

# THE WIND RISES

V 1.1 By Apocbox



A young boy dreams of becoming an airplane pilot. Something he cannot do due to his nearsightedness. But he still wishes to tie his life to those beautiful machines. He's encouraged by a famous Italian aircraft designer, Giovanni Caproni, whom he meets in one of his dreams, and decides to become an aeronautical engineer. The boy's name is Jiro Horikoshi, and one day in the future he will create one of the most capable carrier-based fighters in the world. Take this 1000 points to spend. You will enter this world in 1918 and stay here until the 1945.

# ORIGINS

Choose your age and sex for free

## Drop In

You appear in this world out of thin air in a place of your choosing with no prior memories or history.

## Aeronautical Engineer

You are an inventor, a designer, and a scientist who was taken with those flying machines from a young age and now dreams of creating your very own aircraft. You wake up in a rented room near the Tokyo Imperial University, which you are set to graduate from this year.

## Plane Pilot

Having had fascination with the sky for as long as you could remember, you have eventually ended up as a pilot for one of the early planes. Whether you are in the army or are a civilian is up to you, and you wake up in your own house in Nagoya near the future headquarters of the Mitsubishi Aircraft Company.

## Supportive Partner

You do not know much about planes nor do you have any particular interest in them, having a more ground-tied life. Whether you are a doctor, a painter, a hotel owner, or a member of some other profession, you wake up in your own house somewhere in Tokyo.

# Perks

Perks are Discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free Perks are optional.

## General

### **The Blowing Wind - Free**

The way the wind blows, the movement of machinery, the expression of people's faces and everything else just look beautiful here. And is it that strange that one would want to continue to enjoy that beauty even if they leave? At will, you can make the whole world look like one of the Ghibli movies as well as be able to choose which movie the look leans towards more and turn it back to normal with similar ease. You can share this perk freely with anyone you touch.

## Drop In

### **Mister Worldwide - 100**

As the technological advancement marches on and the new methods of fast transportation become more and more available, the world becomes both bigger and smaller. Thankfully, you now have one less thing to worry about when it comes to ending up in new places, as you are now able to understand, speak, read, and write in any non-supernatural language you encounter with the same level of skill as you possess in your primary tongue.

### **Is This How You Treat Guests? - 200**

One other concern an international or even interdimensional traveler might face is the fear and hate of who they are from the locals. Thankfully, you no longer have to worry about that, as people are always willing to give you the benefit of the doubt when they first meet you, and you are judged not for any inherent qualities you might possess but instead only for what you do.

### **I Loved You Since The Wind Brought You To Me - 400**

Life can be so cruel. To bring someone who you would love dearly to you only to then make you watch helplessly as they slowly wither away. No more. As long as you are alive, so will your loved ones be as well. Your friends, family, or romantic partners will not die before you, and they will even remain healthy as long as you yourself remain so.

### **Bravo! A Beautiful Dream - 600**

Dreams are an important facet of this world, and it seems through you they seep into reality a bit. You see, physics seems to act a bit more loose when it comes to the things you make or even just design. You could make a giant flying fortress that has bird-like flapping wings with pre-WWII technology and have it be an

extremely effective war machine despite it not realistically having any right to be so. Not that you currently have any sort of additional knowledge, so you might want to start learning.

## **Aeronautical Engineer**

### **Rough Draft - 100**

Your hands are quick, precise, and steady, and you have great talent at drawing. Sketching an extremely realistic technical drawing is a matter of minutes for you. But sometimes one will not have a chance to draw something they saw soon after, and the important details can be forgotten. Not to you, as your memory is now perfect, never forgetting a thing as well as possessing infinite storage, instant recall, and being fully retroactive.

### **This Is My Dream - 200**

A person on average spends a third of their life asleep. And it is an unfortunate fact that most of the dreams one has are neither useful nor remembered that well. You, on the other hand, are a perfectly lucid dreamer, always remembering what you experienced while asleep as well as being able to freely alter your dreams to suit your needs. You could have fun adventures or spend additional time working, designing planes even when you are supposed to be resting.

### **Beautiful, Isn't It? - 400**

Engineers and designers are met with many issues during their work, creating something that has never existed before. But if you would just look at the natural world, you could see that it has answers to many of your problems. You are exceptionally good at recognising the strength of natural organisms and their parts and being able to rather easily replicate their qualities using mechanical means. Recognizing the beauty and strength in the curvature of the fish bones and applying it to plane wings or mimicking a bird's beak in the design of the front end of a train are the things you could do easily.

### **It's Like An Endless Road - 600**

You are fluent in the language of the universe. Math is as easy as breathing for you, and so is everything related to it. Physics, chemistry, aerodynamics, you name it. What's more, your imagination is superb, as with enough knowledge you could easily understand why and how something failed, being even able to see the insides of a machine and spot what broke it. And if you understand why something is failing, you can then improve, creating a better, stronger, more efficient alternative.

## **Plane Pilot**

### **Eagle Eye - 100**

Having good eyesight is an extremely important part of being a pilot, especially in these early days. Thankfully, you have vision more befitting a bird of prey than a human, easily being able to spot even the smallest of objects from miles away. Your eyes are also a bit more resilient, being able to handle strong winds one might face up in the sky.

### **Rising Wind - 200**

Even the best flyers can be brought to the ground by nature's stormy wrath. But you seem to be liked by our shared mother, with winds always blowing favorably at your back, picking up and calming down when the need arises. In the sky during a flight, on a sea voyage by boat, or traveling on foot, you will never have to worry about bad weather ever again.

