# Ronin Warriors (Legendary Armor Samurai Troopers) Jump

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Master Talpa, the supreme lord of the Underworld, enters the Mortal world and invades Tokyo with a horde of demonic henchmen. A handful of people escape the flood of Talpa's Dynasty henchmen; Yuli, a young boy whose parents end up captured during Talpa's invasion, and Mia Koji, a young student-teacher and researcher of ancient Japanese legends and antiquities, are among them.

Also witness to this event: five athletic young heroes in colorful armor, one of whom wandered into the city alongside an enormous white tiger minutes before Talpa's arrival. When Mia and Yuli find themselves threatened by Talpa's foot soldiers, These heroes step in to rescue them. Talpa senses a threat to his invasion and casts the young heroes to the four winds with his supernatural powers...which leaves Mia and Yuli left with the task of reuniting the Ronin Warriors so they can prevent The Dark Emperors Return. But the young warriors and their friends have more than just Talpa and his low-level goons to worry about: the evil mastermind has four powerful warlords in his employ, each of whom have armors that allow them to unleash unspeakable horrors upon the world. Thankfully they will be guided by the enigmatic Ancient One whose people have safeguarded the world from Dynasty Invasion since time so of old.

Into this mystical story you fall, like a star brought low during the scattering of the Ronin Warriors.

Ages seem to hover around 17 + 1d8
Gender is fine where it is, though girls get a chance to turn into guys for free here.

Your Location is in the Tokyo Shadowlands, the darkened land that traps the entire population of Tokyo and is patrolled by Dynasty Soldiers.

Origin:

Just a Civilian (Drop-In):

You're just another person caught up in this mess of a plot. Apparently, there are world threatening evils and mystical armors and more, but you'll just have to rely on your skills, maybe a bit of luck too, to carry you through this one.

The Sixth Samurai [100]:

You've actually got a bit of a history in this world. You were a spunky teen until about a year ago when a mysterious man handed down to you the foundations of spiritual training and taught you to take up the armor that you now bear within your heart. Good luck, Jumper.

The Second Great Evil:

Talpa likes to say that he has the entire Nether Realm under his tumb but he doesn't. You've a spent the last thousand years being a huge thorn in Talpa's side and when the door to the Mortal World opened you managed to squeeze out as well as the legendary Emperor of Darkness.

Orphan of the Ancient Clan:

Born to the Clan of spiritualists who have safeguarded the world since time immemorial you are one of perhaps three left in among the living and the reason for that can be placed firmly at the feet of Talpa, the Emperor of Darkness who just invaded. Hopefully this won't affect your guardian duties too much.

Perks:

Civilian:

Getting Places You Really Shouldn't [100]:

In truth the power of a spell as strong as Talpa's should have you trapped away in a shadow realm, held hostage and being terrified to better harvest Evil energies from you, however you have a trait that breaks the convention and allows you to slip out of all-encompassing capture magics and whilst you might happen to be in the range of dangers whilst the heroes are nearby, like the splash of attacks which should have killed you. You might be nearly slain but as long as it wasn't your fight this effect will save you, if only barely.

Against mundane menaces like a car accident this power is less potent however, most of it's potency is in the fact that it'll keep you from dieing in collateral when the big attacks start landing nearby.

Old Enough to Drive [200]:

No, really, you've got the skills of an adult approximately double your age. Driving like a pro at twenty, easy, in the midst of an entire world ending and all traffic laws being completely ignored, harder but you'll be able to pull through. Expert mythological, geographical, and archaeological knowledge of Japan. Yep just got that doctrine around the time you tested out of High School to go to university. Kendo Chap? Wow it only too a year and a half for you to get.

In truth just about any skill that could be called mundane is mind achingly easy for you to learn and put skills you learn into practice. Driving lessons stick the first time, you'll only fall off your skateboard the one time, kendo becomes rote and you'll be able to have flashbacks even whilst winning championship matches, and other feats of singular learning. It's a bit normal but being able to learn fast is blessing some folks really need.

In The Eleventh Hour [400]:

Whilst being on the field of battle is too dangerous for most people you've got the amount of luck necessary to do so and have a gift for helping out the side you're a part of with delightful commentary and shouts of encouragement. In addition to this you seem to have an odd effect of those of villainous design, when you act in this sidelined manner villainous people seem to want to take you hostage, but for inscrutable reasons they will never place you in an amount of danger greater than what you or another person in the immediate area can stop.

