Yamishibai Jumpchain



Yotterashai mitterashai...
Yami Shibai no Jikan dayo.

Step right up and have a look...
It's time for a dark play.

+1000cp

Race, Age, & Gender
You enter this world as a human.
You may choose your age and sex for free.

Location
The jump begins at dusk on your first day, as children gather to hear stories.
Roll 1d8 or pay 100cp to choose.
1 – **Downtown**:
Modern-day Tokyo. The late-night trains carry more than just passengers. Vending machines sometimes dispense things that were never meant to be sold. Urban legends spread through office buildings like wildfire.
2 – **Forest**:
Ancient woods where paths change when you aren't looking. Local children have heard the stories, and know not to play here after dark.
3 – **Hospital**:
A medical facility with elevators to non-existent floors and operating rooms that run all night despite being closed. Some patients check in but never check out.
4 – **Mansion**:
A Western-style estate from the Taisho era, its grandeur faded. The previous owners left suddenly one night and never returned.
5 – **School**:
Empty classrooms, bathroom stalls, and a swimming pool. Students exchange ghost stories like trading cards, never realizing how many of them are true.
6 – **Seaside**:
A remote stretch of coast where fishermen refuse to cast nets on certain nights. The beach is littered with things that shouldn't wash ashore, and on foggy evenings you might see figures in the waves.
7 – **Village**:
A rural community bound by traditions that outsiders can never quite understand. The festivals here celebrate things best left undisturbed.
8 – **Home**:
Yours or someone else's. Owned or rented. Shared knowingly, or otherwise.

ORIGINS

You can choose to enter with memories appropriate to your background, or take any background as a **Drop-In** with no existing memories or history.

Drop-In (Free)

You arrive with no memories or connections to this world. You're an outsider to the supernatural horrors, but perhaps that gives you a unique perspective.

Haunted One (Free)

You've been touched by the supernatural. Ghosts, youkai, and curses are drawn to you. You've survived this long, but at what cost?

Investigator (Free)

Journalist, detective, paranormal researcher, whatever you want to call yourself. You seek to uncover the truth behind urban legends and supernatural incidents.

Storyteller (600)

You are one who knows the old tales and carries them forward. Like the mysterious masked man who appears at dusk, you understand the power of stories and their ability to shape reality.

The Storyteller cannot be permanently killed or stopped. So long as you remain in this world, you are a part of the world itself.

PERKS

Origins get their 100cp perks free and 50% off everything else.

Undiscounted Perks

Salt and Sorry (100)
A palmful of salt, a bowed apology, and a murmured apology go a long way. Quick appeasement rituals defuse low-tier spirits and bleed off petty curses, converting an incoming mishap into harmless coincidence. Stronger entities require increasingly more difficult offerings before they will be satisfied, but the option is on the table if you have the means. Additionally, you know the right words and gestures: how to greet a shrine, excuse yourself at thresholds, and show respect to the deceased. Spirits hesitate to harm the genuinely polite.

Closing Credits (100)
You have a sense for when an encounter is well and truly over. You know when the ghost has made its point, when the curse has run its course, when it's safe to look back. You also know when it's not. This doesn't help you survive the encounter itself, but it prevents you from re-triggering completed scenarios through paranoid checking or premature relief.

Just Passing Through (200)
Like a strange face in a crowd that vanishes when you look again, you have a knack for being overlooked. People's attention slides off you unless you are being deliberately loud or flashy. This makes you difficult to remember and easy to ignore, perfect for slipping through checkpoints, avoiding nosy questions, or simply being left alone. You won't be chosen for random security screenings or picked out of a lineup unless there's overwhelming evidence. If you keep your gaze down and your breath steady, even hauntings might pass you by.

Composure (200)
You never freeze up at the worst moment. Jump scares don't make you drop things, sudden blackouts don't leave you fumbling, and you can run full-tilt through unfamiliar buildings without tripping. Your hands stay steady enough to dial emergency numbers even while terrified, and your mind stays sharp enough to remember everything you need to know when you need to know it.

Feeding on Fear (600)
Every time you survive a genuinely life-threatening supernatural encounter, you permanently grow stronger. Your mental and physical capabilities, magical potential, and spiritual defenses all increase by a small but noticeable amount. The more horrifying and dangerous the situation, the greater the growth. This stacks indefinitely across jumps.
In this jump specifically, the power obtained through hardship is represented by **removing the cp limit on drawbacks**.

Drop-In Perks

Outside Observer (100)
You have an innate sense for when you're about to become part of someone else's story. This gives you enough foresight to simply not participate. Walk away from the obvious plot hook, ignore the mysterious phone call, refuse to investigate that strange noise. This doesn't protect you from direct attacks, but narrative causality has a hard time hooking you into predetermined roles.

