

SEKIRO SHADOWS DIE TWICE

By Firriga

It is the Sengoku Era, Japan. A time of social chaos in the midst of constant civil wars. In one of many places where war had ravaged, the Lands of Ashina had only recently seen the end of a rebellion. Sword Saint Ashina Isshin had reclaimed the Northern Region. During that time, he had adopted a grandson, while the Owl had adopted his own.

Years have passed. Isshin retired while his adopted grandson, Genichiro took over. He began a war with the Interior Ministry by kidnapping the adopted son of Hirata, the prime minister, Kuro, the Divine Heir in order to harness the secrets of immortality that lies within his bloodline. Kuro also had a vassal, coincidentally, the son of Owl, Wolf. Wolf's attempt to save the Divine Heir ended with him stabbed in the back by an unknown assailant. He would revive with no recollection of that night, imprisoned.

At the same time, the strange experiments in Senpo Temple have come to a head as red-eyed infested undead husks roam the lands, unable to die. The Interior Ministry prepare for another siege at Ashina Castle with the help of a traitorous ninja.

A young doctor visits the prison in the reservoir to help a caged Wolf make his way back to his lord and set things into motion.

You find yourself in these cold lands with a heavy loneliness hanging in the air. You start with 1000 CP, unless you have taken the Gauntlet scenario, in which case you would have needed to take the Only A Shadow Now and Shadows Die Twice drawbacks so you start with 600 CP instead.

Your age and gender do not matter so it's up to you.

Locations

Roll 1d6 or pay 100 CP to be able to choose your location. Taking any scenarios aside from Gauntlet and Boss Rush will override your location. If you're planning to take any scenario, ignore this section.

1. Ashina Outskirts

The outer grounds that surround Ashina Castle. It is protected by various soldiers and the gate leading up to the castle is protected Gyoubo Oniwa, the demon. Be wary of the valley nearby as it's said a giant serpent lives there.

2. Dilapidated Temple

A worn temple, but not abandoned. Here one could find a sculpture endlessly carving the image of a twisted buddhas and for time, a young doctor awaiting the return of a Wolf.

3. Abandoned Dungeon

Here one can find the dark secrets of the Ashina clan and their attempts to achieve immortality through abhorrent means. It is a concentrated pit of agony that restless spirits wander the caverns. One can perhaps find a questionable surgeon in need of assistance with his experiments.

4. Senpou Temple

The monks of the Senpo Temple have abandoned the ways of Buddha and have thus cast themselves from the road to enlightenment. They greedily protect their godless secrets from all would-be intruders. If one could truly achieve enlightenment, they might find themselves in the hall where a lonely child guards a tool to sever immortality.

5. Sunken Valley

This corroded valley with a bottom that is a pit of poison is guarded by an all-woman clan of disfigured eagle-eyed snipers. At the bottom of the valley, one can find monkeys clumsily wielding blades and rifles, but not all are clumsy foes. There is said to be another serpent that haunts this valley, along with a giant sword-toting ape at the bottom and his mate.

6. Free Choice

You may choose to appear in any location within Ashina, not just the ones listed here, so you may go to the Hirata Estate, Mibu Village, or the Fountainhead Palace.

Origins

Origins provide 50% discount on their respective perks and items with the corresponding 100 CP choices being free.

Drop-In

You are a stranger to Ashina. A wandering soul with no road behind them and an endless journey ahead with nothing but the wind as a guide. You have no memories or connections, and perhaps that is for the best. All memories have burned in the fires of the rebellions, and all connection have been buried.

Samurai

That is what you would be if you had a master to serve, but if you choose otherwise, you can instead be a Ronin who has recently lost their master during the civil war. Samurai are warriors of honor. Their place is the battlefield where their loyalty and skill are tested. You are characterized by an honor-bound attitude and a strict code to maintain that honor.

Ninja

If the samurai could be said as the warriors of the battlefields, then ninjas are the warriors of politics. Whether you are a shinobi or kunoichi, infiltration, subterfuge, espionage, and of course, assassination are all the trades of a ninja. Unlike the samurai who have the choice to go without a master, a ninja only ever works under a commander, otherwise they're but thieves in the night. You are strictly loyal to your master and would rather kill yourself before you betray them... unless there's an incentive to change sides? A disloyal ninja is unheard of...

Divine Blood – 500 CP

You have been cursed, but others might see it as a blessing. You are from a now extinct lineage who carry the Dragon's Heritage, although there might be one other still alive. Not only are you immortal, but you can also bestow this immortality on to others. You cannot be killed conventionally, unless by an immortal-killing method. Many would wish to seek you out if they knew you existed.

Shura – 300 CP

You are something special, are you not? When aged and seasoned warriors look you in the eye, they see a burning fire, threatening to consume. Within you is the natural born instincts for battle, the waving tides of regret, and the will to overcome all. You are a Shura, a demon who haunts the battlefields for nothing more than for the sake of the fight. As you continue to surmount challenges and defeat formidable opponents, you will grow ever stronger. Perhaps you're a mercenary, perhaps you're a ronin, perhaps you are a nobody who pilfered your blade from a corpse. No matter. The only thing that matters is the fight and the fight will shape you.

Perks

Drop-In

The Perfect Contractor – 100 CP

With no history and no ties, you would make the perfect expendable asset and many of the more cooperative factions in Ashina, as well as the folks in need, seem to take notice. In addition to having an easier time finding people willing to give you a job, you find that after completing a job, you seem to leave no trace unless you want to. Nothing leads back to you and nothings lead back to your employer. Everyone can walk away with their pockets a bit heavier.

Supernatural Litter – 200 CP

What is this smoke bomb doing here? Why are there medicinal herbs hanging off a cliff? What are these firecrackers doing in this person's chest cavity? Not only do you have a sixth sense on knowing which items are useful to you (and how to use them), but as well as where they are in your general vicinity, they also seem to appear more frequently and randomly.

Mob Network – 400 CP

You start to notice these... peculiar characters haunting the battlefields with their gloomy tents and sickly yellow lanterns. When you speak to them, you find that they're merchants here to honor the dead. They offer you a deal that you accept. If you invest in them, you will get returns in the form of either useful items or useful knowledge. You can also trade with them. They deal in material products and information. You can find these "Mob Merchants" anywhere where great conflict is found. It doesn't even need to be physical conflicts like battlefields. It could be political battles like a royal court, or more mundane ones such as tournaments. Their stock isn't restricted to depending on where they are. Their stock is universal and even if you find something that isn't useful now, you'll have a need for it in the future. If you want to find these merchants in more not-medieval settings, keep an eye out for vendors, or people in corners or alleyways with... a noticeable congregation of crows.

