

Joujuu Senjin Mushibugyo

This story is set in an alternate Feudal Era Japan, where giant insects known as "Mushi" started appearing and attacking people around 100 years before and since then they bring terror and death to the country. To counter the threat of the Mushi in Edo, the Shogunate ,established the City Patrol who acts under the Mushi Magistrate and assembles warriors strong enough to take care of all the Mushis that invade the city. Yet, there are many mysteries surrounding the birth of the Mushi, the truth about the “Magistrate”, or what their goal is. Not to mention the Mushikari, a group with strange origins, who has been tricked into thinking that the Mushibugyo is the origin of the Mushis, and the Mushibito who are some unholy mix between Mushis and people with nefarious goals for the country. You start a day before Kotori Matsunohara meets and recruits Jinbei Tsukishima as the newest member of the Mushibugyo.

Good Luck and have this:

+1000cp

Age & Gender
Thy gender is the same as in the last jump, as for age, thou shall roll 15+1d6 for thy one. For Mushibitos this is merely how your human form looks. If you want, you can pay 50cp to freely select your age and gender.

Initial Location

Edo
Ah, the capital, also one of the last bastions of the country. Someday this place will start seeing a great change and the hope for restoration, but for now is protected by the Insect Magistrate. Its climate doesn't allow a full invasion from the Mushis and it's also protected by the presence of the head Mushibugyo, a target for both Mushikaris and Mushibitos because of her power.

Kishuu
This city is a strategic point to defend the people of the country from a total annihilation by the Mushis. Sadly, it isn't as well protected as it should be, so it would be relatively easy to take it down. The 'poisonous well' is also located here, in the underground of the Kishuu Castle. Which is seek for various purposes.

Hachijo Island
This is the island where the Mushibugyo head comes to rest for a while when her powers start becoming too powerful or she needs to take cover. Pretty much deserted and difficult to access. There's only a small castle near a lake and a big forest around. Not the most beautiful sight in the country.

Osaka
This city fell to the Mushis a hundred of years ago and is the hometown of most Mushibitos. A den full of powerful Mushis and home to the cocoon of the eternal insect. Coming here as a human is almost suicide, but also an opportunity to give the mushisbitos an irreversible blow to their forcers.

Background

Drop In
Thou art not from this place, a mere drifter from other lands, without new memories to hinder or help you in this place. Yet, you carry power and unlimited potential, your actions could very well shake the balance of the world… or you could just take a stroll around.

Mushibugyo
The “Insect Magistrate” established by the Shogunate. It’s divided into 3 patrols with different approaches and members, yet all share the same goal of exterminating the Mushis in the city. You can choose which group to belong to between the City Patrol (a small bunch of powerful warriors with different skill-sets and little teamwork), the Samurai Patrol (a group of samurais that fight with swords and great discipline, always moving as one regiment) and the Noble Patrol (which uses guns and canons to exterminate mushis, they create great collateral damage and costs, but are extremely efficient).

Mushikari
The “Insect Hunters” are a group of strong warrior with superhuman strength and strange powers, which originate from a source tied to the Mushibito. Their goal is to annihilate all Mushis and for that purpose they have been hunting the Magistrate for a while. Yet, she is not the true responsible for the trouble in the country.

Mushibito
They don’t have a particular name actually, but some people have dubbed the group as “Insect People” and you just roll with it. With Sanada Yukimura as leader, the Mushibito are people that mutated and became a fusion between Mushi and humans, winning power and longevity. You gain a humanoid alt-form and an insect. Your insect form can be based on any existing insect and you can choose the size of it, ranging from 1 to 500 meters.

Perks

100cp perks free to origin, rest is 50% discounted.

Drop In

As The Morning Sun (100cp)
They say there's power in seeing the good side of things. You may as well be the poster boy of such saying, because it seems that there's nothing that could make you lose spirit. You are just a ball of endless optimism and good feelings. Such disposition also makes easier for you to make friends and encourage others, since they feel attracted to your personality. Just like a beacon of hope in a wasteland ruled by giant insects.

Unshakeable Will (200cp)
Defeat? Giving up? Retreat? Such stupid words are not in your dictionary. Well, they are, but only when it applies to enemies. Your willpower is increased to astounding heights, making you able to tank blows that would kill others and still get up and fight. To take killing trainings in stride to increase your power. Or even small things like sticking to your routines. Only Tsukishima Jinbei or his father could boast to be as gutsy as you are.