Beyond the Script (200)
The world is a story, but you're not in the cast list. You are naturally resistant to powers of fate, destiny, and prophecy. A seer looking into your future would find only static, and a curse meant to target "the last of the royal line" would fail to recognize you even if you fit the criteria. You are a blank slate, an unpredictable variable in any equation, making you a nightmare for beings who rely on knowing what's to come.

Right Place, Right Time (400)

You have an uncanny habit of stumbling into the places you need to be, even if you don't know it yet. While fleeing from a monster, you'll duck into the one abandoned shack that contains a silver axe. When lost in a city, you'll turn a corner and find the hidden library containing the tome you need. This isn't a perfect GPS; it's a chaotic, coincidental path to solutions, guiding your "random" choices toward fortunate outcomes, sometimes through terrifying detours.

Cliffhanger (600)
Once per jump when death, a fate worse than death, or any threat to your chain would claim you, the story ends but your story goes on. Like a paper-theater storyteller closing the doors of the stage before turning the final card, the story cuts to black before the blow lands. Reality rewrites itself so that you were never there in the first place. You retroactively chose not to go to that location, not to open that door, not to read that book. The timeline adjusts so you made the smart choice instead. You and your companions remember both timelines, but to everyone else, you were simply smart enough to avoid the danger entirely.

Haunted One Perks

Lingering Dread (100)
You are well-acquainted with the feeling of being watched. This has manifested as a highly reliable danger sense. You get a cold knot in your stomach when you are being observed, the hairs on your arm stand up when a hidden threat is near, and you can feel the oppressive weight of a cursed object or location. This sense gives you no specific details, only a pure, instinctual "GET OUT" signal that has never been wrong.

Marked Man (200)
The supernatural has already claimed you, leaving invisible scars that other entities can sense. Anything, supernatural or otherwise, weaker than the strongest thing targeting you will hesitate before engaging you directly, recognizing you as another predator's prey. They'll still attack if provoked or commanded, but random hauntings tend to circle you warily before choosing

easier victims nearby.

Paper-Thin Veil (400)
You lost a piece of yourself, and now you exist partially in the mundane world and partially in the spirit world. You perceive supernatural entities and phenomena clearly, unable to dismiss them as tricks of the light. While terrifying, this clarity means you're never caught completely off-guard by what others can't see coming. With focus you can even enter the spirit world to evade mundane threats or pass through solid objects like walls (or bullets), but you risk attracting the attention of things that recognize that you do not belong there if you stay too long.

Corrupted Conversion (600)
Any curse, hex, possession, or supernatural affliction placed on you can be internalized and converted into a useful ability. Cursed to never sleep? You no longer need sleep. Possessed by a demon? You gain its powers while maintaining full control. Infected with a zombie virus? You get the enhanced strength and resilience while keeping your mind. The conversion takes 13 days, during which you suffer the full negative effects, but afterward you keep only the benefits permanently.

Investigator Perks

Truth Through Static (100)
Electronic devices behave strangely around supernatural entities, and you've learned to read these distortions. You can use any recording device to detect and analyze supernatural phenomena. The static, distortions, and glitches form patterns you can interpret, revealing the nature, weakness, and history of whatever you're investigating. This works with any form of recording across any level of technology, from paintings to holograms.

Pattern Recognition (200)
Your mind automatically catalogs supernatural encounters and identifies patterns others miss. You'll notice that the ghost only appears when it rains,

that the cursed items all share a common symbol, or that the disappearances follow ley lines. This works across different worlds. Patterns you learned in one jump help you understand similar phenomena in others. Your notes and recordings are also supernaturally clear and convincing to others.

Genre Savvy (400)
You instinctively know the rules that govern any supernatural or horror situation you encounter. Is the monster bound by specific conditions? You'll know them. Does the curse have a loophole? It's obvious to you. Can the ghost only attack people who show fear? You'll realize it immediately. This extends beyond horror, allowing you to understand the underlying narrative logic of any dramatic situation, letting you exploit tropes and conventions that others don't even realize exist.

Knowledge is Power (600)
Every scrap of information you uncover about a target directly translates into advantage. For each significant fact you learn about an enemy, they suffer a reduction in their effective power when acting against you, while you gain a matching boost when acting against them. With a solid profile, your tactics naturally become the correct answer to their gimmicks, your offenses naturally pierce their immunities, you see through their misdirections, and you reliably exploit their weaknesses through basic action.