Unseen Aid – 600 CP

Someone is watching over you, Jumper. It could be anyone really. The more people that see you as friends or allies, the more likely you will find help from nowhere. Perhaps you find yourself in a corner and suddenly an arrow flies and hits the enemy right between the eyes, giving you a good enough break to turn the tides. Perhaps one day you're face first onto the floor passing out from your wounds or being black out drunk, but then you wake up back in a safe place with your wounds dressed and tended to. Perhaps a dealing with bureaucracy might end up with you being taken away to never be seen again, but then they tell you that your papers are all in order.

Whenever you find yourself in a difficult situation, there is a chance someone will eventually bail you out, and you'll never see who it is. The chance bonus is accumulative across Jumps, so the more people you have positive relationships with in total in your Jumpchain, the higher the chance you'll receive Unseen Aid.

Samurai

Ashina Arts – 100 CP

You are trained in the ways of the sword. Perhaps not in the Ashina school, but none the less, you were trained in a similar principle where with the clash of blades is less of a clash but more the dancing of a carp. You were taught to replicate the movement of fountainheads and incorporate the mannerisms of rivers and waves into your swordplay. The end result is a free-flowing style of swordsmanship that can easily change from attack to defense to counterattack seamlessly like the constant uninterrupted flow of water. This also affords you training in archery. When paired with Shadow Style, you effectively become a master swordsman who can augment their swordsmanship with the ninja's knowledge of balance and windows of opportunity. So long as you have a blade in hand in close combat, it's difficult for any weapon to reach you and it's equally difficult to defend against you.

Samurai Die More Than Once – 200 CP

Your determination has seen you through the worst of the Sengoku Era. During times where your death was assured, yet somehow you survived when lesser men would have died. It seems no matter how much you're cut, stabbed, shot, or burned, you'll survive again. Once per day, you can survive an otherwise fatal strike. Even if it was a clear stab through the heart, you will somehow miraculously live and even in situations where the enemy should have done nothing else but decapitate you, they instead opt for stabbing you through the chest.

You can purchase this perk multiple times, up to three.

Way of Tomoe – 400 CP

You have discovered the secret to the power of lightning itself. Should you find yourself in situations where lighting or electricity are involved, you'll know exactly how to catch it through your blade and release it as an attack. So long as you are not touching the ground, the lightning will flow harmlessly through you. Not even a lightning strike from a god could deter you so long as you exercise this technique.

Sword Saint – 600 CP

Ashina Isshin had retaken this realm for the sake of his family and for the sake of the land. It wasn't all simply for the sake of the fight, even if he enjoyed it immensely. But as the years waned, Isshin had grown old, like any human. When he finally retired his blade to allow his grandson to take over, a new sword saint has emerged, and that saint was you. You are this generation's newest sword saint. You have ridden across the lands, conquered the battlefield, and left behind no one but the slain. A testament to your swordsmanship said to be divinely gifted. Perhaps you even rode with Isshin himself, or was mentored by him, but regardless, you are now unparalleled under the heavens with no equal except for Isshin in his prime, or another sword saint.

Ninja

Night Eye – 100 CP

Training in this world is not as simple as repetition or ingraining habits. There are many forms of training that have mystical means to them, often imparting supernatural effects to the practitioner. One of these supernatural effects is the ninja's Night Eye. Just by being in the dark, you'll be able to see up to 1 meter as if in bright light. You will also be able to distinguish silhouettes in the dark beyond the 1-meter limit. Your eyes will glow when Night Eye is active. As a bonus, this will increase your awareness of things that are hidden. Things like a disguised ninja or a fake wall can appear obvious to you.

Ninjutsu & Tools– 200 CP

But there are also more directly supernatural, even borderline magical, techniques that are taught as well, this being the three main ninjutsu which you have mastered. Bloodsmoke allows you to scatter your victim's blood and turn it into a heavy red smoke; perfect for a quick escape or a confusion to take advantage of. Puppeteer allows you take control of your victims just as they die but their spirit has yet to abandon their bodies. They will treat you as an ally and help you in any way possible so long as you maintain concentration. Bestowal allows you to wreath your weapon in the blood of your victim, increasing its reach up to triple the length of the weapon. The blood itself is only as sharp as the weapon it was bestowed upon. In addition, you are now the master of any and all tools of the ninjas, which include the unorthodox tools of the shinobi prosthetic arm.

Shadow Style – 400 CP

There was a shinobi who once asked, "Why do we need to know swordsmanship if we'll never fight anyone directly?" That shinobi is now dead. It was a violent one. While not as potent as the Ashina school of swordsmanship, the Shadow Style of the ninja serves them well whenever a ninja must directly confront a foe. It primarily focuses on unbalancing the enemy and breaking through their guard, usually by parrying and countering their attacks. Because of this, it could be seen as a primarily defensive combat style intended more for duels rather than war. You are now the master of such a style, able to ascertain the weaknesses of your foe's stance and how to best exploit it by creating window of opportunities for "Deathblows". Deathblows are the decisive single strike that put an end to your opponent.

Yurei – 600 CP

The greatest ninja who ever lived is the one nobody knew existed. Your footsteps sound like dripping water. The way you cut through the air as you move swiftly sounds like the gentle wind. You can even ride the edge of a person's peripherals and they would never notice you were there, as if you erased your presence entirely. It's as if you were truly a ghost, appearing and disappearing without a trace. If you have the Shadow Style perk, it has been enhanced. It's now practically impossible for your opponents to read your intentions and predict your strikes, catching them by surprise and making it easier to create an opportunity for a Deathblow.

Divine Blood

Dragon's Heritage – Free & Mandatory for Divine Blood, 1000 CP for everyone else, cannot be taken with The Rejuvenating Waters

Although, the immortality does come at a cost. In order to facilitate your immortality, you passively draw life energy from others, keeping you at your prime and instantly heal any wound that would be inflicted upon you. This only happens in small amounts so the signs of missing life energy, known as Dragonrot, will only show during old age. A single fatal wound will be healed instantly. But if you happen to receive a second fatal wound on the same day or lose a limb or an organ? You must draw in large amounts of life energy all those around in the range of a large city, thus it will share the burden with all living things, but it will still draw strongly from those who are nearby you quickly inflicting the rot. You can even share this blood with others, giving them a mark of stagnation, which appears to turn a part of their skin ashen-colored and turn a streak of their hair grey. But now, they are immortal much like you, while they can't heal instantly like you, they can instantly heal a fatal wound using their own life force, but should they die once more after, they will draw upon the life force around them much like you and spread the Dragonrot.