Evil Cannot Comprehend Good [600]:

The forces of Evil cannot understand what a good heart is willing to do. They do not see self-sacrifice as an option, they cannot understand why you'd hold them instead of merely leaping away at the last second so that your companions strikes hit true even to your detriment. This is a kind of perception filter that makes those of evil acts and actions find you more and more inscrutable the more good or righteous upi act, to the point where they can't even understand your actions if you're the kind of person willing to use the self-sacrificing attack to take them out. The larger the diffrental is the stronger this perception filter becomes.

The Sixth Samurai:

To Arms! [100]:

Transformations can be incredibly cinematic, including cherry blossoms and pictures or you posing, and still only take an instant. You may pass the photos out if you so wish.

Legendary Armor Samurai Trooper [200, First Purchase Free for The Sixth Samurai]:

The Legendary Armor crafted by the Ancient One in the distant past have a number of special powers, some of which are transferred to the bearers. Each bearer gains enhanced physical strength and endurance. They can run at high speeds and jump great distances. The armor itself is able to tank hits that could devastate modern single story houses. They're even able to survive in harsh climates, such as the extreme heat and cold. They also convey a series of special techniques based on their Element.

The elements in question for your choice are Fire, Water, Earth, Lightning, and Light/Air. Instead of an Elemental Armor you could also chose to take an armor based on the animal, though the powers gained from these armors are more esoteric Ogre grants nigh inexhaustible strength, Spider grants power over Illusion, Jackel granted power over Darkness and 'black lightning', and Snake granted the power of Poison. The powers conveyed in this special techniques are usually able to either level a single story building in damage, have a range of a few hundred meters. Additional elements or animals, such as Wood, Ice or Metal as elements, and Dragon, Scorpion or Lion as animals but their effects would be similar in nature to the examples given above.

Any additional purchases grants another armors abilities to your own, and makes the armor's passive benefits even greater, effectively half again the previous boost.

Belief in Virtue [400]:

You can look beyond yourself. You can see beyond your own battles. When the chips are down and you've got your head filled with the evils of the Dark Emperor a simple reminder of your a single thing that you believe in, something you've openly be tied to in some form or way that takes a morally 'right' aspect and got internalized, and you'll break free if only for a flashing instant to pause your blade from slaying a friend or to reach out and grant that extra little bit of strength to your companions somehow.

Part of a Greater Whole [600]:

You have the ability to combine with others spirits to create something greater than the sum of its parts. The spiritual energies of many can influence one another and allow a person, such as yourself or the others, to house far greater power that they could individually. This manifests in the Legendary Armor gaining a new form that is manifold stronger, but even without the Legendary Armor you can compile and store spiritual energies from others into a sort of 'super form' or throw out a single truly devastating final attack, basically a city killer in it's own right. Even beyond this power you have the ability to inspire and instill teamwork into a group you train with to the point that even if mind control were involved you'd be able to talk them out of it.

The Second Great Evil:

The Dynasty of Darkness [100]:

Darkness calls to darkness and when you cast your shadow upon the world it is black as pitch. The more actively evil you are the more the weather is effected, as if your shadow cast the world into an ever present storm of dark gray or blue-black clouds that roar with thunder and lightning.

Power of Darkness [200]:

The potency of your Evil is so great that at your most mighty you can easily transform into a fifty foot tall being, slice through buildings with ease, survive a blast that could level a seven story building by simply standing in it and toughing it out, and any of the lesser feats done by the Dynasty Soldiers.

This power is fueled by fear and darker emotions that you can harvest by 'capturing' an populace in your area of influence. Whilst being a boogeyman spoken of in legend might be enough for you to effectively whisper a few words across space to select ears, an entire city the size of Tokyo fearing you could bolster your power to the

heights explained above. If you aren't feared this doesn't lower your power, you just don't get a boost.

Let them tremble in fear and hatred. It only makes you stronger.

The Emperor's Army [400]:

Like the Talpa you have an ability to bind servants to do your whims. Any being below a ninth of your own strength can swear their eternal servitude to you and become a member of your army. A dark spirit which exists as a black fog to inhabit the armor of their duty (Either fully armored Samurai or Shinobi Shōzoku) forevermore.

Weak soldiers are easy enough to bind even in the hundreds, but you may only bind four of those who are at maximum a ninth of your own strength as four generals in your army of mooks, though even the mooks are at least on the level of a base armor Ronin Warrior though mooks lose their identity to the oath and generals will be brought down to the level of one ninth your own strength if they were mightier than that. With time, and as more swear fealty to you this army could grow to frankly incredible levels.

This army may follow you from Jump to Jump as followers, not companions, and every death merely returns them back to you so you may summon them again. However, if slain by a magical or spiritual means that is for purification they will vanish from your grasp for all eternity.