Storyteller Perks

Captive Audience (100)
When you begin telling a story, people cannot help but listen. They'll postpone urgent matters, ignore danger, and stand transfixed until you're finished. This compulsion affects even non-human entities – demons pause their torments, robots delay their programming, and even abstract concepts like Death might wait for you to finish your tale. The effect breaks if they're directly attacked, but otherwise, they must hear how the story ends. As an extra benefit, you gain an innate understanding of what makes effective horror storytelling.

Words Made Manifest (200)
Your stories carry weight beyond mere words. When you tell a tale with conviction, reality begins to align with your narrative. Describe a hidden exit, and one might appear. Tell of a hero's strength, and they'll find themselves stronger. Narrate an enemy's fear, and they'll begin to feel it. The effects are subtle at first but grow stronger the more your audience believes. With a truly captivated crowd, you can reshape reality through narrative alone.

Thirteenth Hour (400)
In the final thirteenth of your time spent in each jump, your narrative powers are amplified immensely. Your stories can create major events, not just minor effects. Narration becomes practical omnipotence. You have no need for omniscience because you are the one that writes the future. You exist simultaneously as yourself and as a story being told. This means you cannot truly die as long as someone, somewhere, might tell your tale. Even if you are killed, you reform at 5pm while children gather for kamishibai.
The only limit to this ability is time. One thirteenth of ten years is about 9 months.

Oshimai (600)
When you defeat a supernatural enemy, whether through combat, trickery, or causing them to meet their doom through other means, you may choose to trap their essence within a story of their final moments. This transforms them into a tale that exists as both a narrative and a metaphysical prison. Begin the narration, and any foe who hears it is dragged into that story. They must survive the very ordeal that claimed its first victim or, when the tale ends, become new pages within it.

ITEMS

You receive a **200cp stipend** to use in this section only.

Grudge-Free Inheritance (100, free for Drop-In)
You receive the key to a small but comfortable apartment. Despite the ominous talismans stuck to the ceiling, or perhaps because of them, the apartment is safe and immune to becoming haunted. It will follow you to new jumps or act as an attachment to your warehouse. Each month, an envelope containing ¥500,000 is pushed through the mail slot. It's enough for a small family to live on, though the deliverer is unknown.

Survivor's Kit (100, free for Haunted One)
A backpack that always contains exactly what you need to survive a horror scenario. Flashlights that never run out of batteries, ofuda and calligraphy ink, salt, holy water, omamori, emergency flares, and first aid supplies. Restocks daily at midnight.

Tourist's Camera (100, free for Investigator)
A vintage camera that never runs out of film. Photos taken with it reveal supernatural entities not visible to the naked eye. Useful for documenting your encounters. The flash can stun anything with the eyes to see it, or banish weaker threats entirely.

Mobile Theater (100, free for Storyteller)
An old bicycle and butai, a small wooden theater for kamishibai performances. The stage comes with picture cards, all pre-illustrated with beautiful or eerie illustrations to fit whatever stories you choose to tell. At 5pm each day, you can close your eyes and arrive at any playground within whatever town or city you're currently in.

Outsider's Notebook (200)
A journal that automatically records local urban legends and ghost stories

wherever you go. Includes weaknesses and banishment rituals, if that information has been discovered by at least one person.

Ominie-san Pot (200)
Any organic matter cooked inside this pot will be transformed into a dish known as Ominie-san: a thick, purple stew with a pungent aroma. Despite its unappetizing appearance, the taste is addictively delicious, with a complex flavor and crunchy texture. One bowl is enough to bolster your physical constitution, refreshing your stamina while granting you a hardy resilience and a remarkable immunity to nearly all poisons and toxins.

Universal Remote (200)
A remote control that works on any television or monitor. This remote allows you to access a “Notice of Termination of Service” that displays scrolling information including the names, death dates (past and future), and secrets of everyone in the vicinity. While you can tune it to seek specific information you need, it sometimes shows things you'd rather not know.

Laughing Mask (400)
A carved wooden mask, resembling a Hyottoko or a smiling Okame mask. When you wear this mask, or simply carry it on your person, any negative emotions directed at you – anger, jealousy, hatred, or fear – are drawn into the mask and turned into positive energy that mends your wounds, soothes your anxieties, and fills you with a sense of euphoric empowerment.

Tape Recorder (400)
An old cassette recorder that automatically documents your adventures in your own voice, requiring no batteries. If you let the tape play beyond the most recent entry, you'll receive accurate but increasingly nonsensical recordings of future audio diaries for events that haven't happened yet.

