by your followers, sages capable of hopping between worlds, and yourself. This shrine can also act as a portal to the afterlife should you feel the need. When followers give offerings, they can be directly received or they can be teleported into your shrine. This will also greatly empower your spiritual powers in correlation to the amount of worship.

Unbound By Normalcy (-200 cp) - The Kami are not human, to think so otherwise is to be deluded. If mortals see you acting strangely, they will simply consider it to be just a Kami thing and move on. However, there is more to this perk than just that. As a Kami, you are unbound from normalcy, able to accomplish things normally impossible. From kidnapping young boys from the far future to surviving inside a blackhole for thousands of years, the word "impossible" is something meant for mortals.

My Beloved Faithful (-200 cp) - It can be said that a Kami's true strength is not their Sacred Treasure, but instead their bonds with their faithful. During times of hardship you can now tap into the faith of your followers, both the dead and the living. This will increase your divine powers by orders of magnitudes, temporarily giving you the strength needed to overcome any obstacle. However, afterward you will definitely need to get some rest before you do anything again.

Land Transfer Ceremony (-300 cp) - The war between the gods of Takamagahara and the gods of Ashihara ended in the defeat of the land gods. However, before the land that would become Japan was handed over, the great Ookuninushi created a pact of blood. You can also do something similar.

After the end of a conflict, in exchange for a peaceful surrender you can create a number of tablets, equal in number to the slain. Then, you can declare up to three conditions to your surrender, after which the deal is complete and the conflict will be considered over by both sides. The tablets you've created are containers of the grudges and miasma of the deceased. At the cost of one of the tablets you can call one of the offending parties to you. If they do not respond or they break one of the conditions of surrender, all the tablets will break and the accumulated curses will destroy the offender.
WARNING: Fragile handle with care!

Tools of Divine Origin (-300 cp) - How exactly did these Kami acquire their Sacred Treasures in the first place? It is obvious that the Kami themselves made them. With this perk you've acquired the ability to create tools capable of channeling and amplifying divinity. Blacksmithing, weaving, calligraphy, magic, or even something ephemeral like singing can be used to create a personalized Sacred Treasure just for you. These tools can take many forms from physical objects, body parts, natural phenomena, landmarks, or something even stranger. After this Jump, you can create Sacred Treasures capable of channeling sources of divine power other than yourself.

Four-Eyed God (-400 cp) - "Grant us eyes!", ask and you shall receive. This perk gives you the same kind of eyes as the Kami known as An'inseki. This perk can manifest as having four eyes or as a pair of glasses with four lenses. While this perk is active, the user can perceive the past, the present, and the future. Not only that the eyes can peer into alternate timelines, see through illusions, fate, and even perceive the 4th wall! However, this increased perception is straining even for Kami, and there is no off button. Instead you can choose to remove your eyeballs / glasses to have the perk work at a reduced capacity for most of the time. Without practice, this perk will make it difficult to perceive the present moment.

The Land's Origin (-400 cp) - Your strength as a Kami is equal to that of Ookuninushi, the creator deity of Japan. It is by your hands that the land rises from the sea, and becomes a home to all forms of life. This perk allows you to assume the identity of a creator deity that all things of the land originate from. Taking this perk has essentially made you the second-in-command of all the remaining Kami in Japan, only Ookuninushi and the three strongest of the heavenly gods are able to rival your strength. In addition to the raw power, you are now a being capable of creating and manipulating all aspects of the earthly realm.

As a creator deity you now perceive any being living upon the planet. The only way to evade your perception is to move to an alternate dimension or escape earth's gravity well and hide in outer space. However, creation and destruction are two sides of the same coin. If consumed with hatred, you will become the greatest Tatarigami to ever exist, bringing about a calamity capable of erasing all gods, mortals, the heavens and earth in a single strike.

With Just A Single Word... (-600 cp) - With just a single word, the goddess was said to be able to do both good and evil. For years thousands of people risk their lives climbing the cliffs of Mt. Katsuragi, in hope that its master would grant their wish. Money, food, eternal youth, death, and even the revival of the dead. Those were all things the goddess gave to those who survived the journey. You are now perhaps one of the most dangerous beings to exist. There are conditions that restrict this terrible power from being used frivolously. First, the one asking for a wish must first overcome a trial of some kind (Ex: Find all the dragon balls, climb the tallest mountain, defeat seven heroic spirits, Kaguya's 5 impossible tasks). Second, the wish-granter must not take moral judgment on the wish. Third, only one wish can be granted for each trial overcome. Finally, the wish-granter must not grant their own wish.

