Version 1.0

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MURAMASA THE DEMON BLADE

Hello Jumper!

Welcome to the land of Japan, a place of samurai, ninjas, and fox girls? This is the world of Muramasa The Demon Blade, a version of Japan during the Genroku period, populated by both humans and youkai. A secret conflict has just begun that threatens to scar the very heavens with blood! The story of the game follows the split paths of the rogue ninja Kisuke, and the possessed princess of Narukami Momohime. A story of bloodshed and demonic swords, stretching across Japan as each seeks to overturn the cruel fates handed to them. As a Jumper, it is your privilege to intervene or stay out of the events that are about to come to pass. You arrive on the day Kisuke and Momohime begin their respective stories.

Before you go take this! +1,000 CP

Starting Province: Choose any province to arrive at the start of the Jump.



Origin:

There are a variety of roles available for you to choose from. All of them are free to take, and will give a 50% discount to any perk or item that matches the origin of your choosing. If a discounted perk or item costs 100 cp, consider it free.

Additionally, Swordsman, Ninja, Priest/Priestess, Noble, Blacksmith origins can take Restless Spirit as a second origin in exchange for taking a mandatory drawback.

Swordsman: It is the Genroku period, a time where western firearms have not yet become the most common weapon of war. When conflict is decided by clashing steel, the Swordsman is the archetypal warrior of this age. Choosing this origin gives you the option of being a servant of a minor noble, or the life of a jobless ronin with only your sword and the clothes on your back.

Ninja: Assassination, espionage, and political sabotage, all things that the Nobles make frequent use of to maintain their grip on power. The Ninjas are their most trusted tool for getting rid of undesirables. By choosing this you willingly subject yourself to grueling training from a young age, dirtying your hands with the blood of the innocent, and a life entirely expendable to the ruling powers.



Priest: A follower of buddhism trained in the esoteric purification arts of a certain sect. In recent times rumors of an order of fallen monks have begun to circulate, led by a vengeful monk working with the Shogunate for an unknown cause. However, the reason why the sect's purification arts still function is a mystery. Perhaps the Buddha believes they still possess the potential for redemption?

Blacksmith: From everyday conveniences to farming equipment, a Blacksmith's work is found in various places of daily life. However, deep inside there is an obsession, an obsession to create a blade without equal. By picking this option you will now share the same obsession to forge blades as the swordsmith Muramasa. Whether that impulse becomes your undoing is up to you, many will fear your work and others will covet it. Either way the cursed blades you will make shall unleash pandemonium.

Noble: There is a undisputable gap in the quality of life between the peasants and farmers, and the Nobles. One has to live a life of hardship, while the other is given the finest luxuries and comforts available at the time. So it is no wonder why you choose the life of a Noble, but you should always remember to not bite the hand that feeds you...
The life of the Nobles are rarely defined by physical danger, but instead a careful balancing act of maintaining favor from the Shogun and the wellbeing of their own family. All it takes is a twist of fate to make everything come crashing down.



Restless Spirit: A Restless Spirit is a ghost bound to wander the earth until it is finally given peace through exorcism. By choosing to become a Restless Spirit, your soul will be unable to move onto the afterlife unless the resentment towards the ones who wronged you is resolved. A Restless Spirit can sometimes take a more tangible form through a variety of means. Some will need a living Human to use as a vessel, and others can simply amass a large enough quantity of spiritual energy to brute force corporeality.

Race:

Human (Free All) - Humans constitute the majority of the population inhabiting Japan. They inhabit their towns and cities largely unaware of the various youkai inhabiting the shadows of civilization. Both blessed and cursed by the whims of fate, they are occasionally embroiled in strange incidents.



Youkai - The creatures of the night that bring nightmares and death to all who encounter them. Or at least that's the common consensus regarding Youkai. In truth, a Youkai's temperament is as varied as any Human in Japan. There are numerous kinds of Youkai inhabiting Japan, each with their own particularities and traits. Choose which species of Youkai you are in the Youkai Section.

Perks:

General Perks:

Sword Mastery (Free All) - The era of firearms has yet to arrive, as such warriors must master the blade. Taking this perk will give you the skills needed to thrive in this age of samurai. This is true practical experience against other swordsmen, not something that can be learned in a dojo swinging wooden sticks. You will be able to masterfully use any sword you acquire as well as know how to perform basic weapon maintenance on it. Your skills with the blade should be enough to be recognized by a Noble, and be hired as one of their personal bodyguards. Your experience allows you to parry and counter attacks from most human opponents. However, things like Youkai and Restless Spirits are unable to be overcome by the ordinary blade.

Woodblock Aesthetic (Free All) - The world of Muramasa The Demon Blade, has a particular art style reminiscent of Japanese woodblock paintings from the Edo period. Taking this perk allows you to transfer that aesthetic to any future Jumps, giving it a unique and beautiful appearance. This perk acts like a visual filter, but strangely does not inhibit the acquisition of information. So even when dealing with detail oriented work, the important information will still be there.

Beneath the Veil (Free All) - In this land, it is said that the souls of the dead who were never given proper burial still roam the earth. This is not just a rumor, the Restless Spirits of the deceased can be found in all corners of Japan, waiting to finally be put to rest. It is said that only the spiritually aware are able to see beneath the veil and properly perceive the supernatural. By taking this perk you will be able to perceive the souls of the dead roaming the earth. Your improved perception will also let you catch onto the subtle inconsistencies in supernatural disguises. So only the most skilled tricksters will be able to slip past you.

The Director's Tastes (Free All) - It can't be denied that certain aspects of the game have been given more focus than others. One such aspect is the sheer amount of delicious looking food that can be eaten. Crispy tempura, succulent crab meat, savory soba, colorful mochi dango, and many more dishes. Taking this perk gives the culinary skills and knowledge to create many Japanese dishes as seen in-game. Curiously this perk also acts as a beauty enhancer as well, giving women just the right curves and men with sculpted musculature. Become an otherworldly beauty only heard of in stories.





Conversational Skills (Free All) - This perk allows you to read and write the most common language in the area. This is not an auto-translate type of deal, rather it will be like you were born and raised in the area in question. This not only lets you understand any “hidden” meanings of phrases, but will also let you have a grasp of cultural norms, local dialects, and more complex concepts that a visitor wouldn’t understand when visiting for the first time.

Artistic Appreciation (Free All) - It is clear that the development of Muramasa The Demon Blade was a passion project, the game is filled to the brim with Japanese folklore and culture. With this perk you can also express your passion for something by creating a work of art. By substituting passion for artistic skill, even a beginner can create something worth praising. This doesn’t invalidate artistic skill, rather it is a stepping stone to create an even greater work. Taking this perk also gives you an increased aptitude for creative pursuits. Because what is considered “art” differs from person to person, any and all forms of creative expression will benefit from this perk.

Ingrained Memories (-100 cp) - Even should you lose your memories and your past become hazy, the times you had will remain ingrained in your soul. The first effect of this perk ensures that no matter the cause, be it time, mind manipulation, brain damage, or even curses, your combat experience and skill will be retained at peak effectiveness. The second is that it ensures that you will eventually be able to recover in the event you do lose your

memories. During the period when you are an amnesiac you will still subconsciously act in ways that align with your objectives.

Origin Perks:
Swordsman:
Tireless Blade (-100 cp) - Traveling the countryside between provinces is a very time consuming process. Thankfully, it seems that you've managed to avoid collapsing from exhaustion. Taking this perk gives a perfect efficiency of movement, letting you run across the land for hours on end without feeling a sweat. This perk will also allow you to do supernatural feats of agility, like dodging millimeters away from an enemy's sword, leaping into the air nearly four times your height, and even the fabled double jump!

Hack and Slash (-200 cp) - How peculiar, wasn't there supposed to be strength in numbers? Why was it that they all seem to fall so easily? This perk allows you to be engulfed by the haze of battle. In this state, your sword seems to reach farther than it should, its blade passing through every body it intersects without resistance, and yet still seems to inflict the wounds it would have as a normal slash. With continued use you will become more acclimated with your preferred weapon, bringing out its maximum utility as a tool of war. Your mind's eye opens to allow you to perfectly grasp the location and movements of each opponent; even the smallest projectile thrown is accounted for. Numerical advantage has been rendered a thing of

the past, as your fighting style naturally adapts to account for the difference in numbers. As the one who emerged victorious, you now have some control over the souls of those you kill. You will naturally begin to accumulate a stockpile of souls to use as you see fit.

Burning Brightly (-400 cp) - A warrior's place is on the battlefield. Slaughtering until they perish is the inevitable fate for wielders of the Muramasa blades. And yet, it is amidst the chaos of battle where their souls shine the brightest. By taking this perk, you will engrave these truths into your very soul. You have learned the method to achieve inhuman strength whilst being constrained to the human form— by burning the very lifeforce keeping the body moving in a deviant act of self-destruction. Using this method, users can quickly heal debilitating injuries, exert force surpassing human limits, suppressing exhaustion and pain. In this state, the lifeforce within you is like an everburning candle, that can only be depleted by an outside force damaging the body. Additionally, as you continue to engage in battle, your body's capabilities will slowly improve overtime. As your body begins to adapt to its reinforced state, you will find that your strength and vitality are most affected by this growth.