Embodiment of Evil [600]:

As the Dark Emperor your power over the fundamental forces of Evil are truly singular. With the powers of darkness you can empower individuals with the black mist of your own power and pass a shard of your potency down to them, enhancing traits that the two of you share by enough to be considered a significant boost by the subject and thus tainting the target with your personal Evil, brainwashing even strong willed individuals (Though those of strong will can be aided to throw off your mental influence by close companions), and your form can be physical or just that of a dark, insubstantial wraith, though abandoning Physical form makes it rather hard to interact with the physical realm in any meaningful way.

Orphan of the Ancient Clan:

Ageless Body [100]:

The Ancient Clan were a once a clan of mystic warriors who fought off demons and beasts of the Nether Realm. Talpa, now ruler of that dark dimension, slaughtered all but a few of this clan. However the Clan of the Ancient One is one that endures. Your

body and spirit are invigorated and you can live for millennia past your youth and still be at their physical prime.

Foundation [200]:

The beginnings of something great can be found here. You have the ability to take roughshod youngesters of the the teenage persuasion and instill in them a set of teachings that would allow them to flourish in the battlefield as well as grow up to be decent folk. In addition to these life lessons, which can retroactively kick in if they didn't stick the first time you taught them and your student finds themselves in dire straits where the lesson could be useful, you also instill a trained battle spirit in those who learn under you.

This battle spirit is a source of spiritual energy which can fuel things like the legendary armors or techniques passed down through a clan of ageless beings, though the primary use of this battle spirit is to allow for incredible displays of willpower if nothing else. Of course, you already have to know these lessons to teach them.

Broken Into Nine (400):

Breaks an Evil artifact down into nine similar artifacts (Armor into nine suits Armor a sword into nine swords, etc.) with lower levels of power, but you can attach a Virtue to it that will empower it and bolster the wearer/wielder's willpower when they express that Virtue/Sin. If given time and the local lands show great amounts of the Virtue the artifacts are attached to they grow stronger, to the point that if even five of these artifacts were to combine for any reason the resulting artifact would be as strong as the genuine original.

Spirit, Sutras, and Scriptures [600]:

You bear the spirit akin to the Ancient One himself, a powerful spiritual energy flows through you as if you have become a Sage of Heaven and Earth. Your energy is massive, easily ten time the amount that the average among the Ancient Clan would have, and this allows you to commit to greater acts than you normally would have access to.

Beyond simple power you also possess the ancient techniques of the people who once fought the Nether Realms their entire lives. The secrets behind using a volcano's heat to forge Legendary Armor, to seal the elements into those armors, to craft weapons of perfect balance, to pour one's spiritual energy into purging the world of Evil, and more can be lain at your feet now.

Items:

Drop-In:

Van [100]:

This is a high-roof van type Fifth Generation Daihatsu Hijet. A rugged van that is nigh invinceable, seriously this thing could easily tank being thirty yards from the mouth of an erupting volcano. It always seems to have enough fuel in the tanks and is replaced if it is somehow destroyed in a week.

University Hide-Out [200]:

This is a remote building in the middle of a small forest which appears to be related to a nearby University but only you and your companions seem to use it with any regularity. This place is out of the way and appears wherever you need it to rest, though it has no otherworldly protections against detection.

The Jewel of Life [400]

This stone, a purple magatama of unknown origin, has rested in an ancient temple at the bottom of a lake for many years.

According to the history on this Jewel of Life is one of the three weapons that could destroy the entire Nether Realm. The Armor of Inferno, the Soul Swords of Fervor, and the Jewel of Life.

Though most of its powers are unknown and only a few having been seen, the Jewel has the power to create a shield able to block city ending attacks, blind enemies of it’s owner's presence, destroy the army of spirits possessing Dynasty Soldiers armors, banish Nether Realm priests, resurrect the dead, and, for a short time, seal Talpa's power to keep him from defending himself against the final attacks of the Ronin Warriors.

The proper techniques to seal the Mortal Realm off from the Nether World are long forgotten, even the Ancient One couldn’t do it.

A Strange Hidden Laboratory [600]

A lab hidden from the world where Magic and Technology meld into a singular thing. This lab has equipment able to scan artifacts even as strong as the Legendary Armors and manipulate their powers remotely. This technology is even able to fully take over a person's consciousness after some time of brainwashing (Stronger wills take longer to brainwash), prolong a life beyond it’s natural means, and more beyond even that. In truth these things could be put to much better use in the hands of a more moral

soul this could be used to automate the use of the Legendary Armors or similar feats with research and time, thankfully whomever this was take from left behind all the scientific Journals necessary to work and make more of the equipment.