Dragon Touched – 100 CP

You radiate an aura of royalty. Your poise is flawless and your steps are graceful. Some say certain warriors exude auras much like a dragon, commanding respect, but that is in terms of strength. You exude aura much like a dragon's but that is through wisdom and charisma. People will look upon you as if you are divinely touched, and depending on how you approach it, perhaps even worship you.

Senpo Arts – 200 CP

It's a dichotomy for the peaceful Buddhist to take up arms and martial arts, but it's said that training one's body is but another means to reach enlightenment. You gain years' worth of martial training in the monks' school of martial arts. You're not quite a master, but you're an expert with your hands, feet, and polearms. In addition, your martial arts, not just the ones learned here, have gained a supernatural quality to them. Your martial arts now have the ability to interact with the incorporeal forms of spirits, in addition to a weak exorcising effect.

Divine Lightning – 400 CP

You gain the ability to summon the storm's wrath. Much like the dragon that inhabits the sakura tree, summoning this power fills the sky with clouds that bend to your whim with lightning ravaging the area like raindrops. In addition, your lightning is that of divine quality, much stronger than what would appear naturally. You can summon enough electric energy to power an entire city for a day with effort.

Okami – 600 CP

You gain an alt-form that resembles that of the dragon of the sakura tree. When you change into this form, rain clouds gather above as heavy mist settles on the ground. While in this form, you

can conjure and manipulate vegetation. You can also summon lightning from the rain clouds by using the vegetation as pseudo-lightning rods. If you have the Divine Lightning perk, you can just summon the lightning outright but using the vegetation will create a compounding effect that increases your lightning's strength by many folds. Additionally, your breath is a powerful jet of water that can cut through steel. You can also breathe a jet of steam instead. While it doesn't cut like the water, it's larger width and inflicts tremendous knockback that can tear down fortress walls.

Shura

The Rejuvenating Waters – Free & Optional for Shura, 600 CP for everyone else, cannot be taken with Dragon's Heritage

There is said to be cursed waters in Ashina. They taste no different from normal waters and look no different. Some say these waters come from Senpo Temple, from the "strange rituals" that they began conducting there. You drank of such water and died out in the battlefield, but then awoke one day. Your wound is still there, it healed somewhat but turned it an ugly scar. It even still looks infected, but all you feel is a soreness from it. In fact, your sensation of pain is dulled. You did not become immortal; well, in a sense you did. You have become a form of undead with permanent red glowing eyes (which you can toggle after the Jump), cursed by the centipede that is now hosted in your stomach, which also eliminates your need for water, food, and sleep. In order to restore your body, you would need to drink more of the Rejuvenating Waters, but the more you do, the more you feel your mind literally rotting away and the centipede within you grows bigger and seems to have more influence over your actions. When you start a new Jump, the centipede will return to the size of a maggot. Know that if your body has rot enough and the centipede grows enough to completely take over your body, your chain will not end, but if the centipede dies, you shall die too which WILL result in your chain ending. As an added bonus, since you are now undead, your physical abilities are no longer capped by mortal limitations. You can go well beyond your physical limit, which will result in your muscles shredding and your bones breaking, but your sensation of pain is dulled so you might not notice at first.

Eyes of Fire – 100 CP

Your eyes say much, about who you are and what your intent is. Looking into your eyes gives others a sense of pressure, as if you're trying to force them to kneel with your spirit alone. This has a direct relationship with your willpower. The greater your willpower, the stronger this effect is. You could even win fights without drawing your blade by convincing your opponent to submit.

Prayer of Nature – 200 CP

You notice these Buddhist sculptures here and there that burn a blue fire that's warm to touch, often times whenever you find a new place or area. When you make camp and rest by them, you find that you feel fully rested, even if you only had a 10-minute nap. Your health is fully restored, any sickness is eliminated, and your wounds have healed. Unfortunately, it can't do

anything for curses or scars. If you have some means of immortality or ability to escape death, next time you wake up, you will find yourself next to these sculptures.

Way of Wrath – 400 CP

Your combat style is ferocious. There's no discipline or technique. The way you treat your weapon is no different from one who would treat a stick or a blunt weapon. This is for good reason, especially if you have no experience with true swordsmanship in the first place. Your instincts have been greatly supplemented through your experience. Most of what you do is unconscious and even if you make mistakes, you find that you unconsciously fixed it for the next time. Even during the heat of battle, your opponents who had the upper hand will slowly find that you're getting better and better at overcoming them.

Demon of the Third Realm – 600 CP

You gain an alt-form that is the true embodiment of hate. You take in all of the wrath of people around you concentrating it into your vessel to mutate into a violent demon of fire, often an animal of some kind that is closely associated with you. While in this form, wounds that would be fatal to mortals will not be to you, you can conjure and manipulate fire, as well as receive a large boost to your physical abilities. Be warned, while in this alt-form, you are assaulted by the wrath of hundreds and thousands of people threatening to waste away your mind. If you stay in this form for too long, you may lose control and nothing besides death or at least near death to return you to your senses.

Items

Drop-In

Shikomizue – 100 CP

A sword disguised as a cane, or perhaps some other form of hidden blade. It's unbreakable and immune to rust. People assume the worst of strangers, and in this case, they rightly have cause for suspicion if you ever surprise someone with this.

Fistful of Ash – 100 CP

A pouch that seems to contain an infinite amount of ash. It could be used to distract a foe or to create a smokescreen.

Bursting Coin Purse – 200 CP, first purchase is free for Drop-In

A coin purse that is somehow not tearing open from how filled it is. It contains exactly 10,000 Sen, the currency of Ashina. It's enough Sen to allow you to buy a respectable mansion within the wealthy district of a rich city and still allow you to live comfortably for a few years. Due to the way the world of this Jump is, it almost seems comical how pointless this money may turn out to be, so as a bonus, whenever you go into another Jump, the Sen will convert to whatever the common currency of that world allowing you to perform what was described previously.