Oboro Style (-600 cp) - A mysterious sword style that is proclaimed to be the greatest in the world by its users, the Oboro Style allows one to use even the cursed blades of Senji Muramasa without fear. The Oboro Style is just as much a philosophy as it is a martial art. Tempering the mind as well as the body, is the only way a person can overcome the malevolence of the Muramasa blades. The users of the Oboro Style are able to exist in a state of total concentration during and out of battle, giving them the heightened state of mind referred to as “The Zone” by modern athletes. The Oboro Style gives the user a mastery over both mind and body. Regardless of the source, be it cursed swords or super science, no amount of mental corruption will find its hold upon you. The Oboro Style gives more than just a strong mind. For every battle, you emerge victorious, your body becomes a little stronger, and your weapons more lethal. Even detrimental conditions of the body can be resisted, only something along the lines of a vengeful curse from a Nekomata will be able to overcome your body’s endurance. Users of the Oboro Style are fated to endlessly spill blood on the battlefield, but in turn will be able to endlessly improve their skills as masters of the blade. Defiant against all odds, reach for the heavens with sharpened steel in hand.

Ninja:

Mocking the Guards (-100 cp) - A seasoned Ninja would have no problem infiltrating a castle filled with guards in order to complete their mission. Since the moment you could understand words, you’ve trained in all manner

of ninja techniques and combat. The techniques of the ninjas revolve around stealth and silent killings, the greatest ninjas are the ones that are never seen until it is too late. You are skilled enough that unless you actively bring attention to yourself, no amount of guards will be enough to get a hint of your presence. You have also been trained in the art of disguises making bypassing security checks child's play. As a byproduct of your training, you have acquired the height of human athleticism and dexterity.

From Land, Sky, and Sea (-200 cp) - Stealth has its place in a ninja's toolkit. However, many missions require a degree of expediency in order to succeed. By taking this perk, you gain the ability to travel in by any means you see fit while also remaining unnoticed. As if you've been moving with the utmost degree of stealth you are capable. Meaning it would actually be possible to launch an ambush while riding in on a giant kite in broad daylight!

Ninjas of Skull Valley (-400 cp) - The true strength of Skull Valley is not individual combat prowess, but rather the manpower at their disposal. Typically, Ninjas are deployed in teams to ensure the successful completion of missions. Taking this perk boosts your team's effectiveness during missions. While working as a team, every member will quickly gain experience and skill at a faster rate than they would otherwise. Given enough time, you and your team will become master ninjas able to accomplish tasks that would ordinarily require the full mobilization of Skull Valley's vast army

of ninjas. You and your team will soon become expert spies and information gatherers, able to easily acquire key information about your target without detection. Furthermore, your coordination with your comrades becomes like second nature, allowing you to avoid accidentally causing them harm in the chaos of battle. Your increase in coordination extends beyond that of your team, giving whatever organization you belong to an measurable increase in combat proficiency. Following your example, those fighting alongside you will slowly grow to be your equals in skill, each day one step closer to becoming an unstoppable ninja assassin. Likewise, any organization you belong to will become better at using their manpower effectively.

Orochimaru (-600 cp) - As paradoxical as it sounds, legendary ninjas exist in Japanese folklore. Similarly, as you continue to improve your ninja arts, they begin to take on a fantastical quality, as if your actions were closer to tall tales than reality. Where once you needed tools to scale walls, now you can simply walk up the side. You achieve the same result, but the method has become something impossible for the ordinary man to replicate. Consequently, you gain the ability to perform "Ninjutsu", such as breathing fire, summoning great beasts, and teleportation. This larger-than-life quality gives you an advantage in recruiting others to join you. Should you gather enough followers to form a “Ninja Village” numerous beneficial qualities will become apparent. As you begin organizing, the number of recruits will influence the overall speed, at which trainees become seasoned Ninjas. As

more recruits manage to complete training there is an overall increase in the quality of training you provide. For every hundred recruits an additional month's worth of training can be condensed into a week's time. Those that complete training will often display feats of endurance and athleticism far exceeding that of professional athletes. As a byproduct of intense training, those who become fully-fledged Ninja will acquire an unshakable mind. Being able to withstand all manners of interrogation, and even overcome mental interference from supernatural forces.

Priest:
Pilgrimage (-100 cp) - Traveling the land as a wanderer is freeing, yet also carries an inherent risk. Lone travelers often seem like easy prey for bandits and malevolent Youkai. Taking this perk will instead let you peacefully continue your travels uninterrupted, a divine protection letting you bypass any obstructions in your way. Additionally, this perk will also cover the need for any official documentation for travel, so you will no longer need a passport to visit other countries.

Sōhei Training (-200 cp) - The fallen monks have certainly deviated from the proper path, but it doesn't mean their methods are ineffective. Taking this perk gives you the same training a monk must undergo before being considered a proper warrior monk or "Sōhei". In addition to having a general understanding of buddhist traditions and prayers, you have learned the

order's purification arts. These special prayers resonate with a holy power, giving them the ability to repel demons and evil spirits. Some prayers can create similar results to the spells of an Onmyōji, allowing the fallen monks to conjure balls of flame and lightning with talismans. More advanced practitioners of the order can channel their purification arts directly through the human body. Allowing the user to temporarily enhance their physical capabilities and physically subjugate the Restless Spirits roaming the land.

Sealing Techniques (-400 cp) - A rampaging Youkai is often too dangerous for a regular human to contend with. As such, a common solution for dealing with Youkai is sealing them away into a harmless container of some kind. There are many ways to accomplish such a task, but the one you are most familiar with is the one practiced by the temple monks. You have learned the method used to create the "Cave of Evil", an extremely powerful sealing technique that seals away a target inside a pocket dimension created inside a purification barrier. Consequently, you've also achieved mastery in both the temple's sealing techniques and barrier arts respectively. Sealing techniques used by buddhist monks typically weaken or immobilize a target, before sealing away their target into a prepared vessel. The effectiveness of sealing techniques is improved when the affected party lacks a body, making them effective deterrents against evil spirits and incorporeal demons. Barriers on the other hand are more suited for dealing with beings which possess a physical form. The barriers deployed by the monks anchor themselves to the

leylines which direct the flow of energy of the land. Giving the barriers in question both impressive durability and allows them to be self-sustaining. The barriers can be used in conjunction with purifying talismans to prevent entry form both physical and immaterial intruders. There is no true limitation for the size of a barrier erected through this method, as long as the leylines provide sufficient energy it is even possible to completely lock down the entire island of Japan. However, prolonged usage of barriers at such a scale will eventually disrupt the flow of energy causing deleterious effects to the land.

Prayer to Amitābha (-600 cp) - The teachings of the Buddha are a guide to reaching enlightenment, it seeks to offer relief to those still tormented by the cycle of reincarnation. The process of reaching enlightenment is both eternal and finite. Escaping the Saṃsāra within a mortal lifespan is nearly impossible, yet it is necessary to ascend beyond the ceaseless repetition of death and rebirth. Prayer and ascetic living are the cornerstones of Buddhist tradition. By minimizing earthly attachments they hope to ease their journey to enlightenment. Perhaps the reason they can embrace such conditions is that their prayers are able to reach the Buddha and Bodhisattvas watching over the souls of mankind. This perk ensures that the act of prayer can relay messages to any higher powers watching over mankind, even in Jumps without proof of such cosmic entities being present. By praying to a greater power, miracles impossible for mortals to fully comprehend can be brought

forth into the world. However, just because you can ask for miracles does not imply that you will get them. Whatever god or Buddha you are pleading with will always have the right to refuse. Should they answer your prayers however, even the most dire of situations will have a silver lining. With pious prayer, you can grant salvation to the damned, and even arrange reunions with departed loved ones in the next life. Your potential for buddhahood gives you protection from the memory erasing effects of reincarnation as well as a blanket protection from demonic and soul damaging influences. As long as you continue to practice the principles of buddhism, one day you will be able to be the one on the other side of a prayer. Becoming an enlightened being on a similar station as the Buddha or one of the Bodhisattvas will take some time, but as a Jumper, time is a resource you possess in excess.

Blacksmith:
Sharpened With Blood (-100 cp) - Where other smiths' works degrade over time from being used in battle, the cursed blades you've created have instead become stronger. Bloodthirsty blades that grow sharper with every life taken, it is no wonder these cursed swords are feared and coveted. However, the swords you make will not be satisfied with just the blood of humans. When a cursed sword tastes the blood of a Youkai for the first time, two things will occur. The sharpening of the blade and the blade 'learning' the taste of the Youkai's blood. Its edge becomes supernaturally effective against any other Youkai of the same type. Defeat is nearly impossible without some highly

improbable circumstances aiding the Youkai in question. Post-Jump, this enhancement can be acquired from any supernatural entity, not just Youkai, as well as being applied to other types of weapons you can make (Ex: guns, spears, magical artifacts).

Obsessive Forging (-200 cp) - A blade's quality is determined by a multitude of factors: the skill of the smith, the sharpness of the edge, and even blessings from the gods. But out of all these factors, the most important one is the quality of steel. After all, if a blade shatters the moment it makes contact with an enemy, regardless of the skill of its maker or its cutting ability, that makes it an unreliable tool in battle. In your obsession to create a truly demonic blade, you have rediscovered the smithing method pioneered by the legendary Senji Muramasa. By converting spirit energy and souls into an inferno of ghostly flames, the heated steel is imbued with extremely high concentrations of spiritual energy. Greater quantities of spiritual energy and souls used in the process will result in a proportional increase in quality of whatever material you are working with. Eventually, this creates a 'living' blade capable of regenerating from being destroyed in battle. A broken sword created with this method can repair itself after a few minutes. By letting it absorb souls of the deceased this process can be finished instantaneously. The swords you create will also possess a spiritual aura, often taking the form of ghostly flames or a unique coloration on the blade. These features are

largely cosmetic in nature, but to anyone with even the slightest spiritual sight, the blades you make will be enchantingly beautiful.