The process of granting a wish can be dangerous. As unless specified the wish will be granted immediately, with the most direct approach possible. Due to this each wish must be carefully considered of the consequences they bring. Be wary if you were to continually grant the wishes of greedy supplicants eventually, like lead poison, those greedy wishes will begin to corrode and destroy you. As a safety mechanism at the end of each Jump, the "curse of greed" will be removed.

Strange Entity:
Free From Mortal Ailments (-100 cp) - It cannot be denied that the Strange Entities in service to the many Kami have some of the best employment benefits possible. As long as you are in the employ of your Kami, you are free from all mortal ailments. This includes freedom from hunger, exhaustion, age, and sickness. As your life is connected to that of your Kami's you will also gain a form of immortality.

Already Accounted For (-100 cp) - When you began your service to your Kami, you took an oath of fealty and changed. Your body has been strengthened and reshaped into that of a Strange Entity. Any hostile transformative effect trying to affect you will be completely ineffective, as you are already accounted for.

Messenger Spirit (-200 cp) - The Kami are usually unable to exit outside their shrines, unless it is a special occurrence. So when they need to have some errands done, they either conscript a Human or they send out one of their servants. Taking this perk allows you to freely traverse between the realm of the dead and the realm of the living. Allowing you to exit your Kami's shrine and do their bidding. After this Jump, this perk will allow you to travel to other adjacent realms if they exist.

Wherever Needed (-200 cp) - Sometimes even powerful beings like Kami are in need to help. Taking this perk allows you to transport yourself to the side of those you care about if they are in danger. Even if they are in a location that should by all logic instantly kill you, you will be able to safely navigate it.

Gathering Mist (-300 cp) - The Mist is a mysterious phenomenon capable of transporting things across great distances. This perk gives you access to a version of this phenomenon that is under your control. You can now set a criteria for things you wish to collect and the Mist will automatically bring things that match the criteria to you. Alternatively, you can venture into the Mist yourself to skip traveling across large distances on foot.

Sacrificial Pact (-300 cp) - In exchange for a sacrifice, the Kami grants their blessing to the village. This tradition has been upheld for many ages bringing the god's protection to those in need. Now with this perk any time you are sacrificed for something the Kami will ensure that your beneficiaries will get to enjoy it as long as possible. This perk allows you to share any form of blessing or protection given to you by a supernatural source. The most people that can receive this protection is limited to about a small country's population of people. However, the blessings will be inherited by the next few generations of people.

The Information Realm (-400 cp) - You have gained access to a place or more accurately a depth only possible through usage of the Sacred Treasure Sorabayashi. You can now shrink yourself to a size where you could slip through quarks. Become even smaller, small enough that time itself has no meaning. Until you have arrived at the true foundation of reality, the Information Realm. This realm of pure information is akin to knowledge expressed as a physical location. The knowledge that you can observe is a reflection of what was around you at the point of entry. However, by exploring more of the Information Realm you will be able to find knowledge relating to other topics.

Thankfully, your mind can safely absorb and memorize every piece of the information presented to you in this place. With proper tools or techniques it may even be possible to affect normal reality by altering the information defining it. Ironically, the Information Realm and its denizens are among the least known. So be careful or you may discover something best left unknown.

Tensen Transformation (-400 cp) - The Tensen are the pinnacle of all enlightened beings, they are the freest lifeforms in existence. An earthly sage could eventually become one through study and meditation. You on the other hand are one by the virtue of your birth, and so will any of your descendants. This perk also allows for the inheritance of perks and other supernatural factors via shared genetics or similar parent-child relationships. Tensen are capable of unassisted space travel, as well as possessing an unparalleled resilience of the body. Not only that, all Tensen are born with innate spiritual power comparable to that of Kami.
These factors likely contribute to their immortal lifestyle unbound by any earthly law.

Ink Drinker (-600 cp) - You have been given access to the "Complete Wisdom of the Heavens", an divine archive containing the knowledge of all things. In practice, it is more like having mental access to the internet, and looking up a particular topic to read about. All information you find is 100% accurate and is fully comprehensive regarding the subject. If you actually manage to read it in its totality you could actually be considered omniscient. Even information of future events can be found if you happen to look for it. This perk will also synchronize with any databases or texts you know about, giving you a way to remotely access information. Any foreign languages you encounter will get automatically translated into a safe and comprehensible format. For your own protection, a mental buffer was added to prevent death via info hazards. You can also safely drink ink; it tastes like Coca Cola.