Prayer Necklace – 400 CP

A bandolier of blue crystal-like prayer beads. When worn, you feel healthier, and even sturdier. Even if someone were to toss a bull at you, you would somehow be able to catch it and remain standing even if you don't actually have the strength to carry it. Additionally, while wearing the necklace, you will be immune to illnesses and your stamina is increased by two folds.

Mibu Pilgrimage Balloon – 600 CP

Once a week, you will receive a multi-colored balloon with glowing water in it. It was made for the Dragonspring pilgrimage to hope for a healthy upbringing. When you clasp your hands to pop the balloon in prayer, you will feel much luckier for the rest of the day. In fact, in situations where someone would suddenly stumble upon a coin fallen on the ground, you would instead find an entire chest full of valuable treasures.

Samurai

Nodachi & Greatbow – 100 CP

A large blade with a long reach. Its weight makes it unwieldy for most warriors to use, but mastering it is well worth it. It's unbreakable and immune to rust as well. If a katana could be described as a fang, then a Nodachi would be the serrated claw. You also get a fairly large bow the size of yourself. Do not be fooled by its size, it can be used in close combat much like a short bow, if necessary, with deadly effect.

Ungo's Sugar – 200 CP

A blue candy produced by the Senpo monks provided to you in packs of 10 once a week. When taken, your stamina and durability are increased for 10 minutes. Attacks that would normally leave deep gashes would instead only leave behind small cuts. When sprinting for 1 km would leave you winded instead running 3 km would only just begin to tire you.

Snap Seed – 200 CP

Fumewort seeds that, when crushed, produces a loud snapping sound. Any who hear this sound will be able to dispel any illusion they're placed under. You will receive a pouch that replenishes at the end of the day.

Memories of Ashina – 400 CP

While not a physical item, you instead carry memetic replications of the combat data of Genichiro, Isshin and... curiously enough, a one Lady Tomoe. When sleeping, you can lucidly dream of fighting any one of these three individuals ranging easiest to hardest to fight respectively in order to sharpen your swordsmanship skills as well as the lightning redirection technique. For the sake of training, you will be stripped to only your Body Mod, but you're guaranteed to improve greatly after each session.

But, if that is not to your liking, you can also take this in the form of text scrolls of each character, detailing their philosophies, combat styles, and tactics.

Charm of Lightning – 600 CP

A palm-sized talisman with the character “雷” written on it. The back of it is adhesive. When you rub this talisman on your weapon, it will produce and channel lightning. While touching the talisman, you are immune to any and all electricity.

Ninja

Katana – 100 CP

The classic blade often carried by most swordsmen. Lightweight and easy to wield. It can even be used easily for assassination just as well as a tanto. The most balanced blade for ease of use and effectiveness. Unbreakable and immune to rust.

Shinobi Prosthetic – 200/400 CP

A wooden prosthetic fitted with all manners of tools from grappling hooks to shuriken to axes to poisoned blades to unbreakable umbrellas to even fans that can spirit people away, this arm is a veritable multi-tool perfect for any and all combat situations. The throwables seem to be produced infinitely. It can even store additional items (up to 5) in order to quickly pull them up for use. For an additional 200 CP (or 100 if discounted), all these tools will be upgraded to their maximum potential and effectiveness as well as their variations such as fire and azurite, and it can now store up to 10 additional items. If you don't want this item to replace your arm, you can instead turn it into a forearm-bound gauntlet.¹

This can be bought more than once for any additional arms that you have.

Gachiin's Sugar – 400 CP

A jade candy that's muted color makes it easy to overlook and it has a very soft flavor. After taking this candy, your presence and any noise you make will be severely reduced for next hour. You will receive a box of this candy in packs of six every day.

Memories of Shadows – 400 CP

Memories that contain the combat data of Lady Butterfly, the Owl, and the Young Wolf. Much like the Memory of Ashina, these are memetic recreations ranging from easiest to hardest that you can access in your sleep. These memories specifically train your versatility, adaptiveness, stealth, resourcefulness, and mastery of all your techniques and tools. These training memories range from easiest to hardest respectively and it also strips you to only your Body Mod, but you're guaranteed to improve greatly after each session.

But, if that is not to your liking, you can also take this in the form of text scrolls of each character, detailing their philosophies, combat styles, and tactics.

Healing Gourd – 600 CP

A miraculous gourd full of healing water. It seems to spring from the mystical seeds within. This gourd is constantly refilling so you can take as many sips from it as you want. Drinking from the gourd heals all your wounds and clears any sort of poison, curse, or similar afflictions from your body. On top of that, it makes you resistant to all those effects as well for a time.

Divine Blood

Divine Seed – 100 CP

This seed behaves strangely when planted. It seems to make the ground incredibly nutritious, which allows any sort of thing to be planted if the weather is compatible. The divine seed itself will grow into golden grass that will always regrow as long as you don't pluck them out. You can even cut the blades and replant them to further spread it. It takes a week for a handful of grass to grow and if you consume it, it will heal all wounds and cures you of any illness, although it takes quite a while to chew through unless you have some way of liquifying it for easier consumption.

Divine Confetti – 200 CP

A box filled with glowing purple confetti. It refills once a day. When spreading these confetti over you or someone else, they gain a divine glow that repels apparitions for the entire day. It will even bless their strikes, allowing them to inflict massive damage against the undead. The box has enough confetti for three uses.

Ceremonial Tanto – 200 CP

A dagger with a white blade and hilt. It has the name, "Devoted Soul" inscribed into it. This dagger was used to cut from one's own life force as an offering to the dragon. You can use this to cut from the life force of others to restore your resurrective power. Though this method is painful, it is not fatal, and it will not spread the dragonrot. You can even use this to share your own life force to heal others or restore their resurrective power should they share in your Dragon's Heritage.

Dragon's Blood Droplet – 400 CP

A shimmering pearly crystal tear. If you have the Dragon's Heritage or you were given the blood of someone who does, so long as this droplet is on your person, you will instantly heal upon being dealt a fatal blow. Once this happens, the crystal will turn grey and you're unable to benefit from its effect. The color will return to it in an hour. You can also use it to heal someone of the Dragonrot. Healing Dragonrot will not turn the crystal grey.

Petrified Lightning – 600 CP

A green crystalline branching sword made of fulgurite. This allows one to harness and manipulate the very wind, to call upon storms and tornados. You can use this sword to manipulate the various elements such as the wind, water, and electricity. With enough practice, you can even manipulate air pressure to create tornado storms.