Hellish Contraband (-400 cp) - It is said that the Kuromitsu Blade, possessed by the ronin Jinkuro, allowed its users to use the power of Soul Transferal. A dark art that allows the sword's user to transfer their soul to a new body and take it for themselves. It is a rare example of a demonic sword not made by Senji Muramasa possessing an hidden ability. The Kuromitsu Blade was once a torture tool stolen from Hell, and was later reshaped into its current form by the immortal taoist So Xian. Because its metal originated from Hell, the Kuromitsu Blade could naturally touch the souls of those cut by it. Similarly, you now possess the means to steal from afterlives and other dimensions, to acquire material with special attributes to be used to forge cursed swords. This perk will protect you from any detrimental conditions caused by exposure to otherworldly materials. However, it won't protect you from getting in trouble with any authorities ruling the realms you take from. This perk will also improve your ability to recycle materials from past projects. By melting recycled materials together with fresh metal to create alloys, your creations can inherit the beneficial traits of previous works. The resulting alloy selectively adopts the preferred characteristics of its components, enabling you to produce a superior metal.

Muramasa (-600 cp) - Muramasa's obsession with creating the perfect blade drove him to continually improve his skills as a smith by forging cursed blades. However, by irresponsibly forging cursed blade after cursed blade without considering the potential harm they represented, his soul was doomed to an afterlife within the Eternal-Darkness Hell. It seems that you are made from the same mold as Muramasa, you share the same burning obsession that compels you to forge demonic swords. As long as you continue to devote your time crafting swords, your skills as a swordsmith will endlessly improve, allowing the creation of superior swords with each iteration. However, a sword no matter how well made is not enough to cause the amount of chaos that the demonic swords do. Within each weapon you make is a "Secret Art", a mystical technique that when unleashed can allow its user to turn the tide of battle. As the one to forge the blade, you can choose what the Secret Art it possesses, this can range from superhuman movement, creating clones, and even controlling lightning. However, for more powerful Secret Arts, the blade's quality is a limiting factor as a weak blade cannot contain such might. With enough time and resources perhaps you would be able to create a demonic blade rivaling the gods themselves. Any blade can cut the body, some can even cut the soul, but only a blade made by Muramasa can sever the karma weighing down the soul. Post-Jump, and after you've significantly improved as a smith you will become able to create works rivaling Muramasa's masterpiece. The greatest blades you can make are attuned to a single principle that defines how the world works. Oboro

Muramasa was created for the sole purpose of cutting the fate and karma of its maker, giving it the power to destroy fate itself. Similarly, the cursed swords you make will allow you to do the impossible by severing an aspect of the world. Something worth noting is that this capacity is not considered a Secret Art, but rather an inherent characteristic of the blade itself. However, the creation of such a work is costly not in the material sense, although good metal is expensive, but rather simply forging the sword itself will require a massive amount of spiritual energy and souls. For a point of comparison, to create the Oboro Muramasa, over 10,000 souls were used to fuel the flames of the forge. For all their wondrous powers, the demon blades are objectively cursed, their mere presence is a catalyst for tragedy and death. Their wielders often become maddened killers, a bittersweet ending is the best one can hope for. However, a user of the Oboro Style could potentially remove the curse of a demon blade. By destroying evil with evil, the curses within the blade can be drained away over a period of time. For now, it would be wise to be selective with who can wield your creations.

Noble:
Noble Barings (-100 cp) - Nobles live in another world compared to the peasantry. This isn't just a matter of wealth either, a Noble's life is one mired in politics no less dangerous than a battle between samurai. It is a cut-throat world where every action is scrutinized, political sabotage, and assassinations are a matter of course. In such an environment it is vital to

remain composed regardless of what befalls you, putting up a mask to hide intentions and emotion is one of the few ways to survive the snake pit that is imperial politics. This perk gives you the skills associated with the life of a Noble. Such skills include poetry, tea making, negotiation, and governance to name a few. As well as how to influence the perceptions of others using your disposition and beauty, to seem more trustworthy. Another boon granted is the increased likelihood of surviving assassination attempts and/or getting emergency aid when injured.

As the Shogun Wills It (-200 cp) - There are many paths to follow in regards to governance, however the Tokugawa Shogunate is a clear example of a hierarchical military government ruling through the implicit power a military holds. By following the Shogun's example you will be able to reap the full benefits of this perk. After establishing a government centered around a monopoly of military might, the country you govern will experience a consistent pattern of economic and cultural growth. Trade and art will flourish under your rule, but this cannot be sustained without routine "trimming" of parasites from your ruling structures. Wealth and prosperity have the tendency of attracting corrupt officials like moths to a flame. Another benefit this perk gives is an increased success rate at weeding out those who disagree with your dictatorial rule. You will also be able to discover those who would hinder your personal ambitions the same way.

History will remember your rule as a golden age, and it will remain a cultural cornerstone for hundreds of years to come.

An Enduring Legacy (-400 cp) - It is often said that a person's legacy is the closest one can come to immortality, influencing the world long after passing through descendants and enduring works. It is a romantic notion to create something capable of lasting over generations within a single lifetime. However, the reality is that the legacies left by even the greatest of individuals will eventually fade with time. An enduring legacy is one that can withstand attempts to destroy or steal it. You have received a sort of 'blessing' that ensures your legacy, no matter how worn or strained, will endure for a thousand years to come. The reputation you hold will also remain intact. False rumors and staged controversies will fail to take hold in the eyes of the public, ensuring your legacy is perceived exactly how it is in truth. Should a power-hungry despot try to eliminate those who challenge them, fortune will favor your family's heir, enabling them to escape unnoticed. Even if your lineage is systematically targeted, a select few will remain in hiding, awaiting an opportunity to reclaim what was lost. When at rock bottom the only way left is up. Unexpected strokes of luck, unlikely allies, and perhaps even divine intervention will aid your remaining descendants as they gradually overcome adversity and strife.

Protected By Law (-600 cp) - It is the right of the ruler to determine what is and what isn't allowed within the boundaries of their domain. However, this does not stop malcontents for disobeying the laws of their betters, until now that is. The laws you have set in place have become more than just ink and paper, and instead become something more effective at enforcing your will. The laws of the land will be engraved into the subconscious minds of your subjects, ensuring that even ignorance can't prevent the laws from being upheld. However, in the case of an active act of disobedience there is an additional effect in place ensuring compliance with the law. The offender in question will be confronted with the severity of their punishment awaiting them should they proceed with breaking the law, an supernatural act of intimidation which pits the will of the offender against the military power of the state. Only the truly determined can muster the will to stay their course. This perk also allows you to establish a taboo prohibiting the harm or endangerment of a certain group within your jurisdiction. This can range from certain social status, people of certain ages, to any arbitrary distinction that you've decided, or even animals like cats and dogs! The protection applied to this group is absolute, preventing any and all actions that can result in harm being inflicted upon them by a living being.

Restless Spirit:

Ghost Lantern (-100 cp) - This is a world filled with death, where demons and bandits roam the countryside, and assassinations are conducted by ninjas within the fortified walls of castles. The number of wandering spirits increases every day, and even Hell itself cannot manage this immense quantity of the deceased. To the wayward spirits of the dead, your soul is like a brightly lit candle attracting them like moths to a flame. As you travel throughout the land, the spirits of the dead will naturally gravitate towards your location. This perk will still work in other Jumps; however, depending on how peaceful or dangerous the world is, the number of souls attracted can significantly vary. This perk can potentially be a problem due to the presence of soul-devouring monsters that exist in some settings.

Earthly Ties (-200 cp) -One of the main reasons a vengeful spirit is dangerous is its ability to return after being defeated, if not properly exorcized using purifying spells or mantras. Should you be destroyed by some method other than the previously mentioned holy spells or something similar in nature, you are able to revive yourself after a short period of time has passed. Additionally, should your body be relatively intact after your death, you can choose to possess your own corpse to become an undead being. As something that can act on both the physical and spiritual plane, you can effectively combat foes that are of the living or the dead. However, as your earthly vessel gets damaged, it becomes increasingly difficult to maintain

your grasp on the physical plane. Necessitating the acquisition of a new vessel to house your spirit. Alternatively, you can choose to exist as an incorporeal ghost unable to interact with the spiritually unaware.

Torahime (-400 cp) - After her death on the battlefield, Torahime was given a second chance to fulfill her duties as the protector of the Kuzuryu Muramasa by the Bodhisattva. The only caveat was a 49-day time limit to retrieve the stolen sword before she would once again die. Similarly, this perk allows you to come back to life after dying. In return, you are required to complete any tasks you failed to complete at the time of death, with the 49-day time limit also in place. Failure to do so will result in you dying once again. Luckily, you are not without allies. Torahime was able to resurrect the souls of her clan's deceased retainers, bringing forth an army of ghostly samurai for her to besiege the capital. By invoking the same authority over the dead, you are able to summon the ghostly apparitions of anyone who has previously sworn loyalty to you. Even those who have not directly sworn loyalty can be raised; oaths of loyalty towards an organization or group you are a part of are enough. If you manage to accomplish your task, you may continue living as if nothing happened. Alternatively, you may choose to reincarnate by going through the cycle of reincarnation. Your next life is guaranteed to be one of peace, free from the tragedies and pain that occurred before.

