

Nioh 2 By Atma/Wandering Shadow V 1.0



The night is still, but it's not quiet. In the distance, you can hear growls, screams, and cries in the darkness. The yokai dance, and humans hunt there. This is a more chaotic time in Japan's history where there were many lords vying for ultimate control and it had yet to be divided between the Tokugawa and Toyotomi. The world you're about to enter begins long before the events of Nioh. Welcome to a land of Dreams and Nightmares

To aid you on your journey, here is +1000 CP

Locations

Roll a D10 to determine your starting time and location, due note however that certain drawbacks and scenarios will override this roll. If a roll is not desired, then you may pay 100 CP to choose for yourself.

1. **Awakening (1555-1556)** – It is the early days of the unification of Japan and a yokai slayer has just received a letter asking for their help in freeing their village from the horrors that besiege it. It is the beginning of a long journey that will have ramifications for the future of these lands.
2. **Soaring (1560-1567)** – During this period of time, Hide and Tokichiro come into the service of Oda Nobunaga as he begins his conquest of Mino Province. It is here that the would-be-unifier of Japan battles the Imagawa forces at Okehazama.

3. **Shadow (1570-1573)** – Nobunaga's victories continue to grow as he pushes into the Echizen Province. Of his many obstacles here, the one that stands out the most is his brother-in-law, Azai Nagamasa.
4. **Dawn (1578-1582)** – After prior victories, the Oda clan is on a meteoric rise and has begun to move into the Settsu Province of the Osaka region. However several clans are against this and have made their plans against the Unifier of Japan. Major battles during this era include Ishiyama Honganji Temple, Honnoji Temple, and the battle at Mt. Tenno.
5. **Twilight (1583-1584)** – In the year following Nobunaga's death, Toyotomi Hideyoshi has become the preeminent ruler of Japan and has made moves to consolidate his power and that of the Oda clan. Major battles during this time include Kitanosho Castle and Mt. Komaki Castle.
6. **Dream (1590-1598)** – In the six years following Hide's death at the hands of Toyotomi Hideyoshi, his avarice of control has only grown. Hide awakens on the outskirts of Byodo-In Temple with a new purpose, the reforging of the legendary sword, Sohayamaru.
7. **Afterglow (1616-1626)** – It has been 18 years since Hide sealed themselves into Byodo-In Temple with the horn of Otakemaru. Awakened by an unknown force, their first sight is that of a blue-eyed samurai...
8. **Tengu's Disciple (1185-1195)** – It is the late Heian Period and the Genpei war is coming to its bloody conclusion. As the forces of the Taira clan devolve into hate-fueled madness, the light of Sohayamaru shines in the far distance.
9. **Darkness in the Capital (976-986)** – In these dark years, the capital of Kyoto was beset by hordes of foul yokai. These yokai have been called forth by one man's all encompassing envy. Many brave warriors battled these foes with tireless zeal. Among them, were the greatest demon slayer and the greatest sorcerer in Japan's history.
10. **The First Samurai (797-807)** – It is the dawn of the Heian Period and there is chaos brewing within Japan's Suzuka Pass area. Stories of a giant demon with horns have begun to spread like wildfire. But so have stories of a youth with a blade of shining gold.

Origins

Roll a 1d10+20 to determine your age. Your gender can remain what it was before taking this Jump or it can be freely changed.

- **Merchant (FREE)** -- You aren't exactly a warrior of the time, but make no mistake, you are still very useful here. In this land of confusion and chaos, it takes brave men and women such as yourself to make inroads with the various lords that control the land. Let's just hope that your new found worth doesn't get you into more trouble than you can handle.

- **Demon Hunter (FREE)** – You're a warrior, but not the typical one. Whether you have discovered methods of your own or trained under the mysterious Sohaya, the path of demon slaying is laid before you. Let your blade guide you.
- **Shiftling (-100 CP)** – A curious thing you are. Born of Demon and Man, you stand at the crossroads of the two worlds. You may appear to be perfectly human or have traits of your yokai parentage make themselves apparent on your being. Regardless, know that this is a world where beings such as yourself are treated with suspicion at best, so be aware of those whose services you offer yourself to, for they may see you more as a pawn than a person.
- **Kishin (-200 CP)** – You are something greater and older than many of the yokai that inhabit the land. You are a great demon god, one whose legends span from the days of the first samurai.

General Perks

- **Two Style Understanding (FREE)** – Your existence here within this world has given you the expertise in wielding two types of weapon with a basic level of proficiency.
 - These styles are:
 - Katana
 - Dual Swords
 - Kusari-Gama
 - Spear
 - Great Axes or Hammers
 - Odachi
 - Tonfa
 - Fists
 - Trick Scythe
 - Twin Axes
 - Split Staff
- **Ki Pulse (FREE)** – In combat, fatigue and strain must be accounted for. Normally when you attack, your stamina suffers. However, with a special technique you can restore a portion of your stamina. It's more a spiritual switch that when activated sends a small pulse of inner energy around you. This energy causes your stamina to regenerate at an accelerated rate. If timed perfectly, this pulse can clear small pools of yokai corruption.

- **Amrita Absorption (FREE)** – You can absorb the spiritual power of your enemies at the moment of their death. Through this absorbed power, you may be able to strengthen your mind, body, and soul at places of worship.
- **Tecmo-Koei Standards (FREE)** – Tecmo-Koei has a record of making beautiful characters, now you can join that roster. Your appearance has gotten a major makeover and you're at least a solid 8 out of 10.
- **Spirit Budding (FREE)** – Guardian spirits are an important part of the jump and so we saw fit to give you the ability that all guardian spirit holders have. That being, the ability to receive guardian spirits from and give guardian spirits to others via a form of spiritual mitosis when reaching some form of mutual emotional understanding. Doing so will allow you to catch a glimpse into their lives, they into yours, and will impart one of the parties with a copy of their Guardian Spirit.
- **Vengeance (FREE)** – The spots of violent death are now known to you. Manifesting a crimson blade piercing the ground, you may raise your hand to the spot, and summon a phantom of the slain individual. They will attempt to kill you, but in defeating them you have a chance of receiving weapons and armor from their remains as well as ochoko cups.
- **Living Weapons (FREE, Restricted to Merchant and Yokai Hunter Origins)** – You have the ability to bond with Guardian Spirits, spirits that inhabit the land and bond with humans that they believe are worthy of receiving their blessings. You may be able to have two spirits bonded to you at any one time, switching spirits over to alter the elemental effects that this technique casts upon your weapon.
- **Semi-Master of Ceremonies (-100 CP)** – A common practice that will be born during your time here is that of the Tea Ceremonies. While niche now, you will be ahead of the game, understanding the intricacies of the ceremony that would be popularized by the Tea Master Sen no Rikyu. You'll find that when you conduct these ceremonies, attendees will be able to harmonize the differences between them to come to more agreeable states.
- **Eccentric Strategist (-200 CP)** – It's no secret that this a war torn era and while the force of arms are tools of victory, the cause of victory are the strategies of those who understand the battlefield. You Jumper have been gifted with the gift of strategy, capable of creating successful military plans and schemes for the purposes of your own gains and that of whichever regional lord you tie yourself too.

- **Western Alchemy (-400 CP)** – In time, western barbarians would be drawn to these shores with the intent of exploiting the amrita present. Of these, one of the more successful was the Spaniard known only as Maria. While a master alchemist she wasn't the best of schemers. You must have discovered her notes or those of a contemporary as you have begun down the path of western alchemy, so much so that you could be considered a credible rival.