Shura

Tachi & Wakizashi – 100 CP

Twin blades, one a long sword without a guard, and the other is a short sword. The way they appear is like the maw of a beast clamping down. While there is a more dignified dual sword style that is famous in history for its eccentric founder, these blades feel as if they're meant for a wilder wielder. They're unbreakable and immune to rust.

Bell Demon – 200 CP

A handheld bell that houses a malevolent spirit. When you ring the bell, those hostile to you around you will go into a berserker-like frenzy, although, whatever spoils, loot, or whatever other gains you would receive from them will increase in amount; roughly 20% rounded down.

Yashariku's Sugar – 400 CP

A crimson red candy that reminds you of blood from its color to its faint metallic taste. After taking this candy, you will be more prone to injury, but your strength will increase dramatically, up to five times. You receive a box of this candy in packs of six every day.

Gourd of Rejuvenating Waters – 600 CP

A gourd infinitely producing the immortalizing rejuvenating waters. You can use this to replenish yourself at the risk of feeding your immortal centipede, or you can share in your curse with others to make them immortal undead such as you.

Charm of Fire & Terror – 600 CP

Two talismans, one orange with the “炎” for flame, the other the “怖” for terror. When rubbing these talismans on to your weapons, you can imbue one with fire and the other with the ability to inflict terror into your enemies. The backside of these talismans is adhesive and so long as they are on your person, you will be immune to fire and fear.

Companions

Import Companions – 400 CP

It seems this world would rather you face your challenges alone, so you must pay a rather hefty price for importing your companions this time around. In positive news, this is a one-time purchase which will allow you to import up to 8 companions. They gain a free background which includes Divine Blood and Shura, as well as 500 CP.

Canon Companions Export

If you wish to export the canon characters within this world instead of making your own companions, you can export them through the companion options below if the following backgrounds apply to them. I.e., Wolf for A Faithful Shadow and Kuro or Divine Child for A Divine Charge. Drop-In is a catch-all in this case for those who do not fit into any other background.

A Faithful Shadow – 100 CP, Free for Divine Blood

An unquestionably loyal retainer has been assigned to you. They are either a shinobi or kunoichi around their early 30s. Seasoned and mechanical, they are exceptional even among their peers. You'll never notice but they're always watching over you. They have been indentured into this life since childhood so their social skills leave something to be desired. They have yet to grasp the concept of metaphors and similes so they often take everything literally. Although, if you would permit them free time, they will spend it writing poetry and, in one of the rare times they would smile, they would be ecstatic to show them to you. They're not very good if you're wondering. They have all the perks of the Ninja background except for Yurei. They wield a Katana and have a Shinobi Prosthetic, but whether that means they only have one arm or not is up to you.

A Divine Charge – 300 CP, Free for Ninja

A young adolescent ward has been entrusted to you. They have yet to fully grasp the significance of their heritage, yet they appear mature in surprising ways, and childish in surprising ways. Despite that, they seem to look to you for guidance often especially when it concerns their relationships with others relative to their important station. Housing them is a risk, as many would seek them out for their immortal blood, so it is up to you to protect them. They only have the first two perks from the Divine Blood background along with the Dragon's Heritage, but they also have the Divine Confetti and Dragon's Blood Droplet items.

An Endearing Rival – 200 CP, Free for Samurai

Through your time, you happened upon a wandering warrior. They looked battle worn with some still fresh cuts and bruises, as if they never had a chance to rest up to this point. Their eyes were like a blaze. They had no business being where they were, and the first thing they said to you was, "Fight me". Fight them you did, and the conclusion was only known to the two of you. Now they seem to follow around, demanding another match. They clearly have nothing better to do and without hobbies that doesn't involve violence. You even discovered that they were illiterate

when you were running errands. By the time you finally convinced them to start regularly bathing, (although, the condition was you had to be personally present each time. They seem to suffer severe hydrophobia if the water even reaches up to their shins) you two have become close. They have all the Shura perks except for Demon of the Third Realm, and The Rejuvenating Waters is optional. In terms of items, they have a Tachi & Wakizashi and a Yashariku's Sugar.

A Trustworthy Bodyguard – 100 CP, Free for Drop-In

One day, a vagabond prostrated themselves in front of you and begged for food. After sharing a meal, you managed to get them talking about how they reached the point of living off of strangers' kindness. Turns out, you were actually the first they begged food from. They are a disgraced retainer to a minor noble family who were exiled after an incident that involved their master. Despite that, they seem to still be in contact with their young master through secretly exchanged letters. The young master had urged them to lead a new life in service of different master. You can choose to be this new master, or you can encourage this warrior to live their new life of their own will. Regardless of your choice, it deeply moves them and they resolved to swear themselves to you in order to repay you for your benevolence. You can't question their loyalty, that's for sure. They have the first two perks from the Samurai background, as well as the Nodachi and Ungo's Sugar items.

A Reliable Confidant – 100 CP, Free for Shura

You happened upon a homely looking shrine, inside you find a young adult tending to the place. After chatting, you find out that they have been tending to the shrine by themselves ever since the monks stopped visiting. They even offered you to stay here but whether you choose to or not is up to you. As you get to know them, you find that they're quite mysterious with a cheeky personality, as well as an unexpected business savvy. They also keep their occupation a secret, but it's more to tease you rather than it's something that should be kept secret. They're often around to give advice, take care of your needs, and provide some basic medical aid if you need it. Should ever decide to abandon the shrine, they will follow you as they feel the need to look after you. They can surprisingly handle themselves well in a fight despite their unassuming appearance. They have all the perks from the Drop-In background except for Unseen Aid. They also have a Shikomizue and a Bursting Coin Purse.

Drawbacks

The Outsider - +100

Normally, you would have been glamoured a little in order to better fit the setting. People can get a sense that you're an outsider based on your mannerisms and attitude but would normally attribute it to being from a different clan or area. Now, you shall enter the world as a true foreigner, face and all, and the people can see it. I don't need to speak at length what it would mean to be a foreigner in Japan. The kindest people will treat you with wariness and suspicion, while the less kindly will likely kill you or worse. The only way to gain any allies is to prove your civility by action or words, but there will still be a sense of distance between you and the people of the land. Either way, you are an alien in unknown lands.