Joujuu Senjin (400cp)
This battle cry is more than it meets the eye. Using this "Constant Battlefield" will grant you various boosts. Firstly, it will increase your focus and senses, letting you fight hordes of enemies as if you were facing just one, with no power downsides. Secondly, it will temporally double your overall power (strength, speed, reflexes, stamina, etc.) for the duration of the battle, giving you an edge over whatever enemy you are facing. Lastly, it will let you ignore any wounds or negative ailments you may have, making you able to fight at 100% of your ability.

Tsukishima Style/ Fugaku Sanjuu-Rokken (600cp)
Time to bring out the big weapons, or in this case, the big techniques. You are now a master of the Tsukishima Sword Style, including its 36 greatest techniques. Made for warriors to use in the middle of the battle and take down as many enemies as possible, even those stronger than oneself. Even a 'normal' human can do incredible feats with this. Fortunately, you don't need to limit yourself to being a 'normal' human to get the full effectiveness of this perk, as you will find yourself easily developing new techniques that allows you to make full use of it regardless of strong, or weak, you are. Of course, having greater base power will make the results even more impressive.

Mushibugyo

Strength of a Scholar (100cp)
Not everyone needs to be a battle-maniac to defeat an enemy. After all, just hitting something until it dies has no grace. You were blessed with a photographic memory and perfect recollection. Coupled with years of study, have given you an encyclopedic knowledge about a myriad of areas. From basic medicine and architecture to the recorded weakness of incest and Mushis. Well, making use of this knowledge can be the real battle.

Ninja Bomb (200cp)
Normally , ninjas a masters of assassination, experts in infiltration and stealth; you were also instructed in those areas, but what makes you different from the rest is your training in an unorthodox style to defeat the insect menace. A style focused in bombing those bastards till death. Yeah, you have extensive knowledge about explosives, the best way to use them, maintain them and improve them.

Onmyouji's Arts (400cp)
Onmyoujis, the magic users of the far east. Their most known skill is the craft and use of shikigamis for various purposes, but there's a lot more to them that meets the eye. Being able to fly with various means, divination, scrying and more. You are a very talented apprentice to this path, and start as more or less equal to Tenma Ichinotani, the resident onmyouji of the group, although your abilities are more balanced than his. With some practice and knowledge you could very well become a legend of the craft.

The Slaughterer (600cp)
The purpose of a blade is to cut, cut things, cut people, cut everything in its path. You have mastered the act of cutting, not only with a sword, but also with anything you can get your hands on. Even at its weakest, you could take a dull sword and easily cut down stone, steel and mushis like hot butter. It's a combination of unbelievable skill and a state of mind, letting you do feats like using a single petal with your mouth to cut down a whole castle. Here, only Shungiku Koikawa has any hope of ever catching up to your level.

Mushikari

The Shell Of a Beetle (100cp)
Improvise. Adapt. Overcome. Because, at the end of the day, the Mushikari are still mortal men fighting against monsters and beings far stronger than they are. Thus, the need for a diverse amount of knowledge and survival skills to face their enemies. Things that you picked on during your travels, as well as more mundane skills like cooking, blacksmithing and a bit of engineering. Nothing too incredible, but proficient enough to make a living out of them if you ever feel like changing ways, or after your goals are finished.

Legacy of Warriors (200cp)
The Mushikaris are by average, stronger and faster than regular humans and less couldn't be when they spent time slaying the strongest mushis around and planning their next step to change the country. It's in part thanks to the one that created you all. You are specially blessed in this regard, possessing great resistance to pain and a minor regeneration fator, not enough to get back limbs or eyes if you lose them, but most minor wounds will be healed by the next day.

Hunter of Terrors (400cp)
A Mushi is only a big insect at the end of the day, nothing but prey to your eyes. To help you with such, this blessing will ensure that your gains are exponentially increased, tenfold for your 'normal' training regimen and even more when you actually push yourself to your limits. Of course, you also become far stronger when your fight and defeat strong opponents, the more powerful they are, the gains will also be greater. Don't be afraid, because here, those who fight the hardest also win the most.