Blasphemous Arts (-600 cp) - The blasphemous arts pioneered by the Chinese sorcerer So Xian and the man known as Oboroya Senju allowed the user to manipulate the souls of both themselves and others. The two techniques observed during the course of the story are the 'Soul Transfer' and 'Soul Merger' techniques, respectively. It can even be speculated that the origin of the Oboro Style lies in the power to manipulate souls. This perk grants you the forbidden knowledge that makes up the underpinnings of the Blasphemous Arts developed by those madmen. With time, you will be able to develop new techniques that manipulate souls in different ways. Perhaps it will be a sword slash that cuts memories, a counterattack designed to reflect the curses of vengeful spirits, or even a method to cut away undesirable traits from a target. As time passes, your repertoire of hidden techniques will expand as you discover new ways of manipulating the very essence of life with your blade. These techniques will always be rooted in the manipulation of a person's soul in some way, but there is unlimited variation in how that principle is expressed. This forbidden knowledge acts as an insulator, protecting you from the dangers inherent with the unnatural manipulation of souls. No soul rot, identity death, or whatever the spiritual equivalent of organ failure is. Unless it is an intended part of a technique, this protection is extended to anyone that is the target of one of your techniques.



Race Perks:

Human:

Ragtag Rebellion (-100 cp) - One person cannot change how the world works, but by working together, even the lowliest of peasants can rebel against their greedy lords. Much like the ragtag team of starving peasants led by Gonbe, by joining forces with others, you can accomplish far more than initially seems possible. As long as you are working together as a team, enemies that would be hopeless to resist individually can be overcome with persistent effort. Additionally, this perk increases your affinity with those considered to be at the bottom of the social hierarchy, making it easier to form lasting friendships. Whether it be combat or farming, any tasks you do as a team will have a higher likelihood of success, doubly so if the ones you work with are your close friends.

Vital Nutrients (-200 cp) - Eating good food does more than provide enjoyment. A tasty meal provides vital nutrients and heals the soul. Taking this perk will give supernatural properties to any food you partake in, and these benefits will also extend to any meals you prepare. By some unknown

mechanism, the consumption of food will send the body's natural healing into overdrive, enabling the eater to regenerate from wounds at an unnatural speed. A single meal is usually enough to mend broken bones, but an entire feast can heal even the most life-threatening injuries. The consumption of food does not just heal the body; it also replenishes spiritual energy lost during the creation of demon swords and other such activities.

U.M.A. (-400 cp) - It seems like you are quite popular with the opposite sex, as you seem to frequently gain Unnatural Mammorious Admirers during your travels. These bountiful ladies, or gents depending on preference, are not what they seem at first glance. Rather, they are Youkai disguised to look like humans, but those observant enough can see through their deceptions with a glance. Acting like some kind of cosmic dating app, this perk attracts compatible supernatural creatures into your orbit, and if the stars align, you may end up with a potential life partner. These admirers of yours are surprisingly resourceful, bringing a multitude of benefits to the table such as supernatural spy networks and treasured tools. Being supernatural creatures, a U.M.A. can assist you in many ways that are impossible for a Human to accomplish. Just make sure to treat them fairly, an abusive partner is bound to be cursed to death eventually. But should an actual bond form between you, they will move both heaven and hell to support you in your time of need.

Severing Fate (-600 cp) - Humans are all slaves to their destinies, bound to the mortality of their fragile bodies and incapable of defying fate. However, for those who wish to start over, to escape fate's design, there is one recourse. Using the Oboro Muramasa, you have managed to overturn the destiny awaiting you. You are now able to change your fate for better or for worse. At the end of your current Jump, or alternatively at the time of your death, you have the option of sending your mind and soul back into the past. Each use of this perk will create an 'ending' that can be chosen as the true course of events at the conclusion of the Jump. The further the events of an 'ending' deviate from what would have occurred without such manipulation, the more convoluted and difficult it is to 'unlock' it. A single degree of deviation can amount to a simple do-over at a particularly challenging fight or letting someone survive instead of being killed. Two degrees of deviation can overturn a once-inevitable fate, somehow forging a new path ahead despite injury or loss. Three degrees of deviation will sever karma and causality, allowing you to return to a pivotal point in time that would determine the course of history. If you decide to go back to a point in time before the Jump started, the time you arrive at will become the new start of the Jump's duration.

Youkai:

Mountain Bandits (-100 cp) - Often the deaths and robberies done by Youkai are attributed to the common bandit, it seems that in this case there is some degree of accuracy to that assessment. You have a certain knack for theft and murder that seems borderline unnatural in how successful you are at it. There is also the fact that like-minded malcontents seem to flock to your banner, if undisturbed you have a decent chance to form a gang of bandits large enough to threaten the capital in sheer size alone. During the night your band of thieves are unstoppable, regular guardsmen have a snowball's chance in Hell at stopping your night parade!

An Old Rumor (-200 cp) - The sightings of demons in the night, bestial mountain gods, shapeshifters taking the forms of beautiful women, all of these things have been relegated to mere rumors shared by traveling merchants and idle peasants. For some reason any actions you take will fail to gain widespread notoriety, even the most fantastical events being blamed on freak weather phenomena or alcohol. It is as if the entire world has written off the possibility of the supernatural as an explanation for what has occurred. Only the most observant Human will suspect something, but only realize the truth far too late to intervene when a Youkai has already claimed its first victim. This perk will be active by default, but you can choose to deactivate it at any time.

Divine Bestiary (-400 cp) - Occasionally, there are Youkai that are closer to the gods than their peers, whether it is the result of some freak mutation or a lineage tracing back to divinity. You are one such example, a divine beast boasting considerable advantages compared to others of your kind. Given enough time even the lowliest creature can gain sapience, but you have the potential to become so much more. Within you is the potential to become a minor god in your own right. At the start of your time here, you will be identical to any other Youkai of your kind found in Japan, just far stronger than normal. Any abilities that are considered part of your specific race's specialty will be bolstered beyond their typical potency, including physical attributes like muscle strength or stamina. Should you manage to acquire worshipers and a shrine dedicated to you, over time you will transform into a minor deity. Once you reach the state of minor deity, there is no risk of losing that status even if you no longer receive worship from humans. You will be an immortal existence unaffected by age or sickness; the only way death can reach you is through an act of murder, and any being with the capacity to do such would have to be another god or an extremely exceptional mortal. As a deity, you have the power to bless and curse those of lesser standing than you. Whatever form they take, these blessings or curses will be irreversible without divine intervention. If you reconsider your course of action, you can easily remove the blessings or curses affecting an individual. However, being a deity comes with a weakness to sources of "impurity." While most impurities can be cleansed with enough time, the

miasma that emanates from Hell, or impurities of similar strength, can weaken a minor deity to near death in a short amount of time.

Legendary Monster (-600 cp) - There is a measurable difference in scale between the nameless small oni ravaging the countryside and the Youkai who are recognized by history. Taking this perk gives you the strength to rise to the same level as the three great monsters of Japanese mythology: Tamamo no Mae, Shuten Douji, and Otakemaru or Emperor Sutoku, depending on the list. Each of these Youkai has gone down in history as beings that can single-handedly destabilize the entire country of Japan if left unchecked. Much like these powerful Youkai, your might is such that it could spell the end of the entire country. The first improvement is made to your body: a general increase in all physical parameters, but most prominently in your durability and endurance. In video game terms, it would be like having multiple health bars, allowing you to withstand more damage than a regular enemy. Anytime a powerful enemy deals half the amount of damage you can withstand, you are able to coat your body with a scarlet aura that doubles the power of your attacks. Similarly, you can obtain greater strength by increasing the fame or infamy attributed to you. The exact ratio of reputation to power cannot be calculated; however, any inherent ability belonging to you will experience continued growth as your legend spreads across Japan. Without a legend to call your own, you will end up like the nameless small

oni, meaningless and unknown to the annals of history. That is why the creation of a legend is essential for a great Youkai like yourself.
While there may be a grain of truth at the heart of every legend, it doesn't specify that it must be so from the start. As stories and legends about you begin to spread, there is bound to be some falsification of facts after they circulate through the rumor mill. These tales can pave the way for growing your considerable power, as you find that as long as there is a preexisting account, it becomes considerably easier to gain whatever abilities these rumors say you possess. Should one tale claim that you could see through walls, by the end of the day you should be able to see through solid objects. However, the more outlandish and further from your present capabilities a rumor is, the longer it would take for you to acquire said ability. This also extends to things like personality traits, weaknesses, and even your appearance, to name a few things that can be acquired through this method. Of course, the option to withhold from adapting yourself to your legend is always available. This essentially gives you an author's authority over your own story, allowing you to direct the common consensus regarding your own myth. Furthermore, if you are able to establish yourself as being unique from any preexisting Youkai found in Japanese mythology, there are a few things that become available to you. You can create a new species of Youkai based on your legend, which acts as both subordinates and descendants for the purposes of perks. You essentially become the "face" of the new breed of Youkai, much like how Tamamo no Mae is the most famous Kitsune. The

newly created Youkai species can optionally be retroactively inserted into the setting or be introduced through more natural methods.



Youkai: The myriad beasts and demons that haunt the people of Japan, these supernatural entities can come in the form of hundreds of different shapes and sizes. The list of Youkai below are just a small portion of the kinds of Youkai that exist. Choose one species of Youkai as your race for the Jump, for Greater or Legendary Youkai there is an associated cost that will be deducted from your total CP.