Sacred Treasures:

The Sacred Treasures are some of the most important objects in the world. They are the method in which the Kami can grant miracles to their followers, and are the physical embodiment of their divinity. This portion of the Jump Doc can be used to create and customize a Sacred Treasure for your personal use. Any time you acquire or make a new Sacred Treasure please follow this guideline in order to stay close to the source material. If the Sacred Treasure you make is similar to an Item you already possess, you can fuse them together with your Sacred Treasure to strengthen it.

- **Kami can create their first Sacred Treasure for Free.**
- **Kami with Tools of Divine Origin can create additional Sacred Treasure for free.**
- **Humans with Blessed Wanderer can obtain a single Sacred Treasure for free.**
- **Strange Entities under normal circumstances cannot possess Sacred Treasures. However, if a Strange Entity were to somehow become a minor Kami, they may obtain a Sacred Treasure for free.**
- **Sacred Treasures acquired by buying Loaned Sacred Treasure are subjected to the same rules as ones acquired by the options above. The Three Sacred Treasures obtained via the drawback "I'm Offering You A Deal" will possess 20 points to allocate for free.**

Type : A Sacred Treasure is not limited to a physical object, they can also take the form of body parts, locations, natural phenomena, or even intangible concepts. A notable aspect of Sacred Treasures is that those that are physical objects can persist even past the death of the original owner. Sacred Treasures that take the form of a consumable resource can be recreated as long as the one making them remembers how it was made initially.

Function : A Sacred Treasure's functionality is a reflection of the Kami who owns it. This can be a reflection of the owner's personality, a representation of what they are a Kami of , or simply an powerful ability that is impossible for mortals to replicate. However, a Sacred Treasure is also a crutch, they were initially created to help retain faith among followers during the inevitable decline of the Kami. Any ability they exhibit is merely a small portion of the Kami's power from when they were at their peak.

Sacred Treasure Customization : Each Sacred Treasure can be graded on a scale of 1 ~ 5+ in five different categories that help quantify its capabilities. The higher the number on the scale the greater the Sacred Treasure is at that particular attribute. You will be given 15 pts to distribute among the five categories. Extra points can be purchased for 50 cp each.

Pleasantness : This attribute represents the ease of use of the Sacred Treasure. On the lower end the Sacred Treasure will need to be skillfully handled in order to get the best use out of it. Higher levels of "Pleasantness", often mean that the owner has little to no difficulty in utilizing the function of the Sacred Treasure.

Subtlety : This attribute represents the Sacred Treasures ability to be discreet while being used. At low subtilty, each use of the Sacred Treasure would be immediately apparent to those in the area. High levels of subtlety lets you use the Sacred Treasures without causing a disruption. This could also mean the "no survivors, no alarm" type of subtlety.

Danger : This attribute represents the Sacred Treasures destructive capacity. Low Danger is essentially harmless as long as basic safety precautions are taken. At the highest levels of Danger, the entire planet is endangered by the very existence of the Sacred Treasure.

Utility : This attribute represents the usefulness of the Sacred Treasure. Having a low Utility rating means the Sacred Treasure has very little usability outside a singular function. Having high Utility significantly improves the versatility of the Sacred Treasure's function, allowing it to be used in many circumstances.

Novelty : This attribute represents the "wow" factor of the Sacred Treasure, essentially determining the scale of which the function of the Sacred Treasure works within. Having a low Novelty means that its effect can be easily overlooked or misunderstood. On the other hand, having a high Novelty rating makes your Sacred Treasure have more "godlike" qualities, enabling it to do things that are near impossible to fully comprehend. Having a low or high rating in this attribute may or may not be a good thing depending on the Sacred Treasure in question.

Items:

(Items have a 50% discount for matching Race, 100 cp Perks are free for matching Race)

Wooden Lunch Box (Free All) - One of the most important aspects of travel is having a secure source of food to eat. This lunch box has been enchanted with magic to remove such concerns. Every day, traditional Japanese food will appear inside the Wooden Lunch Box, drinks can be found in a matching wooden drinking gourd. If this box is emptied a different meal will take its place after the lid is closed. This food will always be fresh and safe to eat.