Merchant Perks

- **Business Sense (-100 CP, FREE for Merchant)** -- You've got it! Like any good merchant or salesman, you've got yourself experience in how to make lucrative deals with potential business partners for the sale of various goods, whether they be normal everyday wares, or more fantastical items.
- **Tch, Tch, Tch... (-100 CP, FREE for Merchant)** -- Uh... are you trying to attract a cat or something? Oh I see you're just being you. Normally people would react to your usual strange behavior with surprise and judgment. Not anymore, as your odd habits, and approaches to life are considered to be quite fine in the eyes of polite society... provided of course your actions don't break any laws.
- **Gold in Slag (-200 CP, Discount Merchant)** -- Having a good sense for business is one thing, but being able to apply it is quite another. Your experience is greater than before, allowing you to spot the finer details in things relating to trade. Specifically, you can look at items or goods and see attractive things about them, allowing you to turn profits from the sale and alteration of lesser goods into more valuable and better goods.
- **Stone of Desire (-200 CP, Discount Merchant)** -- Spirit stones are a mercurial item as they can either grant great strength, or corrupt the owner into terrible beasts. However, with spirit stone in hand, you can do something different. You can purify a person of what ails their souls. A botched transformation, loss of self to built-in instincts, it's not a problem for you, provided that you have a stone of worth or an amount of lesser stones equalling the price needed.
- **Sharing the Name (-400 CP, Discount Merchant)** -- Names can carry a great many meanings. The greater the person the greater the name, and in this age, the warrior is valued far more. But looking at you, you're not that much of one are you? That's fine because you can work around that. Should you be close friends with a great warrior, you may share in their accomplishments and vicariously raise yourself up in status and importance. Be careful that such a relationship doesn't go to your head.

- **Two Faces of Hospitality (-400 CP, Discount Merchant)** – Well you’ve certainly worked your way up the social ladder haven’t you? Stepped over your fair share of bodies? Well I think people will let that slide. You’ll find that the greater your wealth, influence, and standing, the more people are willing to overlook your darker actions and desires. If you attain so much that you would be considered a great general, leader, even a unifier, then you can be assured that even at your worst, you will be lionized long after you vanish into the annals of history.
- **Multitude of Hopes (-600 CP, Discount Merchant)** – The gold that colors Amrita could be considered the color of hope itself, able to bring a man from the peasantry to the status of ruler of Japan. You have that hope, that ability to rise from nothing. Due to your close handling of Amrita, your body and soul have begun to react to its power differently than many others. When in the presence of Amrita or taking in any form spiritual energy, you’ll find that your luck dramatically increases to make the seemingly impossible possible.
- **Child of the Sun (-600 CP, Discount Merchant)** -- Do you remember how there was an earlier perk that could allow you to purify an individual through external means? Consider this an upgrade. You may be able to send your Guardian Spirit into the mindscape of an individual to help them fight off unwanted influences or malevolent spirits seeking to possess their bodies. Your success with this will still ultimately depend on the strength of the individual, but maybe your help and the help of your Guardian Spirit can give them the push they need.

Yokai Hunter Perks

- **Counter Yokai Tactics (-100 CP, FREE Yokai Hunter)** – Whether you were born into the clan or joined at a later date, you are part of the Sohaya, a clan of demon hunters prevalent during Japan’s warring states era. As such, your training with the various weapons you have become used to has been focused to better deal with and kill yokai. Post jump, you’ll find martial capabilities can be easily altered to deal with any form of demonic entity.
- **Right Where You’re Needed (-100 CP, FREE Yokai Hunter)** – In the heat of the moment, timing is extremely important, and you just so happen to have a greater sense of it. Whether landing the finishing blow on a demon, or saving the life of an innocent, you’ll find that you’ll always appear at the right time and place to make the most difference in any engagement with demons.

- **The Abyss Blinkered (-200 CP, Discount Yokai Hunter)** – Sadly, it should come as no surprise that a clan that focuses on the slaying of demons may themselves fall to corruption. Whether it be the corruption of the demonic or that of mankind, you'll find that that will never be a problem you will experience. You could find yourself steeped in the miasma of evil that permeates the land, handling Amrita without the protection of Guardian Spirits, or caught between the machinations of feuding lords, and you will never bend, break, or falter in the face of evil.
- **Bones and Purity (-200 CP, Discount Yokai Hunter)** – You are not a young member of the Sohaya, no you've had time to get some true experience under your belt. As such, you know the importance of preparation. You know the secrets of imbuing the blessings of purification upon your weapons through the use of talismans you can craft. This blessing weakens the endurance and stamina of yokai and humans that are struck by weapons imbued with it.
- **Eternal Duty (-400 CP, Discount Yokai Hunter)** – Sometimes you'll have to make a hard choice, one of sacrifice, your sacrifice. You have the ability to take powerful demonic beings into your body as a method of sealing them away for as long as you have the strength to do so. Unlike Minamoto no Yorimitsu and Abe no Seimei, you will not be placed into a deathless slumber as your body dies and decays. You may still walk upon the world with your life in your hands. However, unless truly dealt with, the demon sealed within you will pester you and prevent you from getting a night's sleep.
- **Dark Pact (-400 CP, Discount Yokai Hunter)** – An ancient art utilized by Minamoto no Yorimitsu and Abe no Seimei. It allows one to make deals on equal footing with yokai and to summon up to two powerful yokai relative to your own personal strength. As you grow in strength, the greater the yokai you can summon. Post jump, you can use this perk to summon similar entities in other universes.
- **Love on the Battlefield (-600 CP, Discount Yokai Hunter)** – Maybe not quite that form of love you were thinking, but you'll find that you may be able to form strong bonds with those whom you fight beside. These bonds, while seeming to be no more than mere battle brother/sisterhoods, will hold through thick and thin. This carries an interesting effect. Should an individual be possessed or influenced by a malignant force, you may use that bond to call them back to their senses and overcome what ails them. It won't be easy, but you can do it if those bonds are strong enough.
- **Yokai Annihilation (-600 CP, Discount Yokai Hunter)** – You've been at this a long time Jumper, long enough to hone your craft into an art form. You have become so good at killing yokai that you'll find that your blows deal aggravated damage against them.

What would have been a mere cut, becomes a severe injury. A simple striking blow would now result in massive internal damages. More importantly, you'll find that when you kill yokai, they will stay dead. No last minute possessions, no self-resurrections, no ill-thought out rituals years later. At your hands they will face complete annihilation. This will also make you eligible to be considered chief of any village or organization whose job is to hunt demons. Post jump this applies to all demonic beings.

Shiftling Perks

- **Unnatural Tongue (-100 CP, FREE Shiftling)** – One of the key differences between men and yokai. One that prevents the de-escalation of violence between the two, is language. That doesn't apply to you. Being born for a union of man and yokai, one of the first abilities you ever developed was being able to comprehend the basic language used by Yokai. As you grow in strength, both human and yokai, the more of their language you will understand.
- **Anima (-100 CP, FREE Shiftling)** – As a shifter, you have an interesting ability unique to beings like you. When slaying a Yokai, you may come across the very core of their soul. You can absorb this core and upon doing so, it will greatly heal you and restore any magic pool that you may have. But that's not the only benefit. You may also use these soul cores to temporarily take on the guise and power of the original owner. It may drain your anima greatly doing so, but the power that you could utilize has a tremendous amount of potential. Post jump, this ability can be applied to any being of demonic nature.
- **A Peaceful Mind (-200 CP, Discount Shiftling)** – An issue that many shiftlings face is that they are susceptible to being influenced by outside forces. Whether that be an excess of amrita, a battlefield spanning curse, or a directed attack, a great many are at risk of losing themselves to their demonic instincts. That doesn't apply to you. No, instead you'll find yourself to always be in complete control of your actions regardless of your natural or supernatural nature.
- **Elemental Heritage (-200 CP, Discount Shiftling)** – Hide wasn't the only major shiftling present during the warring states Era. Another was Hachisuka Koroku who could trace his heritage to the kappas that lived along the Kiso River. Similar to Koroku, your heritage can take on a more elemental nature, granting you an affinity towards an element of your choice. This naturally has some unique benefits. The first is that you take much less damage from this chosen element than you would otherwise. The second and perhaps more interesting, is that any attacks made with this element are greatly enhanced.