Reflection In The Mirror (600cp)
Probably one of the ultimate advantages one can have in a place like this, full of different techniques and fighting styles. Just like an insect hunter of the past, you have the ability to perfectly copy any technique, style or move, just after seeing it once. It only works on things you could feasibly copy, like swordsmanship techniques or fighting moves - and not in supernatural powers, unless you also have the talent to use them in the first place. Still, know that it won't improve your physical specs, so may need to train your body a bit to use certain techniques without destroying yourself in the process.

Mushibito

Fist of JUSTICE (100cp)
Aphas, apex, the greatest specimens of a species. There are certain beings that encapsulate all the advantages of their race while the weaknesses are diminished to the minimum. In case of the Mushibito, that's you. All your baseline specs are superior to any of your peers, your insect form is far above one could expect and even your learning rate is astonishing in comparison to others. What can be said? Your genetics are just the greatest. Naturally, this is only an initial advantage, you still need to work a bit so other inferior specimens don't catch up to you.

A Hundred Flies (200cp)
Most, if not all, Mushibitos have some power that sets them beyond the mortal men, aside from their usual fare of course. From natural perfumes that can alter the minds or senses of others, the ability to control an element or even the ability to create clones from parts of their body. As expected, you too have something on that level, most likely linked to the type of insect you bonded with.

Mushi Evolution (400cp)
Time for your kin is different than for humans, for them time will only make them weaker, their body will eventually fail them, sending their minds to doom. Such is not the case in Mushibitos, double down for you, because time will only make you stronger. As the days, weeks, months and years pass, your powers only grow passively. The boost is not much as first glance, but it stacks up as the seasons pass. Eventually, just surviving long enough will make you one of the strongest. How ironic.

Black Butterfly (600cp)
Kuroageha, the black butterfly, the being whose powers can kill even the strongest mushi, but may as well be used to empower them even more under the right circumstances. She's one of a kin and the biggest reason why Edo has yet to fall to the mushi invasion. Of course, that was until you came around. You know possess the same poison and powers as her. Perhaps even greater, since your degree of control starts off great enough to decide at will how your powers may affect others around you. Be careful, however, for there's more than one interested in the power you now wield.

Items

Drop In

Complete Set (100cp)
A copy of the whole manga, in case you want to know about future events, who's responsible for what and how things could end up without your intervention. Also comes with a blue-ray of the anime and a player to watch it. Just in case, just in case.

Modified Katana (200cp)
A custom made katana, strong enough to withstand being used with your full power without breaking, no matter how strong you are. It's also made to never lose its edge, remaining a useful weapon against mushis, and to look damn cool when you wield it. You can import another weapon into this role, if you wish.

Tea Shop (400cp)
A small establishment that follows your throughout jumps, it generates a moderate amount of income, enough to live an average but comfortable life. You don't really need to manage it, being able to hire mundane but capable staff automatically, although you can do it if you want. For some reason, it always hires single, voluptuous and attractive waitresses.

Jingaitou (600cp)
Also called the 'Sword Eater', this blade is one of the most powerful weapons around, or at least one with the potential to be so. This is the kind of weapon that grows alongside the user, in the sense that it grows stronger, sharper and gains new abilities from absorbing part of the corpses of those slain with it.

Mushibugyo

Ninja Supplies (100cp)
Those specialized in the Chinpou style of ninjutsu are a sight to behold, being a ninja clan that works with bombs and explosives rather more sthealty methods. Not as great when having to assassinate in the dark of night, but grealy effective in war or against mushis. This is a complete set with the reagents, instructions and notes to create their weapons, as well as some tips on how to use them effectively. You get a new stock every month.

The Art of the Sword (200cp)
One bored nobleman with enough resources and free time set himself to record the techniques and styles of the most prominent, strange and skilled swordsmen that he could find. He found a damn lot of them. All the knowledge from those old styles were recorded in these books, and anyone with talent and time could master the lost arts written within these pages. While none are as powerful as the Tsukishima style on their own, mixing them around could result in even greater swordsmanship than theirs. It will update every jump, adding even more techniques to its repertoire.

Memoirs of a Monk (400cp)
A compilation of all techniques and training from a long and renowned lineage of omyoudos. The contents range from the most basic channeling exercises, to the creation of the most complex and humane shikigamis. Even a complete talentless novice should be able to become a force to be reckoned with, if they follow the teachings of this book.