Mushroom Room (Free All) - A strange mushroom has been seen nearby roads and forest paths, but the locals never seem to notice. This is actually the Mushroom Room. Placing it on the ground gives access to a hidden room, unlike any seen in this time period. This room mimics the appearance of a modern Japanese apartment, with all the modern amenities that come with it. There is air conditioning, modern cleaning appliances, a shower, and free wifi! Not only that you will also find an automatically restocking mini-fridge. Its contents are limited to typical snack foods and some 2L bottles of "ink".

Human:
Sacrificial Robes (-100 cp) - The latest in human offering fashion! This Sacrificial Rode strengthens all rituals and traditions that draw power from sacrifice. Despite its purpose, its wearers find it very comfortable to wear.

Loaned Sacred Treasure (-200 cp) - By some turn of fate, a friendly Kami decided to loan you this Sacred Treasure to assist in your travels. Go to the Sacred Treasure section of the Jump Doc and create the Sacred Treasure you were loaned. However, due to declining power of the Kami, this Sacred Treasure now possesses a 24-hour "battery life" before it needs to recharge over the course of 3 days.

Tensen Hair (-300 cp) - How you've obtained this extremely rare resource is best left a mystery. In your possession is a bundle of Tensen Hair measuring in about 15 meters in length. Technically, this is actually a type of scalar bone, but its most important quality is its value as a reagent or crafting material. Tensen Hair has the ability to greatly enhance all aspects of what it's used for. For reference, Tensen Hair's attribute enhancement ability is considered the equivalent of a Sacred Treasure with a utility rating of five. Its power can directly compete with divine intervention, and can even temporarily come out on top. After all of the Tensen Hair is used up, another bundle of hair will take its place.

Kami:

Followers (-100 cp) - Regular humans that worship you, but are otherwise totally normal. Just their faith can sustain you at a reasonable level. However, if you abuse or terrorise them, they can leave. Faithful followers can even join you in the land of the dead to continue serving you as Strange Entities. Their home village will follow you throughout your travels, taking a form that fits in with the current Jump's setting.

Shrine (-200 cp) - The home of the Kami, and a refuge from all sorts of harmful influences. It acts as a bridge between the mortal realm and the land of the dead. The pocket dimension within can be fully customized to your liking, and can be merged with any other properties owned. The Shrine also has the property of stockpiling energy gained from faith or other ethereal forms of energy. Due to its location between worlds, it can also act as a way to hide from powerful clairvoyants.

Primal Japan (-300 cp) - You've received a strange new addition to your treasure hoard. It's the entire island of Japan, eternally within the Kami's golden age. Once inside its boundaries Kami can return to their prime without needing to worry of the loss of power. The Sacred Treasures you once needed to rely on to support yourself are unneeded here. Instead any abilities that were imbued within them, are now simple applications of your own might. If you own any property outside Japan this effect will also manifest there. However, due to continuity reasons this item will only be available after this Jump is over.

Strange Entities:

A Place to Call Home (-100 cp) - A safe haven exists for those separated from humanity, its exact nature is yet to be determined. This item creates a place that allows for safe living in any kind of environment. Once it is established, those of similar nature to you are the only ones able to locate it. You can choose to selectively let others in or not, this effect is applied to any properties you own.

Well of Heaven (-200 cp) - This mysterious object originated from beyond the stars, nearly causing the destruction of all living things. The Well of Heaven possesses an infinite gravitational weight capable of holding even a Kami inside a prison of endless darkness. This miniature blackhole comes sealed inside a container, however if unsealed it will immediately begin to indiscriminately consume the surrounding area. The longer the Well of Heaven is unsealed, it will grow exponentially in size and gravitational force *ad infinitum*. Thankfully, by issuing a mental command the Well of Heaven will be resealed inside its container. For a sense of scale, the Well of Heaven is considered the equivalent of a Sacred Treasure with a danger rating of five.

The Gift of Servitude (-300 cp) - You now possess a strange fruit that has the property of transforming any who eats it into a Strange Entity like yourself. Those who eat this fruit gain the effects of all perks that cost 100 cp ~ 200 cp belonging to the Strange Entities perk group, they will also receive the free perk Izumo Dress Code. After this Jump, The Gift of Servitude can permanently transform the recipient into any race you have been in previous Jumps. A year after The Gift of Servitude is consumed, another fruit with the same properties will be given to you. Unless you are / have been a Strange Entity in the past, this fruit will have no supernatural properties. Additionally, for the fruit's effect to activate the eater must be transformed into a race different from their current one.