Lesser Youkai (Free All):

Beastial Youkai - An naturally occurring phenomenon that exists in this world is the transformation of ordinary animals into Bestial Youkai. These Beastial Youkai are noticeably larger than their animal counterparts. It is common for Bestial Youkai to be large enough to devour adult humans whole. As time passes, their body will continue to grow, until a living mountain is formed.

Kappa - A strange imp-like creature with a plate over its head. Kappa often hide in rivers in order to ambush unwary travelers. While limited in mobility on land, underwater their webbed limbs give excellent swimming speed. In combat, they use balls of water to stagger enemies.

Small Oni - Small Oni are demons from the depths of Hell, they are vicious and cunning. They are also at the bottom of the barrel in terms of strength. These youkai are often found in gangs hiding caves or near areas that provide places to hide in.Small Oni are surprisingly good at stealth, and are natural thieves. Recently, numerous reports of these demons have been made, perhaps they are searching for something?

Greater Youkai (-200 cp):

Blue Monk - A corrupted monk who made deals with demonic powers in order to obtain greater strength. Blue Monks have a powerful body that can easily withstand numerous deadly attacks. They retain access to the spells and prayers of their old faith, but the spells have also become corrupted versions of what they used to be.

Wanyūdō - An flaming wheel with a giant face, it is said that its flames burn using the souls of its victims as fuel. A Wanyūdō is an evil spirit affiliated with Hell, commonly seen around the remote paths and trails of Japan. Victims of the Wanyūdō have their souls taken after being run over and crushed under

its wheel. A Wanyūdō is capable of stealing souls remotely, it just prefers to do so directly out of sadism. Wanyūdō are also able to control the flames emitted from their body to attack from a distance.

Yuki Onna - An unique form of youkai found in the snowy regions of Japan. They possess the form of beautiful women, which they use to lure their victims deeper into the snowy mountains. They are said to be the ghosts of women who have died in blizzards due to having no shelter. Regardless, their power to manipulate ice and snow are exceptionally deadly for any travelers.

Tengu - The Tengu are famous yokai from Japanese mythology, primarily identified by their large bird-like wings and their famous long noses. These yokai are able to manipulate the wind inorder to fly faster and to attack. They are also powerful warriors possessing unnatural agility and strength.

Kitsune - Notorious tricksters capable of shapeshifting and creating illusions. They prefer to be exceptionally beautiful while under a human guise, but their mannerisms can sometimes reveal their true form. A Kitsune is a master of stealth and can even infiltrate the most secure castles built by humans. Additionally, their patron goddess Inari gives them an affinity with numerous fields of expertise.

Nekomata - An youkai born from a cat living long enough to gain supernatural abilities and magic. Although there seems to be individuals that skip the entire process, by taking in the curses of the deceased. They are most commonly identified by the split ends of their tail. Perhaps due to formally being cats, a Nekomata is exceedingly agile and swift on their feet. Additionally, a Nekomata is able to disguise themself as a human similar to a Kitsune. The curses of a Nekomata are inescapable without truly drastic measures.

Bake-Danuki - The Bake-Tanuki's name is literally a combination of the two words, "bake" transform and "tanuki" raccoon dog. If Kitune are meant to be the masters of illusions, then a Bake-Tanuki are the masters of shapeshifting. Most notable characteristic of a Tanuki's transformation is that the desired form can be as big or small as desired, ignoring the conservation of mass.

Jorogumo & Tsuchigumo - Both of these youkai are based on spiders. Where the Jorogumo shares similarities with Arachne from Greek myth, the Tsuchigumo is a monstrous spider with the faces of its past victims embedded on its massive body. Both youkai are capable of creating webs capable of ensnaring entire castles, being supernaturally durable and resistant to conventional harm. After consuming a human, the corpse can be converted into Bestial Youkai spiders under the control of the Jorogumo or Tsuchigumo.

Red/Blue Oni - The Wardens of Hell, the Red and Blue Onis are some of the most iconic figures in Japanese culture. Red and Blue Oni rarely venture outside of Hell, even then tales of their brutality and raw physical might have spread across the land. However, those tales lack critical information. As creatures of Hell, the Oni are reduced in strength should they be outside of it. A Red or Blue Oni's strength is at its peak within the confines of Hell. Within the depths of Hell, even the most basic of movements can topple warriors, and send tremors through the earth. An actual attack, shatters the most durable fortress walls and can reduce a hundred humans to red paste. There is also a lesser known "horse-head" variant in Hell.

Nue - The Nue is a notorious shapeshifter depicted in Japanese legend. It is said to be an extremely intelligent youkai, using its various transformations to manipulate humans. A Nue's true form is that of a chimeric beast, possessing the traits of tigers, monkeys, and snakes. The Nue employs numerous sorceries, allowing it to control the weather and fire in battle.

Legendary Youkai (-300 cp):

Inugami - An Youkai born from the ritualistic murder of a dog in order to create a curse to use against one's enemies. The Inugami is said to be an evil spirit capable of possessing humans and inflicting curses on those who incur its wrath. It is said that the Inugami is able to bring ruin onto entire bloodlines, by making its curses hereditary. One such Inugami is currently

inhabiting the body of the current shogun. After gaining corporeal form, an Inugami is able to transform its host's body into one resembling a monstrous dog. This incarnation of the Inugami is able to bite into the fabric of space to create portals between locations before emerging in a maelstrom of hate and teeth. By devouring sources of power, the Inugami will be able to transform into a living of calamity capable of destroying the entirety of Japan.

Eastern Dragon - The Eastern Dragon is widely considered a messenger of the gods. Bringing lightning and storms to punish any who dare to stand against the heavens. It is the strongest Youkai to exist in all of Japan, capable of bringing forth tremendous power. Existing just a step below the gods of Takamagahara, it lives on the highest mountain peak looking down upon the inhabitants of Japan. In the world of Oboro Muramasa the Eastern Dragon is a unique entity, a being capable of manipulating the leylines deep within the earth to command supernatural phenomena. However, in exchange for its connection to the mystical energy of the leylines, disruptions and blockage in the flow of energy can cause adverse effects. Additionally, the Eastern Dragon is one of the few beings capable of freely traveling between Heaven and Earth.

Gashadokuro - The Gashadokuro is the product of dark magic and untold amounts of human deaths. This skeletal chimera is the product of necromancy animating numerous bones and fusing them into a colossal

Youkai. The Gashadokuro acts as a (un)living gate to Hell from which the souls of sinners are pulled into. It is said that a Gashadokuro continuously emanates curses and miasma. Only the strongest of warriors are able to move in its presence, but they too will inevitably perish without supernatural protection. The reason for this is because of the corrosive miasma of Hell emanating from Gashadokuro's body. Minor Kami and spirits are not exempt from the harmful effects either, as over time they will become corrupted by the miasma. A Gashadokuro is extremely durable as the dark magics that give it form naturally reinforce the bones that make up its body.

Yakubyougami - A “god of pestilence” that is actually a swarm of hundreds of lesser youkai acting to bring disease and misfortune to the people around them. Taking the form of a swarm of eyeballs cloaked in shadowy rags, this Youkai often ambushes lone travelers both Human and Youkai alike to bring misfortune upon them. While in a dispersed state, the swarm of eyeballs are hardly a threat, but it is a different story if they merge to form the “Yakubyougami”. Lightning and poison rain down from above blighting the land, only those with means to instantly cure ailments can survive a prolonged conflict. In this state, only a seasoned monster hunter would be able to slay the Yakubyougami. But this is only temporary, the greatest advantage the Yakubyougami has is its difficulty to truly be destroyed. As an amalgamation of hundreds of lesser Youkai, the Yakubyougami will endlessly

reform to continue tormenting mankind. As long as sickness and disease are present in the world the Yakubyougami will exist.

Items:

General Items:

Clothes and Travel Rations (Free All) - A set of self-washing clothes that is fitted to your bodily proportions, and a bag full of rations that would last an adult human one weeks worth of sustenance. Should either be lost or destroyed, a replacement will come into your possession within the day. Depending on your origin, the type of the clothes and quality of food will change.

Cooking Recipes (Free All) - A cookbook that is filled with recipes of local cuisine, it will update every time you enter a Jump with new recipes. By following the recipes of this book you can create meals that are more filling than normal meals.

Oboro Muramasa: The Demon Blade Official Soundtrack (Free All) - The official video game soundtrack available on amazon! It contains all the songs that are featured in-game.

Ordinary Sword (Free All) - Just an ordinary katana and plain sheath, the blade is slightly more durable than other common blades of the era. Comes with a sword maintenance kit.

Legend of the Jumper Complete Collection (Free All) - A dramatized account of your past adventures in the style of classic folklore, each Jump adds another volume to the collection. This item can also take the form of an audiobook.

Box of Golden Coins (-100 cp) - A black wooden box that contains several dozen golden Koban, the official currency issued by the Tokugawa Shogunate, is hidden under a layer of manju. These golden coins possess considerable monetary value just from the material alone, but their true value is revealed when used as a bribe to any officials you present them to. The golden sheen will mesmerize those it is presented to, easily convincing the other party to agree to your demands. Each month, another Box of Golden Coins will come into your possession.

Box of Strange Goods (-100 cp) - A large wooden crate filled with strange goods...
Food and alcohol, life force restoring pellets of varying potency, charms to cure burns, poison antidotes, and even mirrors that let you teleport to nearby shrines. All of these items will be replenished once a week.