The Vile - +200

You truly have no friends in Ashina. If you are treated with caution and distrust, know that person is of a saintly (or cowardly) heart because everyone else will respond to you with hate and violence. Better abscond from civilization or any contact, because all you will find is steel aimed right at you. Even the wildlife seems to want to have a bite at you. No amount of self-affirmation or charisma perks will improve your image. So long as you resolve to remain to stay out of the lives of the people, your time in this Jump will be peaceful.

The Unforgiven - +200

"What have I done to deserve this?" You ask? Well, it must have been truly unforgivable as now the moment your presence is known to the lands of Ashina, you shall be hunted down with immense abhorrence. It seems even the factions have temporarily ceased hostilities with each other just to make sure your death is an absolute fact. Be wary of the open roads, the heavy shadows, and the foggy nights with no moon as mortal, immortal, and spirits alike can only rest knowing your blood has rusted upon their blades.

The One Armed One - +100

Ah, much look some shinobi, you have lost your arm at some point. If you are a race or have perks that would allow you more than two arms (or its equivalents: tendrils etc.) it will be disabled. You will and shall only have one biological arm for the duration of the Jump. This has left you in a precarious situation, but hopefully through sheer determination (or prosthetics), you can survive in this world.

The Armless One - +100

But what if you went further and ended up losing both? While there are some martial artists who have developed fighting styles centered completely around kicking, the lack of weight on both sides makes balancing your center of gravity at first daunting. Looks like you'll need a double order of those prosthetics.

The Enduring One - +300

Ho, ho? Endure, you say? Very well. You may still purchase (or receive for free) the Shinobi Prosthetics tool as well as its upgrades, but you shall only receive them at the end of your jump. For the entire duration of the Jump, you'll be unable to attach any prosthetics, manifest or use anything that would allow the dexterous manipulation of objects and tools aside from using your feet.

Like a Drunk Ape - +100

Oh my, it seems you have developed a penchant for spirits. You're very much an alcoholic who can't help but slake your tongue with the liquid. You can never say no to an offer of liquor, be it for free or for a price. Thankfully, you still have your sense of self-preservation so there won't be any "If you kill yourself, I'll give you sake," malarkey to end your chain.

Like an Addicted Ape - +200

Remember the last line from the previous drawback...? Now, it's debatable. You *need* to drink alcohol in order to live. In fact, it has completely replaced your need for water. So long as you have three liters of minimum 15% alcohol liquors every day, you'll live.

The Iron Code - +100 (+100 bonus if Shinobi or Samurai)

One, the parent is absolute. Two, the master is absolute. When you enter the Jump, you'll find your loyalties bound with two authorities, one is your biological parent (or paternal figure) of that world, the other is someone whom you have sworn an oath to. There are good reasons why you follow them, as you truly believe one is a parent to you and that the master has views and ideas that you believe in. Unfortunately, there will be times that you are ordered to do things that you disagree with, but they are more in the grey area, and they will sometimes quarrel with each other, resulting in you getting conflicting orders. If you betray or bring great shame to them, you will feel compelled to atone by shedding your intestines and ending your chain. Don't worry. Your masters will provide an assistant to sever your head in the latter situation so you may not die suffering. This suicide supersedes any form of regeneration or immortality.

The Branding Iron Code - +300 (+200 if Shinobi or Samurai)

Three, fear is absolute. Unlike the previous drawback, this time, your two masters will truly be people you despise to serve. They won't abuse you physically per se, but that's not to say what would happen to you mentally. They are completely opposite to you in terms of ideology and morality. Everything they order you to do, you are completely and utterly against, but you must follow through with it. If you fail them, they won't be so kind as to allow you to atone by your own hands. They will personally see your organs splattered against the tatami and that you will experience it for as long as possible. You will allow them too, as you are bound. Unlike the previous drawback, this won't end your chain immediately if you have a means of returning from death, but if they found out that you're capable of such a thing, they might only truly forgive after a few painful deaths, not necessarily with the organs shedding again.

A Steely Doll - +100 (+100 if Shura)

Unlike most drawbacks that completely disable your ability to feel empathy, this one simply lowers your levels for it while increasing your levels of pragmatism. Why help the destitute villager who can only offer words of gratitude when the rich noble will pay a generous amount for your aid? You'll see everything through the lens of a realist. It doesn't mean you can't help others; it just means there has to be sort of benefit. Perhaps it can better your reputation in the eyes of the locals so it makes your time in this Jump easier? Either way, "out of the goodness of your heart" is no longer an idea that you subscribe to for the duration of the Jump.

An Uncaring Creature - +200

Will you go farther? Then you shall be stripped of your empathy altogether and your malice will be increased instead. Now, if you can, anytime you reap any rewards, it will always be at the expense of others. You can't seem to find any satisfaction in hearing the clinking of coins unless it was by making others suffer.

A Malignant Demon - +300

Now you have gone too far. You don't care if it comes at any reward or not. You WANT others to suffer. You NEED it. You cast out your empathy and pragmatism. Your malice has been topped up and overflowing. You will never be satisfied unless a permanent shadow is cast over Ashina. A shadow of a demon who will take in all of the world's malice.

OR

A Kindly Person - +100 (+100 bonus if Divine Blood)

Perhaps I spoke too soon. "Out of the goodness of your heart" is something you greatly believe in. You can't stand letting injustice ravage these lands while you're capable of interfering. This does the opposite of A Steel Doll drawback. It lowers your levels of pragmatism in exchange for increasing your levels of empathy. No matter the cost, you don't care, you will come to the aid of the less fortunate.

A Benevolent Saint - +300

You truly exemplify the extremes of moral righteousness. You feel a great need to bring change to these lands and you shall suffer no pain or sadness to others, even your worst enemy. The only one you will permit to suffer is yourself and you shall suffer for the sake of a bright world, even at the cost of money, items, perks, an arm, a leg, or your head. Even if the end result is you taking on all of the world's suffer onto yourself and you become a Demon (or Saint) of Suffering.

A Saintly Demon - +600 (+200 if Shura)

Perhaps you don't want to just choose either of them, but both? Then you shall truly become a demon. The spirits of benevolence and malice possess you, forever in conflict. There will be times you will be filled with great desire for one or the other and you shall

act upon them. Unless you can somehow find enough balance within yourself to maintain control or somehow not indulge in one more so than the other, you won't truly transform. But if you do transform, you shall rampage all across Ashina as a violent Demon. At some point, perhaps a passerby will take pity and attempt to bring mercy upon you. Although whether they can or not is based purely on your own uncontrolled strength.