Headquarters (600cp)
A rather big japanese state, grand enough to fit inside three whole divisions of samurais without a problem. It’s self-cleaning and has the strange blessing of always be mostly whole and fine, no matter what kind of fights happen on it. Naturally, it comes with the usual extra edifications inside apart from the main manor, like a dojo, an armory and a shed that always have enough rice for the residents of the place. It can become a warehouse add on after the jump ends or follow you to the next jumps after this ends.

Mushikari

Flute of the Monarch (100cp)
This small flute is more powerful than one would think at first glance. Crafted from a powerful mushi, the tune it produces lets the user control weaker mushis to act as minions, ready to dance to your will. In other worlds, it will let you control minor monsters. It could be used in small insects or animals to use as spies or you can just make a bunch of Mushis as your attack force to make up in case of number difference with your foes.

Man-Made Exoskeleton (200cp)
Mushis are a menace, indeed, but they are more than that. They're a resource for those willing to see past their initial problem. An unholy mix between human ingenuity and the mushis' superior bodies, this set of armor is basically an exoskeleton made with different parts of defeated mushis. Even the most skilled and powerful will have trouble breaking this suit and the offensive, built-in weapons it has are nothing to scoff at either. You can import another suit into this role, if you must.

The Arrowhead (400cp)
A small arrowhead made with the poison of the most powerful mushis in existence. It was created by the Mushikari to seal the powers of the Mushibugyo and render her vulnerable. Still it can do way more than that, being probably an amalgamation of the most powerful venons known to man and mushi. You get a set of five and a new one each month. A weapon most suited for assasination.

Bug Farm (600cp)
Once again, the greed and intelligence of humanity will be the cause for both ruin and progress. This facility is prove enough of such. A large, underground center that can be best described as a mushi farm, with the intention of breeding, investigating and using mushis as resources. It was made with the best technology available and it will get new workers for it automatically. Choose wisely how to use this. It can become a warehouse add on after the jump ends or follow you to the next jumps after this ends.

Mushibito

Map of the Colony (100cp)
For the people of Japan, making accurate maps of the country because impossible after the mushis invaded the lands, but such a thing is not a bother for Mushibitos, who can get a very accurate map without problems. This is that map, a very detailed topographical depiction of the country. It will update itself every week or after some major change in the land. It will also update to whatever country you're in at the time, so it's still vaguely useful for travellers.

Warship (200cp)
One of the frustrated dreams of a warlord from ages past. A massive ship made of wood and steel, created for the sole purpose of waging war against others. For the time, it's beyond anything in this country and this particular ship has the ability to never steer away from its course, no matter the wind or tides. If one has enough foresight, this may be a way to regain certan parts of the land from the hands of mushi.

The Syringe (400cp)
This little object is not a weapon, not by a long shot. It's only a normal syringe with a special ability. The power to transfer bloodline powers by taking the blood of the subject and injecting it on another. While the syringe is guaranteed to pass a copy of a power, which one is up to the recipient themselves, being a bit of a gamble. One could, for example, take the blood of a Mushibito and inject it in a normal human, but it wouldn't be certain if he would inherit their special power or just their natural toughness. It only works once per person.

Poisonous Well (600cp)
Ah, this cursed springwell, oddly connected to Kuroageha in ways that few know. This is a copy of that sealed well that can empower mushis, as much as kill them, depending on the subject and circumstances. Designed to work with that mushi blood and mutate it in some cases. If one were to learn all the secrets behind this poisonous well, one could create empowered mushis, artificial Mushikaris or even an army of Mushibitos… A dangerous weapon in the wrong hands...

Companions

Import/Create (100cp/400cp)
Sometimes an adventure is more enjoyable with your friends around. This option lets you import or create a companion for 100cp with 600cp to spent in perks or items, or have the whole roast of eight of them for 400cp. They gain 600cp to spent in purchases here, but can increase the number by taking drawbacks.

Canon Companion (100cp)
Oh, so you took fancy of a character from this world? I suppose is to be expected. For 100cp you can have them as companions, as long as they agree and are alive by the end of the jump. I will make sure that there are plenty of opportunities for you to get in their good side.