Companions:

Bring a friend (Free) - Got some friends already? Pick this to import up to 8 companions you wish to bring along for your time in primal Japan. Each companion receives 800 cp and a free pick of any Race available. If 800 cp isn't enough, they can get more by taking drawbacks from the section below.

Recruit a Local (-50 cp) - If you want to invite one of your new friends here to join you, just pay 50 cp each to recruit them as a companion.

Drawbacks:

Shorty (+100 cp / +400 cp) - It seems like your arrival has somehow regressed you back to when you were a child. Other than the fact that you now need a step ladder to reach higher places there really isn't much to talk about. For the next 10 years, you will remain a child in form, any attempt to transform or age back to adulthood can only be done through methods native to this Jump. For +400 cp, any body enhancement perks will be disabled, making you re-experience the frailty of a human child.

Horned Demon (+100 cp) - A pair of fake oni horns have been attached to your head, along with the stigma that comes with it. If someone happens to see your horns, the most common reaction would be screaming in terror as they run away. However, if you are revealed in a big population center, a mob of guardsmen will come to chase you out. The common consensus regarding oni is that they are evil, cannibalistic monsters so making friends will be difficult.

Multicultural Mythos (+100 cp / +300 cp) - Taking this drawback widens the scope of the story, mainly by including deities from other cultures and regions into the mix. However, like with the Kami of Japan, the inevitable degradation of the supernatural has taken a toll on these foreign gods. So unless you take the +300 cp option, it's unlikely for Japan to become involved in any fiascos caused by the mainland.

Drinker Of Strange Beverages (+100 cp) - You suddenly feel the urge to consume ink or liquids that resemble ink. You must do so once every 24 hours, or you will lose your life!(jk)
In actuality, it would just remove all your perks, bodily modifications, spells, and other enchantments for the next 24 hours.

Wandering Healer (+100 cp) - Buyers beware! Occasionally throughout your travels you will be approached by scam artists selling snake oil or other fake medication. For some odd reason they always seem very trustworthy to you, or at least for the next few hours at least...
Make sure to keep track of your finances or you could be in big trouble! If you are a Kami or Strange Entity, expect an occasional visit by a certain Monk and his disciples.

Have You Heard Of Me? (+100 cp / +200 cp) - Have you heard of me? For better or worse rumors about you spread like wildfire. Rumors should be limited by the rate of travel between settlements, but in your case it's just like the information age in terms of circulation. If you have also taken the drawback "Horned Demon" take +200 cp instead of +100 cp. In exchange, the government may start sending assassination squads of "Oni Slayers" to kill you.

Moon Faced (+100 cp) - Your face has been distorted into a bad caricature of a human face. With practice you will be able to realign your facial features into resembling something normal. However, talking fast or intense emotions can undo any work you've done to fix your face.

Landslide, Storm, and Fire (+200 cp) - Natural disasters are more common in your vicinity. Depending on the blessings of Kami can only offer you a brief respite between seasons. Eventually people will start to notice and begin to hate you for "cursing" them. On the other hand if you are a Kami or Strange Entity, your limited influence will be strained to its limit protecting your mortal followers. Either way it's best to prepare for the coming disasters.

Greedy Fools (+200 cp) - How annoying it is, having to suffer greedy fools trying to worm their way into your good graces. The moment you start doing "miracles" in front of the public, the rumors of your powers will spread. Within a year, your doorstep will have the desperate, the greedy, and the arrogant fools from all across the country pestering you for favors. Worse yet they just won't get the hint that you are not taking visitations at the moment. Unless you have a method of placating them, they may try to force you to help them.

Feral Oni Bait (+200 cp) - The fearsome onis have learned your scent, all across the country numerous oni have begun hunting you. These feral oni are stronger than mortal men, and the stronger specimens have started to become powerful giants. If you are a Kami or Strange Entity, these oni will instead target your mortal followers. There is a finite amount to these oni, but if a plague or war happens it is sure to result in new oni being created.

Sage Training (+200 cp) - In order for a true sage to be born, an individual with innate talent must dedicate themselves to their studies under a skilled master. Taking this drawback, requires you to actually study under a teacher to gain your mastery of Primeval Sage Arts.