Only a Shadow Now - +300

Your connection to your outside perks and items is severed. Now, you will only have your Body Mod, and anything you bought in this Jump.

A Shadow with No Realm - +100

Now it seems you have lost connection with your warehouse to boot. Any item you buy in this Jump will still appear by you, but you will have to carry it by hand. Remember, any items that you buy that don't explicitly say will return to you upon being lost will only return upon being destroyed.

A Shadow Dies Alone - +200 (+200 bonus if The Vile is taken. +400 instead if The Unforgiven is taken.)

Your connection to your companions has also been severed. They will still appear in the Jump, but they will act as if they have always belonged to this world and have no memories of you. Remember, with the above drawbacks that effect people's perception of you, your companions will remain unaffected. But if you take this drawback, that safety net will no longer apply. If you take any drawback that affects people's perception of you, your former companions will be just as equally affected and they will have all the perks and items that were afforded to them before the Jump. Taking it away before the Jump will not work as long as the item is owned by them (i.e., bought using the companion's CP), they will have it during this Jump.

Shadows Die Twice - +300

Now you shall truly experience this world at its finest. No matter how strong you may be, with or without your perks, your enemies shall still be mightier than you. But this is only in raw strength. Your challenges can still be surmounted through sharp perception, devious tactics, and masterful skills. Remember: Recklessness is death. Hesitation is defeat. Courage is victory.

New Game+ - +100

By taking this drawback, it will make all your enemies double their original strength (relative to you). You can take this drawback up to 9 times, which will make them 18 times stronger.

Shadows Only Die Once - +300 (+200 bonus if Divine Blood)

Additionally, you are now truly mortal. All means of immortality has been disabled, including the ones bought in this document and will only manifest at the end of your Jump.

Scenarios²

One-Armed Wolf

Your Origin must not be Divine Blood and you must take The One Armed One drawback. This scenario cannot be taken with the Divine Heir and the Shura scenarios.

You awaken one day. Your body is sore, and your left arm is aching. You look down to see it's made of wood and rope. The sense of touch is dull but you still feel through it. After studying the strange prosthetic for far longer than you should have, you finally notice the man in the dark shrine, carving away at a piece of wood. He seems to be carving the Buddha, but it looked twisted and menacing. Looking around, you see that same imagery all around. Piles upon piles of wrathful Buddhas like a twisted blanket of malice. The sculptor finally addresses you, and notes your wellbeing. You try to gain your bearings and remember what happened, but no matter how hard you try, your memories escape you. All of your memories. The only thing you remember is your name, and what happened the night before. You tried to protect the Divine Heir, only to be confronted by Ashina Genichiro and lost your left arm to him. Even without your memories, your purpose is clear and you go to seek your lost master.

In choosing this scenario, you take the place of Wolf. Down one arm, you will receive a shinobi prosthetic and the Dragon's Heritage. (**Note:** receiving the prosthetic this way is not fiat-backed, you must purchase it from the items in order to make it fiat-backed so it will return to you if it was ever lost or destroyed. Similarly, the Dragon's Heritage will disappear at the end of this scenario unless you have purchased it). You have also lost almost all of your memories which in turn disconnects you from your perks and items outside of this Jump, but as you defeat formidable foes, you will retain memories from the fights in order to ponder them. In doing so, you find that you regain some of your memories, as well as a part of your lost perks and items. By the time you face Genichiro one last time, you would have recovered all of your memories, perks, and items. In addition, defeating Genichiro shortens the Jump duration to only being 3 months, which will begin once you have brought Kuro to the Divine Child of Rejuvenation as detailed in the following.

Completing this scenario in itself is not simple, as the goal is to return the Dragon to the west, something you won't forget going into the Jump. You must feed the Divine Child serpent viscera in order to receive the Frozen Tears. The details of how can be found in the documents within the Senpo Temple. She must also be given the Dragon's Blood Droplet. Once both are done, she will be able to cradle Kuro in order to return the Dragon back to the west. At your 3rd month, you would have reached ancient China, the home of the Divine Dragon so the Dragon's Heritage maybe instead be turned onto China's people. Whether you wish to stay to continue the 10 years or leave early is up to you as you can leave at any time once the scenario is completed.

As a reward for this scenario, you will receive a dragon egg that will eventually hatch into a wyrmling Divine Dragon that will view you as its parent. As a newborn, you'll find that the dragonling infers minor resurrective power, not strong enough to revive you from death, but strong enough to heal your wounds quickly while its nearby. As it matures, so does its resurrective power. In 3 decades, it would have grown into an adolescent dragon and its

resurrective power allows you to revive from the dead instantly once a day, and every 3 decades, the number of times you can revive instantly from the dead increases by 1. This effect is even shared among your allies, but the number of resurrections is shared amongst you as well. By the time the dragon is 90 years old, it would have fully matured. It's only after you receive your Spark, when it reaches 300 years old, does it fully become an Elder Divine Dragon, allowing it the full breadth of its resurrective power, allowing it to bestow the Dragon's Heritage onto others, including you. While far away, the Dragon's Heritage performs as it normally does, but when the Divine Dragon is close, anyone with the Dragon's Heritage will heal instantly from any wound to the point that they would heal from any fatal strikes instantly, never being able to experience clinical death. As a bonus, you will also receive Kuro and the Divine Child as companions. If you've purchased them through the Canon Companions Export, the CP will be refunded.

Divine Heir

Your Origin must be Divine Blood and you must take The Outsider chain of drawbacks up to The Unforgiven but their effects have been changed as detailed below. This scenario cannot be taken with the One-Armed Wolf and the Shura scenarios.

You awaken in a small two-story building overlooking a hill. It is filled with stacks and stacks of books. You will quickly notice that your body has been shrunk down (and rendered human if you did not enter this Jump as a human) to that of a prepubescent teen. A few moments after gathering your bearings, someone enters the building. You will discover that it's the Young Wolf, the shinobi that is charged with your protection as you have taken the place of Kuro, the Divine Heir. On your person, you will have his sword and healing gourd to which you can return to him, in exchange, he will give you a charm that you supposedly had given to him some time ago. After searching through your new memories from this world, you'll quickly realize that this charm had a minor, but effective spell on it that protected the one who held it. Perhaps it was damaged or through some other means, but the charm has lost its effect. As you are escorted by the Wolf, and then kidnapped by Genichiro, you will be taken to the **Hidden Temple**. Here you will spend days as you are accosted by Genichiro for your Dragon's Heritage, which is strange seeing as the Wolf should be here by now? After two weeks, the Wolf will have finally reached the castle and you bear witness to his fight with the Owl... only for him to die almost instantly. Again, and again, you see him day in and day out, trying to best the Owl, but not succeeding. You quickly realize that this Wolf was severely outmatched and would need your aid if you are to put an end to all this.