- **More than Your Parentage (-400 CP, Discount Shiftling)** – It's easy to point out that there are clear strengths and weaknesses between humans and yokai. Humans for example are weakened by the corrupting effects of the yokai realm, while yokai are weak to purifying materials such as salt. As someone born from a union of the two, these weaknesses do not apply to you. As you continue in your jumps, you'll find that other such weaknesses tied to your physical origins and spiritual origins do not hold sway over you.
- **Yokai Shift (-400 CP, Discount Shiftling)** – Whether it be from your Mother or Father, you'll find that you have a hidden well of power buried deep within. Coaxed out via the absorption of amrita, this power will allow you to fully harness the power of your Yokai heritage. In this state you are much faster, stronger, and durable than previously and you'll also find that any demonic abilities including those tied to your anima are greatly increased. This is your equivalent to the Living Weapon and you may be able to use two Guardian Spirits for this effect, channeling their elemental natures and power into three templates; Brute - emphasizing physical strength, Feral - emphasizing speed, and Phantom - emphasizing timing for destructive counters. Should you choose, you could ignore the templates and stick with the basic transformation and a more traditional Living Weapon style.
- **The Light of Dawn (-600 CP, Discount Shiftling)** – Power can be a truly fickle thing and Amrita is emblematic of that. Many times in legends, the hero often uses a weapon of great power to slay their enemies with and unfortunately for most, that weapon may very well have lost its power by the time that evil returns. For you though, there's a work around. You can supercharge items of legend with spiritual energy to quickly restore them to full glory and as an added benefit, these items will never have their power wane through the effects of time, use, or by outside means.
- **Before the Dream (-600 CP, Discount Shiftling)** – The battles between man and yokai transcend history, and have left their scars across the land. If only one could do something about it. Well you may just be able to. You see, while the cause of the ability could be attributed to your dual nature or an outside force, you could, with practice and an item of importance, travel through time. During this 'time' you can freely interact with the world around you, maybe you could even retroactively prevent tragedies from affecting you in your time. Don't worry about things like paradoxes as you will be protected from them.

Kishin Perks

- **A Giant with Horns (-100 CP, FREE Kishin)** – Well we said you were greater and older than most yokai and so you are. As a result of your long life, you'll find that you are the pinnacle of your species. By your very nature, you stand above and beyond what many of your kind aspire to be. Your form will generally be that of an incredibly tall humanoid with a pair of Oni-like horns.
- **Void Cut (-100 CP, FREE Kishin)** – Travelling can be such a pain sometimes. Wouldn't it be easier if you could just be where you wanted to be? Well you can now. Like Kashin Koji or his true self, Otakemaru, you can cut a hole in reality and easily travel from location to location. The only caveat to this is that you must be aware of or have at least visited the location once before to be able to use this ability.
- **Possession (-200 CP, Discount Kishin)** – Truly living up to the title of demon are you? Well we won't stop you from sowing some chaos behind the scenes. You are able to possess humans and shiftlings, absolutely dominating their bodies, souls, and any Guardian Spirits they may have for as long as you possess them. Do note however, that the longer you are in control, the more dependent they become on your presence. Should you leave or be forced out after a certain amount of time, their bodies will break down and collapse in on themselves leading to quite the horrific end for them.
- **Aratama Corruption/Nigitama Purification (-200 CP, Discount Kishin)** – Yokai come in all shapes and sizes. That much is a given, but what isn't, is their temperament. Some yokai could be amenable to your goals and attitudes, while others will be against you for whatever reason there may be. You may use amrita to do one of two things. The first is the ability to corrupt peaceful yokai into more bestial and blood thirsty aratamas who refuse to see or hear reason. The second, is the alternative capacity to purify yokai into nigitama and make them see reason and light.
- **The Weak Seal (-400 CP, Discount Kishin)** – Some of the more notable kishin like Shuten Douji, and Tamano no Mae have been sealed away deep in Byodo-In Temple for several centuries within human hosts. While hosts like these have been physically mummified, their souls still hold these yokai at bay. That does not apply to you. No, while you can be sealed, the duration of the sealing is malleable in your hands. You may be able to simply force your way out of the seal or... manipulate it should the object you are sealed within be a person. In this case you may be able to slowly manipulate the individual you are sealed into, influencing their spirit with your desires until they decide that aiding you is more in their interests than keeping you sealed.
- **Lingering Malevolence (-400 CP, Discount Kishin)** – Well shit, some plucky samurai managed to cut you down. Chain's over, time to go... Hahahaha! No. Once per jump or

once every ten years, should you fall, the malevolence carried within your soul will manifest itself from your remains as a demon of roughly half your strength. This yokai will travel the land and initiate conflicts and wars to not only create enough spiritual energy to resurrect you, but should the opportunity arise, find a fitting vessel through which your resurrected self will derive even greater power from.

- **The Nightmare of War (-600 CP, Discount Kishin)** – Resentment, Hatred, and Loathing are all emotions present in war and ones that you will capitalize upon. If you so choose, you could force these emotions into your Guardian Spirit, turning it into an aratama and subsequently fusing with it. When this occurs, your power will magnify to unimaginable heights. So much so that even a mere scratch from your body can easily kill a normal human. Unlike Otakemaru, you will never suffer the loss of your mental facilities while in this state and thus you can carry the nightmare of your existence far more successfully than you would otherwise.
- **The Dream of a Demon (-600 CP, Discount Kishin)** – Dreams are something to be fought for, to sacrifice for and yours is no exception. Should there be enough amrita present and the means present, you may be able to merge your Guardian Spirit, Amrita, and a weapon together. The result of this act, being a weapon capable of striking down even the mightiest of yokai. However, be warned. There is a cost to this. Should you do this, you will lose a part of yourself in the form of your memories. While they will return one day, you will still be vulnerable. The more powerful the weapon and dream, the greater the cost.

General Items

- **Tools To Start (FREE)** – Well you can't begin your journey bare handed! Well you could but, let's forget that for now. At the beginning of your time here, you will find a set of two weapons, corresponding with your chosen styles found in the General Perks section and a set of cheap armor. The armor isn't all that special and the weapons wouldn't be too if not for the fact that they cannot be broken or lose their edge.
- **Chest of Mon (FREE)** – This might not be needed, but it is always nice to have right? You'll find a small chest containing a sizable amount of Mon currency. It is enough to either live comfortably for a few months, begin to invest in your own equipment through the local blacksmiths, or make inroads with local lords that you may wish to align yourself with.

- **Sounds of Love and Hate (FREE)** – It wouldn't be right to fight in silence would it? You have a mental playlist containing all the tracks from Nioh 2. These can be played solely for your own benefit OR can be heard by those around you.
- **Shrine (-100 CP)** – Not a holy shrine, but rather a personal one that is located in your warehouse. With it, you may be able to use the power of amrita to improve your capabilities, easily change Guardian Spirits, manage a large inventory system, and access the Kodama Bazaar. The Kodama Bazaar is a curious little shop that trades items for sacred rice which can be offered by selling excess equipment or accessories. The items on offer, while simple in nature, will always seem to be suited towards your immediate needs or in some rare cases, future needs.
- **Hidden Teahouse (-200 CP)** – This is a curious place. Located somewhere between the realms of the living and the dead, this teahouse is operated by the Tea Enthusiast and former lord Matsunaga Hisahide. While he will gladly serve you tea, he is more interested in tea utensils and their value. Should you bring such utensils to him, he will gladly appraise them. Doing so will grant these utensils a rating based on their Splendor, Simplicity and Eccentricity. When taken from this place and placed within a home you own, they will bless you with three effects based on the attributes previously mentioned. Splendor will increase your general luck. Simplicity will increase your monetary gains. Eccentricity will allow you to find more unique utensils to be appraised by Lord Matsunaga.
- **Stone of Penance (-400 CP)** – A rather grim looking effigy, this stone feels unnaturally heavy in your hand. By itself it's not much use, however this stone can be fused with any item you own. This has several effects. The first is that it absorbs the items, thus preventing their use. Second and more importantly, the items in this state can be strengthened by slaying all manners of foes. This can be done up to nine times... at a cost. Each time a Stone of Penance effect is used or augmented, the enemies of the world will experience a 10% increase to their vitality and strength. When enough enemies are slain, you will feel that the stone is ready to be put to rest and your item is ready to be used again, stronger than it ever was before.