Mango Bavarois (100cp/Free Drop In)
Soon after arriving here, you ended up helping a girl that was dying on a street corner. Turns out, she was a recently graduated ninja that failed a job way bigger than she thought it was. With a bit of your help, she managed to complete the mission and even free her clan from the pressure of a wealthy but corrupt nobleman. Afterwards, this overly serious ninja decided that the outcome had been only thanks to you and swore herself to your service, partially to hide her real feelings towards you, that even she couldn't comprehend at the time. While her skills are the real deal, having honed them for all her life, she's very inexperienced and lacks knowledge of a civilian's life. Still, she will learn quickly and throw all her efforts into learning whatever she needs to be useful to your goals. Despite being a bit of a dork and getting easily flustered with all the matters of the heart, she's still a deadly ninja, who holds little value on the lives of any others than you.

Mitarashi Dango (100cp/Free Mushibugyo)
The daughter of the owner and poster girl for a local teashop. While she isn't the most gifted in the intelligence department, she's probably the most bubbly, optimistic and soothing person you will meet in this world. She's not a stranger to loss or hard times, to the point of being street smart for the need of it, but she doesn't let those things bring down her spirits. After a brief meeting in the middle of your duties, she came to regard you as something like a hero, however, she also saw something more in your eyes, a bit of loneliness and sadness that accompanied your deepest thoughts. Ever since, she made her personal goal to put a smile on your face for as long as possible.

Chocolate Vacherin (100cp/Free Mushibito)
One of the older members of the group, and the most aloof one according to your peers. Apparently, she used to dismiss them all and barely interact with anyone. Not like you can actually imagine such, of course. As far as you have interacted with her, she's always following you around, giving you a helping hand at every opportunity and throwing advice whenever you face a problem. Showing her brightest smile every time you relied on her for something, even for the most menial of things. During battles, she will try and defeat the target as quickly as possible, she says it's so you don't 'waste your time in small fries'. You'll find soon enough that while she's very knowledgeable about things, she can be also very inexperienced in the actual thing.

Strawberry Cupcake (100cp/Free Mushikari)
Your junior of sorts, probably the least useful of the group, but also one of the most talented. Her progress if halted by her caring and kind nature as a person, which is very much at odds with the job. If she has been able to remain around is because you took her under your wing and allowed her to survive this cruel world without losing herself completely. For that, she became very grateful to you and developed feelings that go beyond a simple master-apprentice relationship. As it turns out, you got some minor injuries last time for helping her, and ever since, she has decided to steel herself and completely follow your commands, be in battle or outside of it, even if that means burying her heart. As long as she can be of use to you, then she will do it with the greatest of zeals.

Drawbacks

Is This Even Japanese? (+100cp)
Knowing that this an alternative version of edo japan, it shouldn't be a surprise that you can't understand the language they speak. It's an old dialect, but so there isn't a particular problem with learning it. Until then, enjoy having to communicate with people through signals.

Stop That! (+200cp)
Jumper, you really should do something about your defense. For some reason, everytime you get into a fight (and even sometimes when you don't) you will end up getting hit a lot and taking damage, regardless of how the fight goes or how it ends. I really hope you have some way to heal yourself… or know some first aid.

MY NAME IS TSUKISHIMA JINBEI!!! (+200cp)
Jesus, I know that already. Stop screaming! I don't know what's wrong with you, but you literally can't stop shouting things when you get even the slightest bit emotional over something. It's really annoying and makes you pretty much useless for missions that need cover or stay hidden. Still, some people may be willing to look past that. Not me, however.

Wait, What? (+300cp)
People here had to gain power in the old fashioned way, with incredible amounts of crazy training and every bit of skill they could gain. It would be unfair if you didn't start the same way. For the duration of this jump, all your OOC powers items and even your warehouse are sealed. You will have to survive this world with only your wits, body mod and whatever you purchased from this doc. Have fun.

Revenge (+300cp)
Someone did something to you, jumper, something that you can't just forget or forgive. It may be something great, like killing your family or manipulating your whole life… or it could be something minor like someone stealing your turn in the store's line or some dude getting the last slice of pizza. It doesn't matter much, not when compared to the immense rage and hate boiling inside your heart. You can't just let this go by, and will spend a great amount of

resources, time and mental sanity in preparing the worst things you can do to someone in the name of revenge. You edgy twat.

The Swarm (+500cp)
Well… everything got fucked up. Mushis have adapted to ignore the weather and the weaker effects from the Magistrate's poison. Their numbers have grown exponentially and have started to swarm all the human settlements across the country. Japan's fate is already carved into stone, unless you do something about it.

Notes

Made by Ricrod
Thanks to AR for the help, he's nice.
Fanwank helps (because I couldn't find a good bunch of the manga in raws)