Capsule Toy Machine (400)
A rusted gachapon machine that accepts any currency and dispenses capsules

containing items from your past, like lost childhood treasures or objects from worlds you've previously visited. Should an item that you haven't paid CP for become lost or destroyed, the gachapon machine will provide you with a new copy of it in perfect condition. The gachapon technically drains your lifespan, but this has no physical effects on you because a jumper's lifespan is infinite.

Red Parasol (600)
An oil-paper umbrella sturdy enough to function as a weapon. Something about the parasol makes it remarkably effective against the supernatural. Threats and entities crumple and fall back as if their metaphorical strings were cut. Wards and seals that would attempt to hold you off instead burn into nothingness and become inert. Even spiritual and magical attacks directed at you run off of the umbrella like drops of rain.
If you prefer, you can instead choose to import a weapon you own, giving it the red parasol's effects while keeping the imported weapon's form.

The Boy's Sketchbook (600)
An endlessly replenishing sketchbook and crayons. Creatures drawn inside become temporarily real after you finish singing the rhyme: "Friends on that side, come to this side... Friends on this side, go to that side..."
The creations last until the next twilight and follow your general intent but interpret commands like children would. More disturbing drawings create more powerful but less controllable entities.

COMPANIONS:

You receive a **200cp stipend** to use in this section only.

Friends on this Side (Free)
Import or create up to 8 companions. Companions may take any origin for free (including Storyteller) and receive their associated freebies and discounts, but cannot take companions or drawbacks.
Each companion imported or created this way gains **200cp** to spend on perks and items.
Additionally, for each **100cp** you donate, each of your companions imported or created this way gains an extra **200cp** to spend on perks and items.

Wooden Puppet (200)
A ventriloquist dummy with a painted smile and articulated wooden limbs, possessed by the spirit of a young boy who died in a bicycle accident. While he appears as an ordinary puppet when inactive, he can animate himself and speak independently. Despite his tragic past, he's generally friendly, if melancholic, and will help teach others about safety. He can possess those who handle him, and has enough strength on his own to snap necks with little effort.
Wooden Puppet comes with all perks from the **Drop-In** origin, as well as an additional **400cp** to spend on perks and items.

Hinamatsuri Doll (200)
A regal porcelain empress doll dressed in elaborate Heian-era court robes, always seated in the traditional Hinamatsuri festival pose. The doll radiates an aura of calm authority and silent watchfulness, her expression serene yet unreadable. She never speaks, but her presence subtly influences the environment, warding off malevolent spirits, calming unrest, and ensuring that all who approach her act with respect and decorum. She cannot move in the mundane world, but she is able to move through the spirit world, visibly interacting with the physical realm through reflections.
Hinamatsuri Doll comes with all perks from the **Haunted One** origin, as well

as an additional **400cp** to spend on perks and items.

Shadow Friend (200)
A shadowy entity that takes the form of a child's silhouette. He is generally obedient and possesses a childlike innocence, but this is coupled with a profound need for attention and play. If you engage with him, he can be helpful, if eerie, capable of slipping through cracks and shadows to observe things unseen. However, if you ignore him for too long, his desire for a playmate might lead him to "invite" others to play in a more permanent fashion. He cannot speak, but you are able to understand him innately.
Shadow Friend comes with all perks from the **Investigator** origin, as well as an additional **400cp** to spend on perks and items.

Child Kamishibai (400)
A boy who sits on playground slides and sings as he draws illustrations of the creatures in his stories. He can manifest paper-cutout versions of any story you tell him, bringing urban legends and folklore to life. The more detailed and frightening the story you feed him, the more powerful his manifestations become. Supernatural phenomena and entities ignore him completely, as if he doesn't exist. He is outside their notice as he is the one who weaves their existence.
The boy has absolutely no morality or concern for human suffering; his sole purpose is to create and illustrate the dark stories that form the fabric of Yamishibai's world, and he will eagerly manifest tragedies if they make for compelling tales. He will not personally target you or your companions.
Child Kamishibai comes with all perks from the **Storyteller** origin, as well as the **Feeding on Fear** perk and an additional **600cp** to spend on perks and items.

Friends on that Side (200)
Take along any character from Yamishibai... though given the nature of the series, this is likely to be either the Storyteller himself or one of the few recurring background characters. They gain **800cp** and may take any origin for free (including Storyteller), but they may not take drawbacks.

DRAWBACKS

You can gain a maximum of **+600cp** from drawbacks.
If you have the **Feeding on Fear** perk, there is **no cp limit**.

The Talisman Woman (+100)
You have an instinctual distaste of wards and talismans you didn't place yourself, and will feel compelled to destroy them on sight. This can be resisted in public, so you won't be jailed for defacing every shrine you walk past. Be warned that removing or damaging protective seals doesn't mean that whatever was being kept out will feel any gratitude.