Becomes a warehouse attachment and you may have hidden entrances to it on any property you personally own.

The Sixth Samurai:

Blaze Anew [100]:

A Tibetan white tiger. He or she is your pet, oddly enough if you spend 100 CP in addition to this you may also buy it its own Legendary Armor Samurai Trooper Perk.

Monogrammed Jackets [200]:

A fine jacket that actually stores your transformative armor within it, if you have the Legendary Armor Samurai Trooper perk the first purchase of this is free. You may compile other transformative items within the armor/jacket for 100 CP per transformative item.

Swords of Fervor [400]:

They need not be swords but these weapons are incredible conduits for destructive force. These weapons channel With these weapons you could easily turn a building crippling blow into an outright city killer and truly massive attacks won't grow beyond around that level but the focused energies seem to make the attack penetrate easier and thus usually annihilates barriers and armor in the way of hitting the target.

Armor of Inferno [600]:

This is the legendary armor of Talpa reforged into nine tools of good and then refused together to become greater than even they once were. This armor goes beyond simple increases, being fully nine fold stronger and swifter than the armor of a normal Ronin Warrior and holding the techniques that could threaten a nation in their power. Should this armor, which counts as an additional form that your own Legendary Armor Samurai Trooper Perk, be used in tandem with the Swords of Fevor you could easily threaten nations with your grandest attacks, some would even say the world but that seems outside the range of your grasp.

The Second Great Evil:

A Floating Mask [100]

A mask which floats around and when you wish it, if you happen to be in a incorporeal form, you can posses the mask and speak to others through it.

Sword Halo [200]

In truth this is barely more than a halo of seven swords that floats slightly behind you and is fairly convenient for you. The swords themselves are able to focus enough Evil energy to level a building in one blow.

Gold Dust [400]

This is a mystical dust that drags the raw potential out of those who it is placed upon. Whilst this could be used to great effect by simply applying it to your own troops its greatest assit is the ability to be used on the righteous and virtuous to open up the latent potential for Evil. This dust pulls the full potential of a person that they have achieved even once in their life out as well as granting you some control over the targets mind and actions as well as weakening their defenses to mental intrusion by your powers.

A Seat of Power [600]:

A floating castle that lies halfway within the Mortal and Nether Realms, acting as an access point for your people and as a massive darkening to the local area. Your castle can harvest massive amounts of Evil energy from any who feel darker emotions towards you or those you command, and can 'capture' an area of land, holding the land in a Shadowlands area which prevents them from exiting the area in question, starting at the size of Tokyo Japan (Circa 1990).

This evil harvest is stored in a massive dark cloud that slowly grows larger and covers greater and greater areas, potentially encompassing the entire Earth if left unchecked. Drawing on this energy is not included in the castle's original purpose, to capture the world for your rule, but you may be able to figure out how to do such a thing. The structure itself is shielded by a powerful forcefield that can reflect even the collective attacks of the Ronin Warriors back at them and can only be pierced by a purifying power made to open a way into shielded halls, the shield is powered by Evil Energy taken directly from the stores in the dark cloud.

Orphan of the Ancient Clan:

Classical Attire [100]

Kemono, Gi, and Tabi. The traditional attire of both the affluent and the beggar of a 1000 A.D. native to Japan can be found in a small box near the front of your Warehouse.

Temple of Forging [200]

A foundry of mystical artifice and a volcanic crucible to allow for even the most durable materials to be forged. Mystic weapons and armors can be built in this place, some examples of which can be found on the scrolls which hang in the Temple to which this blacksmiths dream is housed.

With these properties, and the restocking storehouses that come with them, you could easily build replicas of the Legendary Armors underarmor and first forms, though producing greater mythical artifice would take having greater materials than those granted by this property.

Nether Gate [400]

A massive gate built of crimson wood and heavily detailed carvings. This is the door to the Nether World, home of the Dynasty and more dark beings of the world, but it is not a tool of the evils it leads to but of those who defend the Mortal Realm acting as a bottleneck into the world and forcing beings of evil who are slain to either face death true or return from which they came.

This gate is a powerful item in the fact that it allows one with the proper rituals to bottleneck 'Evil' realms from the 'Real' world and allow you to banish beings back to their original realm or outright lock them on this side to die outside their original territory. This spiritual bottleneck locks off a significant amount of land, from the Gate that this one was based on in Japan the closest point of escape that didn't enter the bottleneck was in South Africa. You can expect similar performance out of your own Gate, which you can summon once per Jump to a location to create the central point of bottlenecking.