Merchant Items

- **Brush and Paper (-100 CP, FREE Merchant)** -- A seemingly ordinary piece of paper and an ink stained brush. The brush will never seem to dry out and it's perfect for writing letters or commands. The paper though is the more interesting part. Through various means, letters written on the paper will always find their way to their intended recipient

no matter how far away or reclusive the person you are writing to is. Upon receipt, you will find a new piece of specialized paper waiting to be used.

- **Merchant's Sealed Cart (-100 CP, FREE Merchant)** – Well, you can't stuff all your product on your person can you? You are now the proud owner of a wheeled cart and chest combo that has your professional seal (If you have one) emblazoned on it. The cart can hold a limitless amount of sellable items and drawing an item of choice from it is far easier than it has any right to be.
- **Ichigo Hitofuri and Oyako Toshiro (-200 CP, Discount Merchant)** – A curious pair of blades that would/will belong to a merchant named Tokichiro. These blades are a magnificent display of the creator's skill, but that's not all that there is to them. These blades carry an interesting effect. They greatly increase the luck of their wielder and this effect can stack with other luck granting items.
- **Convenient Escape Kit (-200 CP, Discount Merchant)** – Enemy soldiers closing in? Yokai prowling about? Don't worry about it. You now have yourself a bizarre makeshift kit containing enough supplies to make quick and dirty getaways. All that you have to do is make them work. These items include common things like ropes, rope ladders, skeleton keys, and small explosives for clearing or creating barricades. While nowhere near in quality to similar items used by ninja clans throughout Japan, the items will respawn once a month after use.
- **The One Night Castle (-400 CP, Discount Merchant)** – Anyone trying to make a name for themselves, needs a place to operate from, an edifice to their future glory. This is the thing that can help. What you have is the knowledge of a bit of rundown castle whose defenses have been lacking in recent years. Should you manage to take the castle for yourself, then by all legal rights, it will be yours. Post jump, information on a new castle or similar property will appear in your warehouse, waiting to be used.
- **The Cache (-400 CP, Discount Merchant)** – You must have been storing these for a long time Jumper. In your possession is a large cache of spirit stones. Naturally these stones carry great amounts of Amrita within them. However there is a curious nature of this cache. As you grow in notoriety or renown, so too will the worth of this cache. Beware, for the lure of gold always tends to draw the wrong sorts of attention, both human and inhuman.
- **Silbar Gourd (-600 CP, Discount Merchant)** – This is an interesting thing you've come across. On the surface, it's a simple gourd used to hold liquids of various types. However, that is not its purpose. Its purpose is instead to hold Amrita. Unlike items like Silibar

Fragments who merely hold amrita for future use, this item ages amrita over time. Each year the amount of Amrita will double in value with no upper limit. Should you wish to use it, you may do so by simply treating the spiritual energy inside like you would any drink. Post jump, this gourd can be used to store and age any form of spiritual energy.

- **The Yokai Castle (-600 CP, Discount Merchant)** -- It seems you moved up in the world or maybe you saw an opportunity and took it. Regardless, you now are the proud owner of a fortified castle. It has a series of interconnected sluices and waterways, defenses, and a company of soldiers sworn to defend. There's also something else about it. See, the castle is actually a powerful yokai, utterly loyal to its owner and capable of altering its interior to either aid or hinder guests. Other properties can be imported into this castle or this castle can be imported into other properties, should you wish to further expand on its capabilities.

Yokai Hunter Items

- **Skull Mask (-100 CP, FREE Yokai Hunter)** -- A gruesome mask fashioned from the skull of something utterly inhuman. Wearing it will provide you a fearsome visage that frightens lesser yokai and the weak-willed away.
- **Sohaya Garb (-100 CP, FREE Yokai Hunter)** – A standard set of demon hunter garb commonly seen worn by the Sohaya. This garb combines light materials and armor in a way that allows for the user to be highly mobile, and still be able to take a strike or two should they find themselves a touch too slow.
- **Purifying Jar (-200 CP, Discount Yokai Hunter)** – An earthenware jar sealed in waxen cloth. The contents of the jar are a greenish liquid that can be applied to any weapon you may own to instill in it a purifying effect. This can be done a total of five times until the jar is empty. Those affected by this will suffer greater fatigue than they would normally and are unable to give themselves any forms of spiritual or physical augments. This jar will be refilled every week.
- **Personal Tea Set (-200 CP, Discount Yokai Hunter)** – Members of the Sohaya aren't... the most refined of people, so most tea ceremonies and niceties are not to their tastes. This set of tea though, you may like it. Contained in a simple wooden box is a seemingly ordinary tea set with a seemingly limitless amount of cups and dishes to serve with. The kettle itself seems to produce tea water that is favorable to everyone's palettes. The real power of this set though is that it makes the process of crafting alliances between parties significantly easier. Maybe there's something to this tea ceremony business after all.

- **Dark Pact Box (-400 CP, Discount Yokai Hunter)** – This is old, very old. Said to be used by Minamoto no Raikou herself during the Heian era, this box contains two fairly strong yokai, Gozuki and Mezuki. Since you are now the new owner, they will follow your commands without question. Furthermore, should you find a greater yokai or post-jump a demon of greater power than the two already present, you may replace the two yokai within by forcefully subjugating your new desired demon. They do respect strength after all.
- **Black Lotus (-400 CP, Discount Yokai Hunter)** – A switch glaive utilized by the chiefs of the Sohaya. Heretical in its naming, this switch glaive seems to be practically weightless in your hands and you'll find that when wielding it, any skilled techniques that you may use will strike harder and do more damage than they did previously.
- **Village of the Sohaya (-600 CP, Discount Yokai Hunter)** – What's a clan of ninja like demon hunters complete without a hidden village to support them? You now know the way to access the village in which the Sohaya clan gathers. As such, you will be able to freely interact with the various demon hunters that reside there and through them, resupply through the various items and tools that they make. The village also contains a large training ground in which you can pit yourself against the strongest members of the Sohaya.
- **Gleaming Tsuba (-600 CP, Discount Yokai Hunter)** – Funny, shouldn't there only be one of these? Oh that's right. Well consider this one a perfect copy of the one Mumyo wears around her neck. This item has several effects. The first is that it alters the wearer's body, so that not only do they return to the prime of their life when worn, but will remain in the prime of their life while wearing it. The second is that tsuba allows the wearer to operate at peak physical capacity for as long as they wear it. The final effect of this item is that tsuba can be combined with weapons whose powers were either sealed or greatly weakened. This act unlocks their full capabilities without needing additional resources to do so. Although, should you wish to enjoy the benefits of the first two effects again, the tsuba must be removed from the item it was used on.