Black Sheath (-100 cp) - A magical sheath for every sword you own, It's like a bag of holding but for swords. The sword sheathed inside the Black Sheath will always be the sword that you intend to grasp, allowing you to rapidly change weapons by sheathing and unsheathing swords mid-fight. If you desire you can share your sword collection with others possessing the Oboro Style perk.

Blessed Hotspring (-100 cp) - A hot spring located on top of a leyline nexus point gives it a higher saturation of spiritual energy than most shrines. Should a disembodied spirit enter the spring, they will find that they can temporarily gain physical form. For living beings, bathing in this spring will allow your injuries to heal at an accelerated rate due to the surplus of spiritual energy in the water. Additionally, merely being in the vicinity of the spring will repair any spiritually empowered objects. This hotspring can be added as an extension to your Cosmic Warehouse / Personal Reality, or alternatively be located somewhere hidden in the Jump you are currently in.

Map of All Provinces (-100 cp) - This map will provide you with information useful for navigating the province or general area you are currently located. Any time you enter a different location, it will update its contents to include where you are. This map can also copy data from other maps to further expand its reach.

Origin Items:

Swordsman:

Muramasa Sword (-100 cp) - One of the many Demonic Swords forged by Senji Muramasa during his time in the afterlife, however it is unfortunately incomplete. This sword possesses the basic traits of a demon blade, unnatural sharpness, the ability to repair itself over time, even a Secret Art. However, the blade has yet to spill blood, it has not yet awakened to its full potential. Without a strong mind there is a risk of becoming possessed by the blade. This Item also comes with a sheath known as the Swordmaster's Sheath. The Swordmaster's Sheath is enchanted with Youkai magic to enhance its owner's quick draw or Iai slashes, by magically enhancing the drawing speed of the sword inside it. While using this sheath all quick draw slashes get an extra 10% cutting power. This item can be fused with the Black Sheath.

Dragon God Armor Set (-200 cp) - Armor crafted from the shed scales of the Dragon God, its material boasting the highest durability and robustness found in the earthly realm. This set of armor also boosts its wearer's strength and vitality giving them increased physical might and stamina. The armor set also includes the Dragon Necklace which has the power to protect its wearer from all afflictions. The defensive properties of this Item will be shared with any clothing currently worn by its owner.

A Withered Tree (-400 cp) - Over the past hundred or so years, the various Buddhist sects have been busy subduing and containing various threats to the inhabitants of Japan. One of the most important breakthroughs in that effort is the creation of the Caves of Sealed Evil. Many apparitions and powerful Youkai have been successfully sealed away due to the dangers they present. Taking this item will add an entrance to one of the many Caves of Sealed Evil to your Cosmic Warehouse / Personal Reality. This entrance is sealed with a barrier of the highest magnitude, preventing its captives from escaping, but should you desire, this barrier can be temporarily deactivated to allow entry. Should you manage to defeat all of the enemies within, a magical item will be given to you as a reward. The more difficult the battle, the stronger the equipment received will be. After one week, a new Cave of Sealed Evil will take the place of the old one, containing different enemies and prizes.

Ninja:

Stash of Ninja Tools (-100 cp) - A Ninja has to be prepared for both their missions and for combat. This item seeds the entire world with hidden stashes of ninja tools so that wherever you go, you will always be prepared. Smoke bombs, throwing knives and shuriken, various natural poisons, ropes, and more! These stashes will be hidden from everyone except you and your allies.

The Valley (-200 cp) - The Valley is the perfect place for a hidden ninja village, a location completely hidden for outside observers by the veil of obscuring fog. Should you establish a ninja village here a few things will take place. As time passes improvements and expansions on the village will be bound to happen, with this Item any changes that occur will carry over from the current Jump to the next. External resources such as informants, collaborators, and sponsors do not carry over, but the village will quickly establish an equally effective network. Its location will not be listed on any official maps nor can it be discovered using supernatural means. The only way this valley can become known to outsiders is if you willingly inform of its current location.

White Snake God's Scales (-400 cp) - A talisman created for the scales of the White Snake God, it is able to protect its wearer from all curses and miasma that do not originate from a source capable of harming a god. Should you encounter something able to harm gods, the talisman should still protect you long enough to escape. Overtaxing the scales' protective power will cause its pure white color to be polluted with black impurities. The talisman's color and protection can be renewed simply by allowing it to rest for a day or by using an external source of purification to speed up its recovery. Additionally, it increases your affinity with serpentine deities, making them more amicable.

Priest:

Priest Robes (-100 cp) - A set of armored black robes worn by a certain sect of warrior monks. These robes are roughly the equivalent of wearing a full set of armor, while still adhering to the traditional attire of buddhist monks. These robes are blessed to provide further protection from evil spirits, letting their wearer to shrug off the attacks of lesser supernatural beings.

Leyline Entrapment Barriers (-200 cp) - A large quantity of ward stones inscribed with numerous sigils and prayers. When embedded into the earth, these stones erect a barrier surrounding their perimeter. These barriers are anchored and powered by the leylines beneath the ground. Depending on the amount of energy siphoned, the durability and scale of the barrier will increase. The barrier's effectiveness is signified by its color, from least to greatest: Red, Orange, Yellow, Green, Cyan, Blue, Purple, and White. Once erected, these barriers can apply restrictions on what can travel in and out of the enclosure. These restrictions can range from denying the entry of all supernatural beings to trapping a single individual within a designated area. A point of note is that these barriers are only visible to those they prevent from crossing the boundary, with the unaffected not noticing anything amiss.

Great Temple (-400 cp) - A massive temple dedicated to the Buddhist faith, it has a massive statue of the Buddha inside its central structure. There are also numerous other statues of other prominent figures in Buddhism within. This

entire temple has a natural barrier surrounding the premise that drives away hostile invaders, but a powerful enough Youkai can overcome the barrier. However, the most important feature of this temple is that the statues are able to be used as a means of communication to higher powers, This effect gets extended to any statue that is brought on to the premise.

Blacksmith:
Spiritual Whetstones (-100 cp) - These special whetstones allow you to instantly sharpen and repair any bladed weaponry they are used on. In fact, as long as you were involved in making something these whetstones can be used to repair it. After they are consumed, a new set of whetstones will replace the ones missing after 24 hours. Each Spiritual Whetstone can be divided into 5 different grades, Omura Stones, Iyo Stones, Igarashi Stones, Jyokenji Stones, and Kumori Stones. Depending on the type, the amount of damage repaired and the amount of weapons repaired is different.

Blacksmith's Mask (-200 cp) - A mask created in the image of Senji Muramasa, it has the ability to give its wearer the skills needed to become a professional blacksmith. While wearing the mask, the quality of a product is increased as long as the mask has been worn throughout the creation process. This mask is possessed by the ghost of Senji Muramasa, or at least a remnant of his consciousness, who will teach you how to improve as a smith.

In future Jumps, your lessons will adapt to the worlds you visit, giving you access to the setting's understanding of material science and metallurgy.

Eternal-Darkness Hell Forge (-400 cp) - An afterlife of pure darkness that is only illuminated by the soul fire of your forge. It helps facilitate all processes of forging, while at the same time boosting the quality of your creations based on the number of past projects you have created. Its functionality can be expanded to all other forms of manufacturing by having it absorb other facilities and tools. In addition to providing a secure work space, the Eternal-Darkness Hell Forge also possesses the ability to alloy both physical and immaterial things to create unnatural metals. Should you perish during one of your Jumps, you can choose to have your soul be sent here instead of being at the mercy of any beings that govern the afterlife. The Eternal-Darkness Hell Forge can also be accessed through your Warehouse / Personal Reality. As the owner, the darkness of the forge does not hamper your ability to safely navigate the area.

Noble:
Land and Title (-100 cp) - You are now the owner of a medium sized plot of land somewhere in Japan, additionally the government has officially appointed you the governing authority of the area. There is a mansion that is fully staffed with attendants, a small army of loyal samurai, and a vault full of treasure that you can use to finance any improvements. As you are the

governor, you are expected to collect taxes for the central government, but aside from that you will not be bothered.

Merchant's Abacus (-200 cp) - This magical abacus can convert wealth into physical might! Each coin in your wallet contributes a small amount of force to your attacks, and for every 100,000 yen, a full 10% is added to the force of your strikes. However, the trade-off is that it only accounts for the money you have on hand, with only coinage authorized by the Tokugawa Shogunate being considered.

Narukami Bracelet (-400 cp) - The final reward for completing the hardest battle in-game. The Narukami Bracelet has the property of negating the cost required to use the Secret Arts imbued within the demon blades. This allows its user to endlessly unleash powerful attacks without the danger of depleting the spiritual energy of their blades. In future Jumps, this Item's effect will extend to any magic spells, techniques, or similar supernatural feats that require an external or internal source of energy to activate.

Restless Spirit:
Ties to Humanity (-100 cp) - One of the drawbacks of being a Restless Spirit is the fact that it requires you to have died beforehand. Wandering spirits can sometimes be consumed with earthly desires and become vengeful spirits. One of the options to avoid this fate is to possess something that helps

ground them mentally. This Item changes to suit its owner, sometimes it's a picture of a spouse, a heartfelt letter, or a connection to those close to them. Regardless of what shape it takes, this Item will be something that improves the mental stability and health of its owner.