Purity [600]:

A suit of armor much like the legendary armors forged by the Ancient One, but this one is a piece from long ago. During Talpa's first invasion from the Nether Realm the Ancient One wore this type of armor and bore this kind of sword into battle. This armor and weapon could match the original power of Talpa, a fair match for any four of the legendary armors of the Ronin Warriors, and even defeat it. The sword is able to turn

into a nine ring bo staff and can channel enough spiritual energy crack a city in half and banish the curses of the Dynasty across half of Tokyo.

Truly these are potent tools for using in your battles but they are limited by the potency of your own spirit, unlike the Legendary Warriors Armors which act as spiritual amplifiers in addition to being spiritual channels like this armor and weapon are, however they do project a cleansing energy to your spirit allowing you to cast out purifying spiritual energy in waves great enough to break city wide curses and still fight on par with the original Talpa.

Canon Companions [100]:

With this option you can have a fateful meeting with one of the Canon Characters of the Ronin Warriors/Legendary Armored Troopers. You'll be able to invite that person onto your adventure.

To Arms! [300]

The Ronin Warriors can come together as a package deal or you can import five companions into the original casts places, gaining the canon powers of those positions. The Ronin Warriors still exist, don't want that to be mistaken, but they'll have quite a few more Legendary Armored Troopers out there.

A Legion of Legendary Armored Troopers [400]

A full eight people may be imported into any origin and start with 400 CP and the Legendary Armored Troopers perk free. This world is about to change with such a large wildcard being dropped upon it.

Drawbacks [Up to a Maximum of +600 can be taken]:

Your Mom Wears Army Boots! [+100]:

You attempts at insults can be called unique but they lack impact, well other than being humorous to onlookers. Your ability to improv a zinger at the right time jus

A Wise Man With Little To Say [+100]:

The Ancient One has much to say to the Ronin Warriors on many subjects, and he's more than willing to speak to you usually. That changes however when you take this drawback. Now the Ancient One, has very little to say to the Ronin Warriors and you personally are met with stony silence.

A Clan Sublimated [+200]:

The Ancient Clan will have been reduced down to two or three by the end of the battle between Talpa and the Ancient One, but in this world that isn't quite true. The truth of the matter in this world is that the entire Ancient Clan besides the Ancient One and maybe one or two others bent a knee to the Emperor of Darkness and were it not for the very sudden betrayal of the Ancient One the entire world would have been taken by storm.

The Ancient One managed to banish both his clan and his enemy into the Nether World and as such he bought the world time to prepare for the invasion. Talpa's armor was still broken into nine artifacts known as the Legendary Armors but in addition the Ancient One also has prepared exorcists and spirit hunters throughout the world, boosting awareness of the mysterious powers of the spirit. The good and bad almost outway one another.

Foundation of Sin/Virtue [+200]

Your origin has a foundation of either virtue or evil and should you take this you'll be a dark mirror of your former self. A reversal so complete that as a villain you'll gain power from being moral and as a Ronin Warrior you'll find you have to tap into the darker side of man to gain anything beyond the underarmor.

Enduring this actually may teach you how to tap into the powers as you do in this drawback even after this drawback has been lifted.

A Complete Monster [+300]:

The Emperor of Darkness has become far greater than even the Ancient One could have anticipated. The darkness inside of humanity has been filtering into the

Nether Realm and thus boosting the power that Talpa could use for an entire millenia. The being that returns is one who easily matches all nine Legendary Samurai Troopers in combat, even should the miracle of the Four Dark Generals throwing their lot in with the Ronin Warriors happen they are most likely going to have trouble with even managing a safe retreat from the fifty foot tall beast of nightmares that Talpa has become.

For the Second Great Evil this may be considered even worse as you've got to share Nether Realm space with Talpa and he's not one to share what he could rule, and he does need to have a united, and subjugated, Nether Realm before exiting to take the Mortal World by storm

Jumper With Nowhere to Turn [+300]:

This world is rich in natural artifacts of various different levels that grant a huge diversity of abilities and skills to those who know how to wield them. These artifacts are in fact your powers. Each perk sealed away into a item, weapon, or armor as appropriate and you are only left with whatever purchases you made in this Jump. Retrieving the Jumper Items will be an epic quest beyond the breadth of even the Ronin Warriors own but it is indeed what you'll need to do to go beyond this Jump, though if you take more than ten years it'll be seen as choosing to stay in this world. First Jumpers instead have all of their IN Jump abilities sealed and are left in Tokyo just after the Shadowland of Talpa is established with access to no ability but an inkling of where to look in Tokyo to find one piece of the Jumper Set.

The path will take ten years to complete but once you've done so you've got a choice. Stay here, Go Home, or Move on to the next Jump.