In order to complete this scenario, you must help the Wolf to surmount his obstacles, retrieve the mortal blade in order to resolve the issue of the Dragon's Heritage. This Wolf... is not up to the task at his current state and will desperately need your help. At the moment, your body has been reduced due to the de-aging. So, you are the physical equivalent of a thin prepubescent teen. If you have any perks or items, they will also be reduced to a much more diminutive version of themselves. You can direct Wolf to any ending except for the Shura and Immortal Severance ending for obvious reasons.

If you direct Wolf to the Purification ending, you will not be able to take him or the Divine Child on as companions for free. If you direct him to the Dragon's Homecoming ending, you will be able to take him and the Divine Child as companions free.

As a reward for completing this scenario. You're given the ability to bestow your perks and items onto a bloodline and be able to take it away at will. You can even establish yourself or your companions as patron deities of a bloodline as well, gaining power from that bloodline's worship. Post-Spark, this will allow you and your companions to be deified. Going into a new world, you can instantly establish yourselves as a new religion, which will also allow you to redirect the souls of your followers upon death to any reality or world that you own, as well as be able to segregate them based on certain conditions.

Shura

Your origin must be Shura and take The Outsider drawback. This scenario cannot be taken with the Divine Heir and One-Armed Wolf scenarios.

You find yourself sitting in a campsite by the embers of a fading campfire. Looking around, you see the area littered with someone and you feel the biting cold wind, but it's thinner compared to the air that you're used to. You're up in some mountains somewhere but you can tell that it's in the Ashina lands. As you trace back the fading footprints in the snow, your new members start to come to you. For as long as you remembered, you didn't live with a roof over your head. One day you picked up some blades from somewhere and began taking from others to live. Eventually, you became very good at it. You realized at some point that taking from people weaker from you wasn't enough. Even if it kept your belly full, it didn't fulfill your needs. You need to take from those bigger than you. Not only those who have more, but the ones who can give you a challenge. You know what you are. You are a bane of these lands. A demon that haunts the battlefields for nothing more than for the sake of the fight. If you want to have a true fulfilling fight, you must find it among the warriors and the warlords of these lands.

In order to complete this scenario, you have to work your way up by defeating every powerful opponent such as Gyoubu, Genichiro, the Owl, Isshin, and the like. Strictly speaking, you only need to fight "warriors". Monstrosities like the Headless Ape or the Serpent of the Valley don't need to be fought to complete this scenario. But unfortunately, this is not enough. You have only defeated the most powerful of Ashina but there are likely still worthier foes out in the rest of Japan. Were they not warring with the Interior Ministry who had such skilled and power Interior Ministry Ninjas at their disposal? Perhaps there are those above them in the chain of command that are far stronger. You must assert your dominance as the undisputed strongest of the nation and the bane of all warriors.

The reward for completing this scenario is complete control over your demonic form whether you gained it from the Demon of the Third Realm perks or the drawbacks. You will never be able to loss control from staying in the forms too longer ever again. Oh yes, the draw demonic forms will also be new alt forms for you if you did take them. In addition, you will be able to infect others with the energies of those forms such as malice with the Malignant Demon form or the benevolence and kindness of the Suffering Demon form. Post Spark, this power will

evolve to allow you to outright transform others into such demons that bend to your will or make them into sponges for malice or benevolence that constantly absorb the negative and positive energies of others.

As a bonus, if you have taken The Rejuvenating Waters, your immortal centipede will vacate your body but will be under your complete control should you choose to keep it. Your body will be truly immortal and no longer rot so long as you keep consuming the waters whenever you're injured.

Gauntlet

Your starting CP will be 0 and you must take the Only A Shadow Now and Shadows Die Twice drawbacks.

This Jump will now follow Gauntlet rules. You will have a starting CP of 0 (or 600 CP since you have to take the two aforementioned drawbacks anyway in order to take this scenario) and you must take drawbacks in order to afford anything. All out-of-Jump perks and items are locked out.

As a reward for completing this scenario, you will be given the Crimson Mortal Blade, Fushigiri. The blade edge of this blood red odachi is capable of undoing any and all forms of immortality as well as negate any form of healing. This will also bind the blade to you so that you may be able to draw it even if you are not immortal.

Boss Rush

There are no special conditions for this scenario. Any time during your Jump, or right before it ends, you can meditate at one of the idol sculptures and face every boss one by one in Sekiro in the order that you would normally meet them in the game. This includes any optional bosses. Dying in this scenario does not result in a chain end or a chain failure. You can even retry the Boss Rush as the only condition that you need to fulfill is attempting at least once, but you won't receive the reward if you don't complete the Boss Rush.

As a reward for completing the boss rush, you will receive the Black Mortal Blade, Kaimon. This blade, through means of sacrificing of a living being, can open a portal to the afterlife of the current world through the corpse of the victim to revive a willing individual in their prime. Something to note is that sacrifice through this method is only capable of negating *imperfect* forms of immortality such as being undead. It cannot negate the immortality received from sources such as the Dragon's Heritage and since the revival requires the victim to be truly sacrificed, attempting to use immortal individuals as gates to the underworld is ineffective.

Notes

1. This essentially gives you all the shinobi prosthetic tools that appeared in the game. Purchasing the upgraded version will give you every upgraded version of those same tools. Note that purchasing the prosthetic does not immediately come the consumable items. That is something you will have to slot in yourself. When it says “infinite throwables” this only refers to the tools NOT the consumables.
2. Something to note is that the reason you’re not able to take these three scenarios together is because it places you in specific positions that are paradoxical if taken together. The Shura scenario being the less paradoxical when taken with the other scenarios. If you can somehow justify being in service to Kuro as his shinobi while also being the Divine Heir master of Wolf WHILE being a Shura plotting to dominate all of Japan, then feel free to take the scenarios together.