Old Shrines (-200 cp) - There are hundreds of abandoned shrines dotted throughout the countryside of Japan, these shrines act as safe havens for lost souls as the lingering spiritual energy soothes their spirits and keeps intruders at bay. In future Jumps, you can occasionally find these old, abandoned shrines in remote locations. You can use these as resting spots during your travels, as their safety is guaranteed. Additionally, the souls of the dead often congregate at these locations in great numbers.

Shortcut to Hell (-400 cp) - A strange well has been added to your Cosmic Warehouse / Personal Reality. While it may seem ordinary upon casual inspection, the well has one noteworthy trait in that it seems to endlessly extend deep into the ground. This well is actually a secret entrance to the afterlife. By jumping into it, you will be able to visit Hell. In Hell, the souls of the damned are punished for their sins in life. In practice, Hell is an unlimited source of guilt-free souls to plunder. You may even meet people you are familiar with from past Jumps!

Race Items:

Human:

Fireworks & Purification Talismans (-100 cp) - Fireworks are meant to be used by travelers to scare off wild animals and weak Youkai. However, these Fireworks have been modified into becoming deadly Youkai slaying weapons by a traveling priestess. Now possessing a higher explosive yield, these colorful explosions can destroy multiple lesser Youkai at once. Comes in a fireproof container that holds 100 Fireworks in total that restocks weekly. In addition to the Fireworks, this Item also includes Purification Talismans developed by the various Buddhist sects for the purpose of combating Youkai. These Purification Talisman can fly through the air like birds, homing in on their targets, and unleashing a blast of purifying energy. Like the Fireworks, you receive 100 Purification Talisman that replenish weekly.

Small Manor (-200 cp) - A small yet still respectfully sized manor meant for a samurai. It is a normal house by any metric, or at least that's what it seems on the surface. In reality, this Small Manor possesses a slight irregularity that is often overlooked by visitors. The inhabitants of this house are `hidden` from all outsiders, ensuring that a Youkai will never be discovered by visitors unless they deliberately reveal their true nature to them. This effect also blocks supernatural senses and other tricks being used to pry into the residents' secrets.

Lost Divine Treasure (-400 cp) - Some time ago, a mischievous little oni stole the sacred artifacts of the Seven Gods of Fortune as a prank. Unfortunately, these treasures were soon misplaced, inadvertently sending all seven treasures off the edge of Heaven and into the human world below. Each treasure possesses tremendous power corresponding to their original owners, if they fall into the wrong hands chaos will ensue. Purchasing this Item will give you a copy of one of seven treasures, should you desire this Item can be purchased up to seven times.

Divine Treasures:
Ebisu's Fishing Pole - This seemingly innocuous fishing pole was once in the possession of the god Ebisu. Representing the concept of `Abundance`, this fishing pool multiplies the yield of any activity pertaining to the gathering resources. This can range from actually fishing to mining rare earth metals, as long as it is an act of harvesting a resource this fishing pole's power is in effect.

Daikokuten's Lucky Mallet - This wooden mallet belongs to the god Daikokuten. Its power is that of inducing `Growth` in whatever it has been used on. This mallet can be used to speed up a natural process such as turning seeds into readily harvestable crops, temporarily aging a child to an adult, or even personal might if applied correctly.

Bishamonten's Trident - A sacred trident or spear depending on the depiction, belonging to the warrior god Bishamonten it is the only actual weapon of the seven treasures. It facilitates `Protection` via crushing all opposition with overwhelming might. Whoever wields this weapon shall reign undefeated on the battlefield as an avatar of the war god.

Benzaiten's Biwa - A biwa which belongs to the goddess Benzaiten, the quality of the sound it produces is unrivaled in the world of music. In relation to Benzaiten's domain of `Fortune`, the primary usage of this instrument is to assist in divination and fortune telling. The flow of good and bad luck that determines outcomes can now be directed as the user desires. While playing music with this instrument, its user is able to greatly improve the accuracy of their predictions.

Jurōjin's Elixir - A gourd full of divine wine created by the god Jurōjin, it is an elixir that can bestow upon those who drink it a portion of the `Wisdom` of its creator. Once a Taoist Sage, Jurōjin used his great knowledge to ascend to godhood through alchemy. Drinking from the gourd will bestow different boons depending on the drinker, be it the power needed to overcome natural enemies or improved skill in a field that is important to you.

Budai's Bag - This cloth bag is the personal possession of the god Budai. Known as the "Laughing Buddha," Budai is said to be a philanthropist, readily sharing the contents of his bag with those in need. It acts as a symbol of `Prosperity`, letting its owner store and dispense their belongings as needed. Furthermore, taking out an item from this bag will not deplete its contents; instead, it creates a perfectly identical duplicate of the item selected. Once inside the bag, there is no way for an item to be stolen, as only its user can access its contents. Ironically, there was originally no protection in place for taking the bag itself, but that has since been addressed.

Fukurokuju's Peach - One of the peaches owned by Fukurokuju, it is another example of magical fruit commonly found in mythology that are said to grant immortality to those who eat it. Fukurokuju is said to be a god of `Longevity` so it is within reason for a peach belonging to him to bestow it to others. The peach's value lies in its ability to cure all illnesses, poisons, and curses, conferring longevity by eliminating potential causes of death. As stated by Fukurokuju himself, don't worry about eating the peach as there will be others, just remember to keep the seed so you can grow a peach tree of your own.



Youkai:

Ambitious Fools (-100 cp) - The foolishness of humanity is often showcased in stories, never quite learning from their mistakes or from past examples. It is simply inevitable that you would find someone easy to manipulate if you've taken the time to look. This Item finds several such fools in any command structure you wish to make use of, giving you actors on the inside blissfully unaware who is the true master in the relationship. These men and women are ineffective and harmless unless you decide to make use of them, being far less capable than what they think they are. They are short sighted and complacent as well, just a few minor favors is enough to keep them occupied for the most part.

An Oni's Club (-200 cp) - An oni's club is an iconic armament that is practically inseparable in their various depictions in media. The same goes with a tengu's fan or a dragon's pearl, what this Item provides is an iconic weapon or tool that is synonymous with you. Whatever this Item takes the shape of is something that you have the most affinity with. Should you change so will this Item, in a way it's like having a new body part, as the Item will change to become the most optimal tool it can in the given situation. This Item is highly durable requiring forces far beyond what is possible for most Youkai to exert to break, in fact this Item will become more durable proportionally to your own physical might.

A sip of Divine Elixir (-400 cp) - A sip of Divine Elixir is all it takes for a young Nekomata to overwhelm a user of a cursed sword that possesses an advantage against Nekomata. This precious elixir can remove the weaknesses inherent to a specific race of Youkai. For example, a Werewolf becoming immune to weapons of blessed silver or a demon resisting holy scriptures. Additionally, after being consumed the elixir will enhance the user's supernatural abilities multiplicatively. However, overconsumption of the elixir is dangerous without a philosophical turn of mind. The drinker is liable to become consumed by the power they now possess, becoming little more than a vengeful spirit. It is recommended to only partake in the elixir once a month, and only a small sip at a time. This Item comes in a gourd that will refill once every ten years.

Companions:

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

Recruit a Local (-100 cp) - If you want to invite one of your new friends here to join you, just pay 100 cp each to recruit them as a companion.

Drawback: (Max: +1,200 CP)

A Miserable Death (+0 cp) - There are hundreds of ways a person can meet their end. However, the kind of death needed to create a Restless Spirit has one thing in common. Miserable deaths that invoke negative emotions strong enough to be carried into the afterlife. Shortly after you arrive in this land, circumstances outside your control will conspire to give you a tragic and pitiful death. It could be that you are betrayed by an ally or simply contract a fatal illness, either way you will meet your end in a suitable fashion.
[Mandatory Drawback for Restless Spirits]

Crossing the Sea (+100 cp) - A duration of ten years is too short, it is simply not enough for you when there is still so much left in this world to explore. Japan in the end is just a small portion of a wider world. Kisuke had traveled the entire Euro-Asia continent and even crossed the sea to reach the Americas before returning to Japan in his epilogue. And wherever he went there were supernatural creatures and powerful enemies to test his strength. Increase the duration of the Jump by ten years. This Drawback can be taken as many times as you wish, in order to fully experience this world's wonders.

Wandering Chef (+100 cp) - What is better than being able to eat good food? Being able to make it for yourself so that you can eat it whenever you want of course! You will now have to scour the land for recipes of all the local cuisine. Scattered throughout the land are cooking manuals that are said to contain

these recipes, or alternatively learn them the old fashion way with trial and error.

Nature Tour of Japan (+100 cp) - Japan is famous for its natural beauty, so it would be a shame to not see the sights while you are here. In every province, there exists many beautiful places, but few know of the hidden hot springs located in each of the provinces. Your mission is to locate all of these hotsprings before the end of the Jump. Hint: Follow the monkeys!

Rampant Lawlessness (+100 cp) - Despite the fact that it is supposed to be a time of peace there sure are a lot of bandits. Every 1-3 months expect to be attacked by a band of ronin. This will continue till the end of the Jump. While not individually threatening their skills will improve with time making it unwise to leave them wandering freely.

Mandated By Law (+100 cp) - One of the edicts issued by the Tokugawa Tsunayoshi was the animal protection laws that prohibited people from killing and mistreating animals. While seemingly innocuous at first, this law had severe punishments awaiting any those who violated it. Furthermore, even the animals have taken notice of the protection from harm, making them far more bold towards Humans. You are now bound by these laws making it impossible to intentionally harm an animal.