Shiftling Items

- **Engraved Dagger (-100 CP, FREE Shiftling)** – The memories of how you received this are blurred, but you're reminded of a person bearing horns giving it to you. This item is a tanto whose blade seems to be made from a combination of steel and amrita. Curiously, you'll find the kanji on the blade bearing your name upon. No matter what path in life you take, this tanto will always be at your side and its strength seems to be relative to your own. A curious gift indeed, but one that seems... incomplete.

- **Hermit's Hut (-100 CP, FREE Shiftling)** – Hmmm I suppose this palace is as good as any to seek shelter in. This small hut is your new home. Yes it may look shabby and worn but it can be cleaned up easily enough. The real draw though is how hard it is to find. Should you wish it, this small hut will be nearly impossible to find outside of those who desire your aid the most.
- **Semiore Flute (-200 CP, Discount Shiftling)** – There have been many Shiftlings throughout the history of Japan and one of the more famous was Minamoto no Yoshitune. What you have in your possession is his prized flute. While seemingly only unique for the cicada-like noise it makes when played, the real worth of this flute lies in something more subtle. Should you fall, there is a chance that your guardian Spirit and your accumulated amrita will return to you in full. However do not rely on this chance as just like alliances in the time of war, it too can be fickle.
- **Hidden Title (-200 CP, Discount Shiftling)** – They say that the union between man and yokai is a forbidden thing, and what could be more forbidden than such a union where a noble is involved. Somewhere in your belongings is a document stating your status as a bastard of a middling noble. While this will not place you in the line of succession, this document can open some political doors that would be barred for others born in your place.
- **The Crime of Patricide (-400 CP, Discount Shiftling)** – We can assure you that this armor was cleaned of the remains of its former wearer before you received it. This is a rather heavy set of armor that when worn augments any of your yokai based abilities and bolsters the strength of your blows when you are in places like the dark realm or underworld. Post jump, this effect applies to any other demonic abilities.
- **Drowned Temple (-400 CP, Discount Shiftling)** – You'll now know the location of an ancient temple located in a secluded lake. While there is a dilapidated shrine on the shore, the real interest is the dragon statue facing the lake. When activated, the waters will drain revealing a resplendent temple. The purpose of this temple is simple. It is meant to act as a repository for sealing away demons of all types within it. Just be sure to let water back in before you leave.
- **Tree Between Worlds (-600 CP, Discount Shiftling)** – In your warehouse, there's a new door that opens to a wooden bridge leading to a massive tree. The tree seems to have several walkways and platforms scattered throughout it. While it seems empty at first, the tree will become populated by the souls of those individuals who developed close bonds with you but sadly fell in battle. These lingering souls can be freely spoken and interacted

with, and can offer you quests that would set their souls at rest. Of course with their souls here, there are more things you can do with them.

- **Sohayamaru (-600 CP, Discount Shiftling)** – The dagger that was entrusted to you as a child has been rendered complete. Taking the form of a seven branched tsurugi, Sohayamaru was created for the express purposes of bringing peace back to the land and slaying Otakemaru. As such, the weapon's edge has been honed to such an extent that it could cut through the toughest armor of man and yokai alike with a sublime ease. In addition, due to the nature of its creation, Sohayamaru can purge the corruptive power of Otakemaru and beings similar to him from the bodies of man and yokai alike, freeing them of evil. When not directly in use, the weapon can transform back into its tanto form for ease of traveling and concealment.

Kishin Items

- **Ringed Staff (-100 CP, FREE Kishin)** – A seemingly normal monk's shukaja. Don't let its religious connotation fool you. This staff can be used as both a deadly spear and an effective medium for channeling mystical energies.
- **Crystalline Gourd (-100 CP, FREE Kishin)** – Hmmm, you smell that? There's some good sake in there. Unlike another gourd offered here, this one has far less utility per say and more enjoyment opportunities. This gourd, formerly owned by Shuten Douji, can absorb and convert amrita into sake. But that's not all, the more amrita is absorbed the stronger the sake becomes. There's no upper limit to this process, so be careful not to drink yourself into a stupor at the first sip.
- **A Deadly Conviction (-200 CP, Discount Kishin)** – An armor set created during Japan's past, it was originally used by the Kishin known as Suzuka Gozen who would later go on to be called Miyoshino. The armor, aside from providing good physical protection, also provides a series of additional benefits. These would include bolstering one's anima when using purifying materials against an opponent, and increasing one's vitality and physical endurance.
- **Mountain Oasis (-200 CP, Discount Kishin)** – Demons may be known to rage, but even they need a place of peace. This location is a tranquil mountain retreat with its own natural springs and small dwellings. It can, and will routinely be visited by peaceful spirits seeking only companionship. When in use, you will find your woes and angers ebbing away as effortlessly as the waters of the oasis.

- **Shadows of the Dream (-400 CP, Discount Kishin)** – A curious set of armor from Japan’s ancient past and originally belonging to Otakemaru himself. When worn, this armor provides a series of unique effects most importantly, increasing the strength of your demonic abilities and increasing the severity of the wounds dealt to foes who are already ailing from various deleterious effects.
- **Onigajo Fortress (-400 CP, Discount Kishin)** – Seemingly appearing out of nowhere, this island looks like a warzone between human and yokai forces. And yet, there is a standing fortress waiting for you. This island and its fortress draw malevolent yokai to be its guardians and its physical nature reflects their evil in the hearts of its inhabitants. The greater the evil, the more twisted and warped the isle and fortress becomes, making it harder for invaders to properly lay siege to your holdings.
- **Grim Horn (-600 CP, Discount Kishin)** – This must have hurt when it was cut from you. What you have here is one of your own horns, cut away from you at an unknown point in time. On its own, this horn serves little use. However, should you require it, you can imbue with a great deal of your soul giving it two properties. The first is simple, as long as there is enough amrita or in other jumps spiritual energy present, you may be able to bring yourself back from death. The second is in the event that there isn’t enough amrita required. Should someone be foolish enough to take this horn in their hands, they will find it attached to their skull as if it were their own. This would allow you to take over their body and whatever power they may have before using it for your own resurrection.
- **Kenmyoren, Daitoren, and Shotoren (-600 CP, Discount Kishin)** – Otakemaru’s prized swords given to him by the King of Demigods. Imbued with power of Fire, Thunder, and Water, these blades are considered legends in Japanese mythology and are easily capable of laying waste to armies in the right hands. Kenmyoren can be wielded as a traditional katana, while Daitoren and Shotoren may be wielded in each hand. However with this purchase they can be wielded in another way. A Jumper may take hold of one blade and allow the other two to act autonomously around you until you need them most.

Companions

All companions receive +600 CP and +600 GS points

- **Old Friends and New (-50 CP to -400 CP)** – Bonds are important in this tumultuous time, and some of the strongest are the ones with history behind them. You may import up to eight companions to aid you in travels here. They will receive 600 CP and GP to use for this jump.