Zanbai (+100)
Attempting to leave your starting location causes you to experience extreme misfortune. On the border between your starting location and any other location, this misfortune is strong enough to lead to potentially fatal outcomes.

The Family Rule (+100)
Every location you visit has one or more rules that must never be broken. These are often simple, like "never close that door" or "always leave food on your plate". Breaking them releases whatever was kept sealed, and it will specifically target you for revenge.

Hair (+100)
Any electronic device you use becomes a conduit for supernatural entities. This manifests as black hair, appearing on screens or printed sheets of paper. The longer you use the technology, the more physical the manifestations become, eventually allowing entities to reach through and grab you, or enter the physical world completely.

The Next Floor (+200)
Transportation such as elevators or taxis have a chance of taking you to

places that shouldn't exist. These places reflect your desires, such as an empty mall when you secretly wish people would leave you alone. You will have to find your own way to return to reality if you wish to escape.

The Overhead Rack (+200)
When you become physically or mentally exhausted, you begin seeing grotesque entities that feed on human misery. Only you can see them, and acknowledging their presence makes them become more aggressive. The more tired you are, the stronger they become.

Contradiction (+200)
You receive contradictory information when you investigate supernatural threats. Each source is completely convinced they're right, with evidence to support their claims. Acting on the wrong information makes the situation exponentially worse. Phone calls at night often bring warnings, but half of them are traps set by the very things claiming to help you. Choosing not to act on information you've been given is a choice in its own right.

The Umbrella Goddess (+400)
The supernatural is no longer subtle in your presence. Entities will persistently attempt to reach you, especially when you're alone. Barriers you erect to protect yourself, whether salt circles or locked doors, will still protect you. However, they will be destroyed in the process, and the same methods will not work a second time.

Cursed (+400)
You carry a supernatural curse that manifests as strange marks on your body. The curse flares up randomly, causing sharp pain throughout your body and weakening any magical or spiritual abilities you have. While rituals and holy ceremonies can temporarily suppress the symptoms, the curse always returns stronger. Anyone who tries to help you remove it permanently will suffer the curse's wrath before it returns to you with increased vengeance.

The Moon (+400)
Once a month, during the full moon, you receive visions so intense that distinguishing them from reality becomes impossible. Recovered memories, either your own repressed traumas if you took an origin, or those of people who died nearby if you're a drop-in. You will need to survive these visions within your own mind, unable to access perks obtained outside this jump, or you will be killed. Each vision lasts just under five minutes.

Video (+600)
There is always recorded evidence of you when you manage to defeat an entity for good. This recording is cursed. You need to find and destroy this evidence, or the entity within will return. If you continue to do nothing, it will even multiply. You alone are immune to the effects of the recording.

Tomonari-kun (+600)
Children in your vicinity can see and interact with a shadow they claim to be their friend. They will persistently invite you to play with it. Rejecting this offer too many times will cause one of your companions to go missing, and another shadow to appear. When you have no companions left, the shadows will visit you directly to claim you.

Tormentor (+600)
If you witness certain supernatural phenomena directly, you risk becoming infected by what you saw. The infection starts with behavioral changes, then progresses to physical transformation into the very thing you witnessed. You can no longer simply run or hide or protect yourself. Any interaction you have with the supernatural is now a matter of victory or death.

ENDING

Go Home
The storyteller beckons one last time, but you close the frame on this haunted world forever. You return home, bringing all perks, items, and companions with you, ending your chain as the audience disperses.

Stay Here
The frame stays open, and you step fully into the narrative, becoming a permanent resident of Yamishibai's shadowed Japan. You keep your perks and items, you and your companions blending into urban legend. The ghost stories continue. Now you're part of the endless cycle, writing on the pages.

Keep Going
The storyteller pauses mid-sentence, the frame half-open, as if teasing the next story. But you won't be here to see it. Your chain continues to the next world, with all gains intact and no drawbacks lingering from this jump.

Upon leaving the plane, you find a wooden mask painted yellow hanging in your warehouse. It's entirely mundane, just a souvenir to take with you.

NOTES

Leaving Japan would significantly reduce most supernatural phenomena.

Some urban legends are true, others become true through belief, and some are warnings about things that will become true.

Your actions during the jump may become stories told by future kamishibai.

Post-jump, your supernatural abilities work best in environments where people believe in ghosts and spirits. It would also apply to magic in general.

Yamishibai uses Vocaloid in its ending themes, which could be deep lore if you've jumped to Vocaloid before or plan to later.

The storyteller himself could be an interesting Jump-chan replacement benefactor for an alt chain focused on horror and the supernatural.