Priestly Obstruction (+100 cp) - It seems like you've been caught in the crossfire of Kisuke and Momohime's antagonism of the priests. Somehow you've also been included into the barrier's "keep out" list without anyone noticing. As a result your ability to travel between provinces has been severely limited. Until Kisuke or Momohime is able to destroy the barriers, you will be trapped inside your starting province. Alternatively, you can destroy these barriers yourself, but doing so will turn the monks against you for the foreseeable future.

Grudges of the Defeated (+200 cp) - Those that fall in battle are often the type to return as vengeful spirits should no purifications take place afterwards. Someone should have probably told you that beforehand, because now there is an entire army of vengeful spirits made up of the enemies you've killed during your stay here. Thankfully, death has significantly weakened these vengeful warriors, but if left alone they will regain their lost strength.

Jumpergiri Muramasa (+200 cp) - The battlefield is a place where life and death are determined through skill with the blade, and everyone can be cut down at the drop of a hat. Even you are no exception to this reality, as prior to your arrival, every bladed object in Japan has been converted into a cursed blade. To be exact, they are all cursed blades that have absorbed some of

your blood, giving them the ability to disregard any invulnerability-granting or durability enhancing perks in your repertoire.

“Just an old legend…” (+200 cp) - It's all just some old fairy tale, there are no such things as cursed swords or Youkai, any supernatural sighting is probably due to alcohol or a dream. Any time you attempt to prove the existence of the supernatural to the public, no one will actually believe your stories. Even if you are a Youkai and transform right in front of them they will just think it is a really elaborate costume. Even should you cause a huge incident, the vast majority of the populace will be content to remain blissfully unaware.
Fishing For Trouble (+200 cp) - At some point during your time here, events will conspire to place you in a one on one fight with the giant kraken living near the coast of Izu Province. This sea monster is a surprisingly capable combatant, making full use of its eight limbs and the environment to keep its prey from being able to make full use of their strengths. Should it manage to capsize your boat or drag you underwater, death is nearly guaranteed.

Twisted Fortune (+300 cp) - Lady Luck is on your side, but unfortunately for everyone else she is a yandere… This means that you will be able to survive any battle and are guaranteed to make it all the way to the end of the Jump. However, for every time you need to be bailed out by a miraculous turn of events, a proportionate misfortune will befall unto those closest to your heart. So if you were originally going to be slain by some wandering ronin,

someone you love will encounter them instead. Should you enter battle underprepared you may emerge victorious, but the lives of your loved ones will be twisted into a tragedy in the future.

Ninja Night Parade (+300 cp) - The hidden daggers and poisoned blades lurking in the dark have been stirred into action. There is a bounty on your head that has every ninja village in Japan leaping into the fray in order to collect it. Each month, a small army of assassins will attempt to take your head. Even if you manage to slay each and every single one of them, a new ninja village will be contracted to slay you instead. Furthermore, these ninjas are not opposed to working together despite being from separate organizations. These are highly trained assassins, they will be watching your every move, studying and adapting their approach to account for abilities and skill you might have. A select few have even dabbled into forbidden magics and heretical arts, adding to their already expansive arsenal.

The Actual Night Parade (+300 cp) - It seems that the people of Japan have been underestimating the sheer number of Youkai hiding in their midst. Every night once the sun has set, a hoard of inhuman creatures begin their newest game. Each night a small group of Youkai will attempt to hunt and eat you, usually these are just a band of small oni or a pack of beast craving human flesh. However, once a month there is a chance for stronger Youkai to

join in the hunt. To survive the Night Parade you must become strong enough to slay a hundred demons!

Hell's Revolution (+400 cp) - Being in Hell is rough and not just for the sinners being tortured. Ever since that lunatic wearing a pink kimono decided to break in and massacred most of the oni, the worker shortage can not be mitigated any longer. Each year more and more sinners arrive in Hell, but there are just not enough torturer demons available to administer punishment. That's where you need to step in! You have been tasked with improving the working conditions of the torturer demons using any method you choose. This can range from lowering the amount of sinners arriving in Hell or some kind of means of addressing the worker shortage. Even if the way you chose to help doesn't immediately fix the situation, as long as it will eventually improve Hell's working conditions it is counted as valid.

Heaven's Gates (+400 cp) - The gods are said to live separately from the rest of the world in a heavenly realm known as Takamagahara. However, it is not impossible for humans and Youkai to reach that place. Scattered throughout Japan, there are hidden entrances that allow mortals to enter Takamagahara. Prove your strength by invading Takamagahara in order to do battle with the gods! Of course it goes without saying that this is a foolish act of self destruction, but if you are lucky the gods might decide to spare you if you manage to impress them.

Absolute Pandemonium (+600 cp) - In the depths of Hell, the ghost of Muramasa had nothing else to do but forge demonic swords. Forging, forging, forging, he endlessly repeated the task of creating blades to the point that Hell itself could not contain them. Throughout Japan, cursed blades seemingly appeared out of thin air, with the number growing every passing day. These blades possess an inherent malice, slowly driving those who find them to madness, causing chaos and tragedy to spread like wildfire. The Oboro Style is the only surefire method of safely handling the cursed blades created by Muramasa; however, the number of individuals capable of using it can be counted on one hand. Years prior to the start of the Jump, a man named Jinkuro Izuna killed his teacher and fellow pupils, making him the only living user of the Oboro Style at the time. Taking this Drawback will alter the events of that incident, allowing a few students to escape Jinkuro's blade unscathed. However, this will lead to the proliferation of an incomplete version of the Oboro Style throughout Japan. This incomplete Oboro Style does not possess the power of the original, nor does it give its users complete immunity to the mental corruption caused by using demon blades. Now armed with cursed blades, the users of the incomplete Oboro Style are a force that cannot be suppressed by conventional weaponry. Moreover, these cursed blades have the tendency of triggering large scale conflicts between groups. The



countryside of Japan has become a warzone as maddened swordsmen seek to test their blades on anyone they happen to encounter. If left alone the unfolding events will spiral into a large-scale incident of catastrophic consequences to the nation. Your task is to defeat all of these maddened swordsmen and collect their cursed blades.

DLC Scenarios: These extra scenarios will allow you to participate in the storylines that were introduced in the DLC of the remake version of the game on PlayStation Vita. Depending on the scenario the moment you arrive in this Jump will be altered, as some of the DLC scenarios take place before the events of the main story.

*The CP gained here does not contribute to the Drawback CP limit.

Demon Cat (+300 CP) - This scenario follows the tale of Miike, a newly born Nekomata who aims to hunt down those responsible for her owner's murder and exact vengeance upon those who participated in the downfall of the Inukai Clan. Depending on if you are a Human or a Youkai, the role you will play in this scenario will heavily change. Regardless, unless you decide to intervene Miike's quest for vengeance will eventually attract the attention of a wandering demonslayer named Jinkuro and the following conflict will set into motion the events of the main story. This scenario will make your time of arrival five years earlier than the events of the main story.

Revolution (+300 CP) - This scenario follows the impoverished farmer Gonbe and his comrades, as they attempt to aid their village which suffers from harsh taxation and drought. The corrupt governor is unreceptive of their pleas for aid, leading Gonbe and his friends to consider taking drastic action. This will soon lead to Gonbe and his crew being quickly arrested and executed. While they do manage to get a second chance after pleading with Lord Enma. This rebellion could have been avoided if aid was properly given to the village. This scenario will make your time of arrival five years earlier than the events of the main story.

White Serpent (+300 CP) - This scenario follows the final week of the Ninja Arashimaru's life. Having learned of the truth of his heritage, Arashimaru decides to turn against the ninja clan that raised him in order to exact revenge on those who wronged him. However, he inadvertently angers a goddess who takes the shape of a white serpent, receiving a curse that will kill him after seven days have passed. Now on a time limit, Arashimaru has thrown all caution to the wind in an effort to fulfill his self-imposed mission no matter the cost. This scenario will make your time of arrival ten years earlier than the events of the main story.

Wild Child (+300 CP) - This scenario follows the complicated love life of ex-monk Seikichi and the demon child Enen Rajyaki. Having accidentally proposed to the young demon, Seikichi's life has turned into a bizarre romantic comedy all of a sudden. Enen Rajyaki is the youngest daughter of Lord Enma the ruler of Hell, but due to past mischief has been banished. Many years prior, to show off to her friend Raijin, Rajyaki "borrowed" the Sacred Treasures of the Seven Gods of Fortune. However, they were accidentally scattered throughout Japan when she tripped on a cloud. Now Seikichi and Rajyaki must travel the country searching for the lost treasures and defeating any Youkai "suitors" Seikichi keeps finding along the way!



End of Jump Options:

Going Back Home: After a long journey it isn't unreasonable for you to wish to return to your original home. Choosing this will return you to your home world while also retaining any perks and abilities you've acquired through your travels.

The End of the Story: Something within this world has convinced you that staying in this world is more important than anything else. Choose this to stay with the friends and family you've gained during your stay here.

The Story Continues: The world is more than just a small island nation, there are countless foreign nations beyond the ocean and unknown creatures prowling the fringes of society. Beyond that are whole new worlds, each containing their own stories and adventures. A single world cannot hope to satisfy your desire for adventure.

Notes:

List of Provinces:

Hida Province, Iga Province, Ise Province, Izu Province, Kai Province, Mikawa Province, Mino Province, Musashi Province, Omi Province, Owari Province, Totomi Province, Sagami Province, Shinano Province, Suruga Province, Yamato Province, Yamashiro Province

Special thanks to Vanillaware for creating this amazing game.