- **Reformed Bandit (-100 CP)** – Times are hard Jumper and well a lot of people are feeling the heat. Now Banditry is always an option but even then between warring lords and roaming yokai, some feel it's better for a cushy job. Enter this former bandit. Looking for an easy and safer way to make mon, they signed on with you as a bodyguard. They have no idea what they're getting into.
- **Scampuss (-100 CP)** – Wait, what's around your ankles? Oh! That's just a lovable scampuss! These corpulent but friendly yokai can often be found around peoples legs in an attempt to be noticed and pampered. They are for the most part friendly but can puff up like pufferfish when on the offensive. This version of the scampuss will also tend to attract other scampusses throughout your journeys.
- **Minor Noble (-200 CP)** – Hmmm well you seem to have made a bit of a name for yourself haven't you? You've attracted the attention of a minor noble. Not in any bad way, but well they're ambitious to say the least and they'll more than likely use their wits and connections to increase their standing, with you by their side of course.
- **Flutist of the Battlefield (-400 CP, Discount Merchant)** – This is curious, very curious. It seems the power of Amrita has brought forth a ghost of the past to aid you in your endeavors. Minamoto no Yoshitune was a famed commander during the late Heian period who was said to have trained under several Tengu and to be of Yokai descent. As such this former commander comes with the Following Perks and Items;
 - All the General Perks up to **Spiritual Budding**, and the Shiftling Perks **Unnatural Tongue, Anima, Elemental Heritage (Blessed Resistance), and Yokai Shift**. In addition, he bears the **The Semiore Flute, The Sohayamaru**, and the Guardian Spirit, **Kurama Tengu**
- **Wise Avatar (-400 CP, Discount Shiftling)** – Unbeknownst to many, the Heian period was beset by aratamas at an alarming rate. Perhaps it was the effects of Genpei war or bitter one sided rivalries, but the constant attack necessitated individuals who could wisely guide the people in positions of authority. One such individual was the legendary Onmyoji and Shiftling, Abe no Seimei. While Abe no Seimei himself has passed, his avatar continues to carry out his wishes and seems to have come to you through the offer of aid.
 - Despite being an avatar, this entity maintains Abe no Seimei's skill and power in onmyo arts as well as the following Shiftling perks, **Unnatural Tongue, Anima, A Peaceful Mind, More Than Your Parentage**, and **Yokai Shift**. It is a phenomenal teacher and advisor in the matters of spirits, yokai, and politics. He possesses the Guardian Spirit **Kuzunoha**.

- **Mentor from the Past (-400 CP, Discount Yokai Hunter)** – The Sohaya clan is a known force against yokai and are easily hired by those wishing to procure their services. However there were those that slew yokai out of a sense of duty. The most famous of which being Minomoto no Yorimitsu, also known as Raikou. While she met her end using her body as a seal for the Kishin, Shuten Douji, upon purchasing this option you will find her by your side.
 - As one of the most famed yokai slayers in Japan's history, she comes with all the general perks and almost all of the Yokai Hunter perks save for *Eternal Duty* and *Love on the Battlefield*. She also possesses the **Sohayamaru**, the Guardian Spirit **Ho-oh**, a **Dark Pact Box** containing the yokai, Mezuki and Gozuki, and the ability to fight in the Dark Realm without suffering any losses to her stamina.
- **Greedy Bandit (-400 CP, Discount Kishin)** – Humans can be quite cruel to each other can't they? No real sense of the bonds between them. Take this one for example. Abandoned by their parents, forced into a life crime, until they met you that is. Whether you were impressed by their actions or something else, you helped them shed that humanity and craft them into a powerful yokai. One that has thanked you for this act with absolute loyalty.
 - Aside from being a powerful yokai, they come with the Following Perks; **A Giant with Horns, Void Cut, Aratama Corruption/Nigitama Purification, The Weak Seal, Lingering Malevolence** and the ability to draw forth amrita from a subject through torture.
- **Miyoshino/Suzuka Gozen (-400 CP or -600 CP)** – Not all Yokai are evil, some are actually far more benevolent than most would realize. Enter Miyoshino. Upon purchase, this greater yokai will have seemingly cheated death at the hands of Kashin Koji. While having great power, Miyoshino is fundamentally a pacifist and took a more motherly role in life. That being said, she is also vastly long lived and has a keen insight into the truths behind the various legends in the land. However, if you spend an additional **200 CP** you will not be getting Miyoshino. Instead you will be getting her true self, Suzuka Gozen. While just as benevolent as her future self, she is no longer a pacifist, and is an incredibly capable warrior specializing in the use of a Tsurugi. In addition, Suzuka Gozen also has the Guardian Spirit, **Sohaya**.

Guardian Spirit Table

Well This is an important feature of this jump afterall, Take **+1000 GS** for this section alone. You may also convert CP to GS in a 1-1 ratio. You may take ONE of the first three for free.

- **Makami** (FREE/- 50 GP) – A servant of the mountain gods, this spirit acts as a guardian against vermin and flame.
- **Ame-no-Mitori** (FREE/-50 GP) – A servant of lightning gods, it is believed that their actions brought the first rice plants to Japan and that their thunderstorms promote better harvest.
- **Kagewani** (FREE/-50 GP) – A cursing god, this spirit is usually hostile towards humans. However, if worshiped, Kagewani would offer its protection.
- **Masaru** (-200 GP, FREE For Merchant) – A messenger spirit of the Sun God of Mt. Hiei, Sanno Gogen.
- **Shirohami** (-200 GP) – The messenger of Benzaiten, a goddess of prosperity, rebirth, longevity, and the arts. It is believed that it brings great wealth, as seen by Saito Dosan.
- **Rokugezo** (-200 GP) – A spirit symbolizing military prowess and might, this spirit when provoked can call down lightning on all foes that stand against its bearer.
- **Okuri-Inu** (-200 GP) – A predatory spirit that paradoxically attacks wayward travelers and protects travelers from wolves.
- **Usura-Hicho** (-200 GP) – A spirit taking the appearance of a mass of Icy butterflies. It is believed that venerating them may protect them from cold. Though, many also believe that they are souls of those who died in cold and grief.
- **Yaonami-Hime** (-200 GP, FREE Yokai Hunter) – The spirit of a woman who became a mermaid after becoming immortal. Tales of mermaids have been ever present in Japanese mythology.
- **Shin-Roku** (-200 GP) – A messenger of the god of lightning and war, Takeminazuchi, this spirit promotes vitality and regeneration and is believed to heal minor wounds almost instantly.
- **Hiyokucho** (-200 GP) – A spirit represented by two birds, it is believed that it represents happily married couples. It is also believed that it has control over water.
- **Hyobishin** (-200 GP) – One of the eight directional deities in onmyodo, this spirit appears as black panther with a violent disposition towards the impure.
- **Itokuri** (-200 GP) – A spirit appearing like a giant spider. It's not content with merely protecting people, Itokuri likes to alter the fate of those it's tied to.
- **Nine Tails** (-200 GP) – A spirit taking the appearance of a nine tail fox. It is said that it could manipulate flame and the psychology of individuals.
- **Atlas Bear** (-200 GP) – A spirit that embodies nature's ferocity and protection. Those who are bonded to it often survive dangers that would have cut their lives short.
- **Genbu** (-200 GP) – A spirit taking the appearance of a fusion between a tortoise and a serpent, it is revered as a guardian of the North and water.
- **Yatagarasu** (-200 GP) – A spirit that has been said to lead heroes down their destined path, it is venerated by those who fight through ranged weapons.
- **Inosasao** (-200 GP) – A boar spirit that is worshiped as a symbol of power, childbirth, and harvest.