However, your teacher, while skilled and genuinely invested in your growth, lacks a conventional sense of morality. Expect them to occasionally set up various "trials" to test your growth as a sage. Their number one priority is you becoming a "true" sage, and they are not going to let something as small as human death and suffering get in the way of that.
[Requires Primeval Sage Arts]

Mirror Mix Up (+200 cp) - Ever thought about the reflection of the moon in a pond? It's as if the pond is a portal leading directly to the moon. This is the truth in this age of Kami, the Sacred Treasure of the moon god Tsukiyomi is the reflection of the night sky upon the still waters. It seems that he is feeling a little playful this decade, since he has taken to pulling "minor" pranks on you every so often. Every 3 months, you will be teleported to a random reflective surface on the planet Earth. It doesn't matter if it is an imperial treasure or just a water puddle.

The Three Legged Shadow (+300 cp) - It seems that the Amatsukami have plans for you, specifically plans that require you to be their pawn in earthly politics. To this end the god Yatagarasu has been sent to guide (coerce) you into fulfilling your destiny.

For a time, you can refuse to follow the will of the Amatsukami, but eventually they will get impatient and try to force the issue. First, it will just be a shade of Yatagarasu whispering to you in your sleep. Then it escalates to migraines and insomnia, followed by hallucinations. If you resist even then, perhaps a more physical form of incentivisation will be required.

Mahoroba Of Dreams (+300 cp) - At one point in your stay here you will be exposed to the fumes of the Four-Sight Incense, and will be transported to a dream world of your greatest desires. This dream world will be nearly indistinguishable from the real world, it's even capable of containing self aware copies of real people. However, there is a reason the Four-Sight Incense was once misused as an tool of assassination. There have been cases of victims becoming too deeply enamored by the pleasantness of the dream world and becoming trapped in it. Unless you manage to realize you are inside a dream and escape within 72 hours, your soul will leave your sleeping body to inhabit the dream for the rest of the Jump.

Monkey Business (+300 cp) - It seems that your base nature is quite difficult to hide in front of others. Because whenever you choose to indulge in earthly temptations something about you changes. Be it alcohol, sex, or violence excessive indulgence in these things will slowly transform you into a stupid monkey. This drawback does not remove inhibitions, only revealing to the world your vices. As long as you practice good moderation and temperance, there is no danger.

The Passing of Ages (+300 cp) - Time stops for no one, even the Kami are unable to refute this absolute truth. By taking this perk, you agree to extend your stay here up for 30 yrs instead of the usual 10 yrs. If that is too little of a time to explore this world then you can take this drawback again, each time extending your stay by 20 yrs. However, there is a "soft cap" for how long you can stay. As time goes on, the age of Kami will come to an end, with it the remaining supernatural entities inhabiting this world. Even if you exist as a Human any form of immortality you possess will be rendered null by around 1945.

Have We Met Before? (+300 cp / +600 cp) - Has anyone ever forgotten you before? Isn't it awkward to start talking to someone only for them to not realize who you are? Welcome to your life from now on, when it comes to remembering who you are everyone seems to have the memory of goldfish! The only ones who are exempted from this effect seem to be those who you interact with on a regular basis. Due to the great danger this drawback possesses to Kami and Strange Entities, they can take +600 cp. Also this drawback has a really strange interaction if taken in conjunction with Have You Heard Of Me? .

Dangerous Times (+400 cp) - During your time here you will need to overcome a set of four disasters. First, an army of Mongols capable of overcoming even divine intervention invading Japan! Second, a succession war over the position of Emperor. Third, a large scale famine brought about by a mix of natural disaster and the damages of the preceding events. Finally, the seal of Yomi comes undone, causing an endless outpore of curses capable of killing a thousand men in a single day. Each of these disasters will push you to the very limit of your capabilities to survive!

The Highest Mountain (+400 cp) - You have a single task that you must complete before the end of the Jump. You must reach the Moon using options native to this jump.