- [Tengan Kujaku](#) (-200 GP) – A powerful spirit whose presence leads to interesting lives and turmoil.
- [Nekomata](#) (-200 GP) – Upon reaching old age, cats will be able to stand on their hind legs and their tail will split in two. They will develop mystical power and the ability to speak with humans.
- [Hakutaku](#) (-200 GP) – A spirit taking the appearance of a humanoid goat with three eyes. It holds an immense amount of mystical knowledge and appears to the virtuous.
- [Isanagami](#) (-200 GP) – A whale based Guardian Spirit also known as the God of Fishing. It is tied to the god of commerce and harvest, Ebisu.
- [Yumehami](#) (-200 GP) – A spirit said to be able to devour nightmares and protect dreams of good fortune. It may also invert this, devouring dreams of good fortune and propagating nightmares.
- [Saoirse](#) (-200 GP) – A spirit resembling the celtic merrow, this spirit can warn against danger and sense amrita.
- [Gyokuto](#) (-200 GP) – A spirit said to travel between Earth and Moon, it protects travelers granting safe passage.
- [Mizuchi](#) (-200 GP) – A dragon spirit for those who harbor great ambition.
- [Kurama Tengu](#) (-200 GP) – A great tengu from Mt. Kurama that became a guardian spirit. It protects sacred grounds and guides those along the path of enlightenment.
- [Ho](#) (-200 GP) – The male half of the legendary spirit Ho-oh, representing the yang elements of onmyo.
- [Seiryu](#) (-200 GP) – The sacred protector of the East, this dragon spirit watches over those who have great ambition.
- [Kusunoha](#) (-200 GP) – A guardian spirit said to be the messenger of the god Inari. It is believed that Kusunoha may be the mother of Abe no Seimei.
- [Oh](#) (-200 GP) – The female half of the legendary spirit Ho-oh, representing the yin elements of onmyo.
- [Ho-oh](#) (-200 GP, **Requires both Ho and Oh**) – A guardian spirit said to appear with the arrivals of virtuous monarchs. Together they represent Taiji, the creative force of the universe.
- [Janomecho](#) (-200 GP) – A spirit said to have a strong connection with death and souls. Samurai pray to this spirit before going into battle.
- [Sohaya](#) (-200 GP, **FREE Kishin**) – A guardian spirit taking the appearance of a white dragon with seven horns. It is charged with the destruction of those who oppose the order of heaven and earth.
- [Baku](#) (-200 GP, **FREE Kishin**) – A guardian spirit that feasts off the desires of people. As such, it is believed that it contains a secret well of power and will lend its power to those it appears to.
- [Suzaku](#) (-200 GP) – A sacred bird that has been worshiped since ancient times. It is one of the four gods of the cardinal directions.

- **Amabie (-200 GP)** – A long haired guardian spirit who warns of impending diseases and plagues. Those that capture its image are said to be protected from illness.

Guardian Spirit Perks

The following perks will affect all Guardian Spirits both purchased and later received.

- **Greater Might (-100 CP, -200 CP, -400 CP)** – Upon purchase, you may increase the strength of the offense that your spirits provide you, both physically and spiritually. You will find that all attacks will have a noticeable boost. For 100 CP you will increase it by a lesser degree. For 200 CP, you may increase it by a moderate degree. For 400 CP you may increase it by a greater degree.
- **Greater Endurance (-100 CP, -200 CP, -400 CP)** – Upon purchase, you may increase the physical protections these spirits provide you. For 100 CP you will increase it by a lesser degree. For 200 CP, you may increase it by a moderate degree. For 400 CP you may increase it by a greater degree.
- **Greater Resistance (-100 CP, -200 CP, -400 CP)** – Upon Purchase, you may increase the elemental protection that these spirits provide you. These protections are based on the elemental affinities that your currently assigned spirit provides. For 100 CP you will increase it by a lesser degree. For 200 CP, you may increase it by a moderate degree. For 400 CP you may increase it by a greater degree.
- **Greater Exclusive (-100 CP, -200 CP, -400 CP)** – Every Guardian Spirit has exclusive abilities that are unique to it. Upon purchase of this perk, those exclusive abilities will be augmented to be even greater than before. For 100 CP you will increase it by a lesser degree. For 200 CP, you may increase it by a moderate degree. For 400 CP you may increase it by a greater degree.

Scenarios

The Depths (No Requirements) – Hmmmm what’s this door? You’ll find in your warehouse a new door that wasn’t there before. Opening it reveals a wide wooden platform set in the middle of a seemingly endless misty lake. On it are four things; a dock, a boat with a dweller at the helm, a small shrine, and an attendant. The attendant will explain that the dock and boat leads to the Underworld. This location will comprise various ‘floors’ that are twisted versions of places you've been to during your travels here populated by the phantoms of foes once defeated. There are 108 floors to the underworld and an additional 30 floors beyond that, all of which are fraught with danger of the highest order. The goal is simple. Descend to the last floor of the depths to complete this scenario.

- **Reward – The Ever Expanding Underworld** – Upon Completion, you will find your version of the Underworld to be altered. Firstly, the initial floors will endlessly expand beyond the 108 limit as will depths. These new floors will be locations you have visited

in previous jumps and will expand to include locations in future jumps. Similarly too will be the enemies you fight and the loot you will find as they will be reflections of your past battles and victories. Any items you take from the underworld will be made stronger as a result of their presence there.

Nobunaga's Ambition (No Requirements) – This world paints Nobunaga Oda in a more... favorable light so to say. It is safe to say that without the actions of Kashin Koji through the intermediaries of Tokichiro and Saito Toshimitsu, he would have more than likely succeeded in his dream of unifying Japan. That's where you come in. Your goal for this scenario is to make sure that Nobunaga succeeds. Whether that be ensuring his survival at the battle of Okehazama, rescuing both he and his wife at Honnoji Temple and beyond, Nobunaga must live to unify Japan under the Oda clan.

- **Reward – Demon King of the Sixth Court** – Well considering all the work you've put in, you should be appropriately rewarded. You will be able to take Oda Nobunaga as a companion. In addition to being able to use spirit stones, and guardian spirits, Nobunaga will bring with him his wife, No-Hime, and his clan as followers. The Oda clan will have a standing army and retainers ready to carry on the conquests of both Oda Nobunaga and yourself.

The Great Unifier (Merchant Origin Required) – Forget the usual ten year limit found in just about every jump. You're staying here indefinitely until you can complete one task. The unification of Japan. Shouldn't be too hard right? What am I saying, for a series of islands this will be a monumental task but one that will bring quite the reward should you manage it.

- **Reward (Requires Unifying Japan)** – If you were able to unify Japan during the warring states era then your efforts should receive a reward of equal value, Japan itself! You will receive a version of Japan from its Sengoku era that can grow and evolve with your actions and rule. Furthermore it can be imported into other versions of Japan to reflect your changes and administration. Post jump, this version of Japan can be easily accessed through a new door in your warehouse.

The New Clan of Slayers (Demon Hunter Origin Required) – The Sohaya clan was a roaming force that existed during the reigns of Oda Nobunaga and Hideyoshi Toyotomi. Yet it seemed that they disappeared during the intervening years they disappeared. Perhaps it was due to attrition, internal conflicts, or other reasons but Japan needs its demon slayers. That's where you come in. Before the end of your jump, you must establish the beginning of a new clan of demon slayers, one that would protect the people from malevolent yokai that roam the land.

- **Reward – Jumper's Hidden Village** – Similar to the Village of the Sohaya, you now possess a hidden village. However, unlike the Sohaya variant this village has an additional effect. Unlike the base village, the village you receive as an reward will scale

with your travels, growing stronger from encounters with new types of demons and expanding its numbers and technological levels in response.

The Distorted Mirror (Shiftling Origin, and Dream of the Jumper Required) – Jumper, you were born a twin and like any respectable half-demon or in this case half-yokai twin, you will be drawn into a conflict with your twin. The difference here is that your sibling is/will be possessed by Kashin Koji. The goal is simple, save your sibling from their possession and ensure their immediate survival (as in don't allow them to immediately disintegrate upon excising Kashin Koji).

- **Reward – Saito Yoshitatsu** – For rescuing your sibling, you will be able to take them as a companion. As a companion they will have all the perks you purchased from this jump and the Crime of Patricide armor set. In addition to this, their capabilities with their yokai abilities are greater than yours. Finally, your twin will scale with you in power, being your mirror image in every way.

The Propagation of the Nightmare (Kishin Origin Required) – During the events of the First Samurai, Otakemaru wanted to bring death and ruin to humanity. He would have succeeded if not for the efforts of a youth with a blade of shining gold. Outside of his four greater yokai, Otakemaru had no one else for aid, until you came into the picture. The goal of this scenario is simple, aid Otakemaru in his goals of destroying mankind and prevent the legendary youth from slaying him.

- **Reward – Otakemaru** – For slaying all human life in Japan, you may take Otakemaru himself as a companion for your future jumps. Otakemaru comes with all the perks in Kishin as well as a few additional advantages. The first major one is that he is able to utilize and project Kashin Koji, as a means of destabilization, without being slain in battle. More importantly, his power as the Nightmare Bringer has been condensed into himself, granting him the form's unbelievable power without the cost of stripping him of his mind.

Drawbacks

- **Dream of the Jumper (+0 CP)** – The cool night air awakens you and you find yourself in a small shack. There's a letter not too far from you, asking you to come to a village known as Juzansakura. Welcome to the world of Nioh 2 Jumper, you've now taken Hide's place in the story. This drawback requires you to complete the main events of the story before leaving. You may increase the difficulty of the Jump by taking the below difficulty options. Regardless of your Origin, you will be able to use the shrines containing the items that will take you to and from the time and locations of the DLC missions.
 - Dream of the Strong (+100 CP)

- Dream of the Demon (+200 CP)
- Dream of the Wise (+300 CP)
- Dream of the Jumper (+400 CP)
- **A Conquest of Attrition (+100 CP, Can Be Taken 10 Times)** – With the exception of the DLC story missions, the story of Nioh 2 spans a period of 100 years. Naturally, the standard Ten Years wouldn't cover nearly everything. So! You may extend your time in this jump by ten years per purchase.
- **Strange Eyes (+100 CP)** – There's something... off about you Jumper. Maybe it's your eyes in the moonlight or something. Regardless, people here will notice this and begin to treat you with no small degree of suspicion. This will make first meetings less than pleasant which matters a lot more in this era of history than you might think.
- **Matching Rarity (+100 CP)** – Muramasa is a genius in the forge, no two ways about that. With enough funds and materials, he could Soul Forge weapons and armor together, creating a greater and stronger whole than their two composite pieces. That being said, there's been new issues he's experienced. It seems that Muramasa can only soul forge items together if their rarity matches. Both you and he will know what the rarity of the item is so you have that going for you at least.
- **Shifted Assault (+200 CP)** – All throughout your travels, there will be sites of vengeance. Normally when used, they would only spawn the vengeful phantom of a deceased warrior. In areas subsumed by the Dark Realm these spirits become raging yokai. Now though no matter whether you are in or out of the Dark Realm, all vengeful spirits will be in a yokai state, granting them greater power and resilience than they would have had before.
- **An Experienced Weapon (+200 CP)** – During this era, there were many great teachers of weapons. It wouldn't be presumptuous to assume that you would like to learn under them during your time here. One problem though. In order to do so, you would need to prove your experience to them through battle. The greater the teacher, the greater experience you will need to show. Don't think you could chess this drawback through prior experiences, The experience you must prove will only be valid once this jump begins.
- **Drained Soul (+200 CP)** – It would be so easy to arrive in these lands and lay waste to all you see with your power wouldn't it? Well we can't have that can we? It seems that upon entry here, your out of jump powers and abilities have been drained away from you, leaving you with only the perks that you have purchased within this jump.
- **A Mujina's Theft (+400 CP)** – Hey! Where'd all your items go? It seems that a few yokai snuck into your warehouse while we were speaking, and they made off with all your out of jump items. You won't be getting them back until your jump is over. Don't think you can get around this one either. If this is your first jump, then all large chests will contain a Mujina who'd like nothing more than for you to match their gestures. Fail

to do so and you'll be fighting yourself, or at least a Mujina mimicking your appearance and abilities.

- **The Price of a Dream (+400 CP)** – The legend of the Sohayamaru speaks of its great power but not of the price that was paid to forge it. Power requires sacrifice after all and you have to pay yours. You will begin this Jump without any memories of the setting and more worryingly, no memories of your time as Jumper. You are as blank of a slate as Miyoshino at the time of her creation.
- **Befouling Gaze (+400 CP)** – It's not secret that prejudice runs deep in these lands. Whether it be from a rival clan or aspects of your birth, you will find that those in power will take umbrage with you for those very reasons. Often they will go behind your back, instigating and creating chaos as a result of these deep running hatreds.
- **The Dark Realm Eternal (+600 CP)** – The Dark Realm are locations where a multitude of Yokai have gathered. Their corruption alters it, making them stronger and humans and shiftlings weaker. Normally these would be isolated pockets and could be dispelled by the slaying of a yokai surrounded by Spider Lilies. Now? It's everywhere and can never be dispelled. If you happen to be a Kishin, then this changes from a Dark Realm to a Pure Realm. Here the situation is reversed, Humans and Shiftlings are now stronger and you are weaker with no way of returning the land back into darkness.
- **Purple Horns (+600 CP)** – Do you feel it? The hatred burning against brow, growing and sprouting forth with all its dark majesty? You awoke in these with a pair of Purple Horns growing from her head. These horns contain the dark spirit Kashin Koji who desires your body and soul for the purposes of spreading hatred and chaos among humanity. You can't seem to break these horns off, nor can you purge Kashin Koji from your soul. Now your nature as an outsider has given you some protection, preventing Kashin Koji from overwhelming you immediately but this will be a constant battle, and should you lose that control even for an instant, the dark spirit will take over and there's no telling what he'll do with your power. Of course, if you don't wish to experience this hell, you could always pass this burden onto one of your companions...

Guardian Spirit Drawbacks

- **A Singular Spirit (+100 GP)** – Many warriors who utilize Guardian Spirits can use two at once. It could be seen as a measure of the spiritual might and power. You though, can't. During this jump, you may be able to only assign one Guardian Spirit at any time.
- **Gotta Catch Them All (+200 GP)** – There are many Guardian Spirits throughout these eras of Japan's history and many of them have unique skills that would be a great help to you. As such, you feel compelled to acquire all of them. Due to this, you will not be able to leave this jump, until you acquire all Guardian Spirits listed in the Guardian Spirit Table.

- **Cost of Power (+400 GP)** – Guardian Spirits are meant to bring great power to their bearers. However they always seem to be weaker in your hands. Throughout this jump, your Guardian spirits and other similar entities will be noticeably weaker than they were before. Naturally, this weakness will remove itself upon completion of this jump.
- **Foreigner’s Curse (+600 GP)** – Perhaps your nature as an outsider has led to complications. Whereas great warriors, onmyoji, and strategists can and will acquire Guardian Spirits You won’t be able to. As such, you will have to fight with only the skills you have brought in with you. Your Guardian Spirits and your capacity for attaining them will not be accessible until the end of the jump.

Decisions, Decisions

- **A New Dream** – You have decided that you’ll be moving forward to another jump, a new dream if you will.
- **An Eternal Dream** – Something about this land has drawn you in a way that no others have. As such, you have decided to end your jumping here and remain in this land from now.
- **Dawn Comes** – You are tired of the dream Jumper and so you have decided to return to a waking world, your old home.

Notes

- 9/25/23 – V0.9 of this Jump is Jumpable. It is still subject to further grammatical and formatting review.
- More Notes to be added in the next few days once grammatical review is complete and community review.
- 9/26/23 – The jump has entered its V 1.0 stage.
 - Multiple grammatical errors have been corrected.
 - Format has changed slightly for greater ease in reading.
 - Several perk and item descriptions have been slightly altered or changed for better clarity.
 - The “Two Faces of Hospitality” perk has been added to the Merchant Perk section. This was mainly because I forgot to add the second 400 CP perk for the Merchant Perk Line and vaught the mistake this morning.
 - All Purchasable items are fiat backed to be unbreakable.
 - The Guardian Spirit Table section has links included to their wiki pages for their stats and special abilities.
 - The Guardian Spirit perks will affect all Guardian Spirits across Nioh 1 and 2 as well as any similar spiritual guardian that a Jumper may acquire.