Mundanity (+400 cp) - In addition to the slow decline of your divine powers, any other supernatural abilities you possess are subject to the amount of faith in you / your Kami. If you happen to lose all your followers then it's game over. The deaths of other Kami will have a detrimental effect on the few remaining Kami, hastening the process.
[Requires Kami / Strange Entity]

Where Are You Looking, Four Eyes? (+400 cp) - Your new eyes are a bit too much for you to handle in just a decade, and for some reason no matter how many eyeballs you remove the overwhelming perception of your eyes persists. You will constantly be distracted with events of parallel timelines overlapping with what's going on in front of you. Without external aid even sleep will elude you as the constant stream of information overwhelms your dreams.
[Requires Four-Eyed God]

I Find Your Faith Lacking... (+600 cp) - Your starting position cannot get any worse, you arrive in a ruined village with only 8 - 12 living followers. The amount of mortal followers you start off with is barely capable of sustaining a Kami. It isn't inaccurate to say that you are mere moments away from fading away. The silver lining is that as long as you acquire new followers, your existence will be stabilized. Until then, many of your abilities are greatly reduced.
[Requires Kami / Strange Entity]

Stuck In The Well (+600 cp) - Once more a Well of Heaven plummets down to the earth below. Unfortunately, it just so happens that it landed right next to you. As a result you and whatever was around you was immediately consumed by the blackhole's singularity. Unless something truly miraculous happens, this is an immediate Bad End for the planet. Thankfully, something miraculous did happen! A wandering sage happened to be near the area, and managed to seal the Well of Heaven inside a pocket dimension. The good news is that the planet is saved. The bad news is that even if you survived being sucked into the Well of Heaven, you are still trapped inside a blackhole, inside a sealed pocket dimension.

I'm Offering You A Deal (+600 cp) - I don't know how or why you've become embroiled in the courtly intrigue of the capital, but I am offering you a deal. In exchange for your freedom, go find and collect the three Sacred Treasures of Amaterasu and present them to the new emperor. Before the Jump ends, you must find and retrieve the Yata no Kagami, Yasakani no Magatama, and Ame no Murakumo no Tsurugi. The truth is that the three regalia in the possession of the imperial family are essentially the child-proof version of the Sacred Treasures. The ones you are looking for are the definitive Sacred Treasures belonging to Amaterasu, hidden throughout the land to this very day. There is no doubt that the journey to retrieve them will be perilous. However, I have faith that you will succeed. [Requires Human]

Bonus: Post-Jump you will receive copies of the three Sacred Treasures belonging to Amaterasu as free Loaned Sacred Treasures.

The Eyes of Heaven (+800 cp) - As soon as you arrived, several beings realized there was something there where there once was none. The Amatsukami have once again turned their attention to the mortal world. The Heavenly Kami are alien to the world of the mortals, often needing to adjust their appearances simply to avoid humans dying or going insane. Simply being in their presence can cause death.

To have attracted their attention, no their *curiosity*, there is every incentive to kill yourself immediately. However, these Kami are closer to lovecraftian horrors than the earthly Kami inhabiting Japan. Moreover it is said that their home dimension is a realm above both the realms of the living and the dead. Even death may not be enough to separate them from you.

End of Jump Options:

It seems that your allotted time here has come to an end, you now must decide what your future holds.

Return Home : Perhaps you feel homesick after traveling for so long. Choosing this will return you to your home world keeping any perks and items acquired in your travels.

Stay Here : Maybe you are tired of all the hardships of your journey. Choosing this means you will continue living in this world for the rest of your life.

Continue Wandering : The journey of the wanderer continues onward. Choosing this means you will continue on your Jumpchain.

Notes:

- **Special thanks to Kenji Tsurubuchi for creating this very entertaining story.**
- **Details regarding the final trial mentioned in the description of Primeval Sage Arts can be found in ch 14 of the source material.**
  https://mangabuddy.com/primal-gods-in-ancient-times/chapter-14
- **Regarding the dangers of wish granting with the use of the perk With Just A Single Word...**
  One example for the source material is "I want to see the sun rise in the west and set in the east". If such a wish were to be granted, the inertia of reversing the rotation of an entire planet would have vaporized all living things on the surface. Please consider your words before saying them.
- **Tools of Divine Origin can create additional Sacred Treasures, with practice it would be possible to increase the number of available points for allocation.**

- **The "Complete Wisdom of the Heavens" given by the perk Ink Drinker can be fully read. However, the sheer amount of information contained within makes any attempt at doing so without the aid of other perks an inefficient form of suicide. Even with the aid of other**

perks or temporal manipulation, actually reading all the knowledge contained within the database is an effort that would make the time it takes to reach the heat death of the universe seem like a millisecond.

- **In the source material, there hasn't actually been a Sacred Treasure introduced that exceeded a rating of 5 in any category. However, I included it for the hypothetical scenario that something like that shows up.**