### **Thankfully, He Survived - 400**

But being struck by nature isn't an only or even main way a pilot may be brought down. A loose bolt, faulty wiring, or a stray bullet—there is always a way for other humans to mess your flight up. And even if you are no less likely to suffer such occurrences, you are far more likely to survive them with your luck rising dramatically whenever you are faced with death while piloting any sort of machine.

### **To Fly Airplanes Is Simple - 600**

For you, that is. Others will spend years, perhaps even decades, to master the art of flying an aircraft. But you? To call you an ace is almost an insult, with how little that title conveys the level you operate on. It's like you were born in the cabin of a plane. It doesn't matter how advanced the machine is or what purpose it serves; if it can fly, then you can pilot it like no one else could.

## **Supportive Partner**

### **She Was Beautiful Like The Wind - 100**

You have both the natural good looks as well as a sheer presence that draws people's eyes to you. Be it your innocence, the way you smile, your laugh, or something else about you, almost everyone you meet can find something beautiful about you.

### **I Wanted To See You - 200**



The power of love is truly something to behold. Even if you were to become bedridden with a deadly condition, you could force yourself to stand up and go across the country to see your beloved; your willpower has received a noticeable boost, allowing you to force your body to operate on a level it very much is not supposed to.

### **I Was Praying To The Spring - 400**

Sometimes you can meet a person that will have a tremendous impact on your life, perhaps saving a dear friend or making you fall in love with them at first sight, only for them to disappear and be never seen again, no matter how hard you try to find them. Thankfully, not only are you now far more likely to meet good people who are willing to help you with your troubles, but you are also guaranteed to always be able to find them after some searching.

### **You Must Live - 600**

The people you love and support, be they your friends, your family, or your romantic partners, are destined for greatness. They meet just the right people just at the right time in their lives; they find inspiration for their projects; they get lucky breaks so much more often than they would have normally, allowing them to realize their potential to the fullest.

## **Items**

Items are Discounted to their respective origins, items worth 100 are free and the rest is 50% off. Anything can be imported into a fitting item (Weapon into a weapon, tool into a tool etc.). If lost or stolen you get them back in an hour. All items can be bought multiple times, with free items costing 50 after first purchase. You can combine compatible items like Appropriate Attire and Flight Suit.

### **Drop In**

#### **Appropriate Attire - 100**

This set of clothes morphs to always be both timely and culturally appropriate to whatever place you visit. It is extremely comfortable and is always clean, unless you need it to be dirty for some reason.

#### **Saved Up For 40 Years - 200**

This set of tickets can be used to get a free ride on any sort of public transport, be it a train, trolley, plane, or something else. There's enough for 10 rides for 10 people or all of them can be used at once to summon a friendly Catbus that can get you

anywhere on the planet within an hour. You get a new set a week after they are all used.

### **Dream Killer - 400**

This large sniper rifle is a perfect anti-aircraft weapon. Not only do the bullets shot by it seem to fly farther, faster, and hone in on the weakest points in its targets, but they also do far more damage than they realistically should be able to, as long as its target is currently in the air. Has infinite bullets but can't be disassembled and is extremely heavy, requiring a few people to move around.

### **Japan Will Blow Up - 600**

Well, if all else fails, this just might come in handy. This is a rather simple bomber plane, with nothing impressive about it. Except the payload. It is armed with two nuclear bombs identical to the Fat Man and Little Boy. The bombs are restocked 10 years after use or at the end of the jump, whichever comes sooner.

## **Aeronautical Engineer**

### **An Unconventional Splint - 100**

A set of tools, papers, and a suitcase to place them in that any sort of designer or engineer would be proud to have. They make for a surprisingly good alternative for emergency medical help.

### **Helping Hands - 200**

A group of a dozen people for whom at the start of each jump you can choose the professions and skills of. They are quite loyal, never revealing any of your secrets, and can learn extremely quickly from you. With some time and effort you could even share your perks with them through teaching them.

### **Government Contract - 400**

Even if you come up with something really extraordinary, it might never come into existence solely because you didn't have enough money to construct it. Thankfully now you will receive some ginormous funding each year, rivaling what the wealthiest countries in the world could give to their most exceptional weapon developers. No one finds you having that money strange.

### **Where Are Their Oxen? - 600**

This is one of the best factories in the world, currently being centered around the creation, storage, and repairs of airplanes but capable of being expanded to do much more. Anything produced here is protected from being stolen, both physically and

in a sense of plagiarism. You could give tours of the place to the scientists and secret police of an enemy country, and they will not be able to get or replicate anything out of it.

## **Plane Pilot**

### **Flight Suit - 100**

An outfit of your choice that is capable of providing you with exceptional climate control as well as giving you slight resistance to g-force. Comes with a set of glasses that protect your eyes, improve your vision somewhat as well as allowing you to see during the night better.

### **Stealthy Parachute - 200**

When you are up there in the skies and your plane is broken and there is no saving it, your only hope is your parachute. That it works, that you are not shot while you glide down, and that you land in a safe space. And while the latter isn't guaranteed, this one does help with the first two. Not only is it guaranteed to always open up, but it also makes you nigh invisible to any enemy while you are using it as well as subtly guiding danger away from you.

### **Floating Landing - 400**

This aircraft carrier is capable of housing fifteen average-sized fighters as well as providing them with fuel and automatic repairs. It is extremely hard to find by enemies and has a radar capable of tracking where each plane that has launched from it is located, no matter the distance. Has infinite fuel and never requires maintenance.

### **Something Beautiful - 600**

A top-of-the-line fighter plane of your choice, whether one that already exists or one that will be created within your stay at the jump. It's always scaling off of you, becoming faster and more durable, with its guns doing more damage as you improve and become better. Always has fuel and doesn't need maintenance.

## **Supportive Partner**

### **Art Supplies - 100**

A set of tools for your profession or any hobby you might have, like an easel, paints, brushes, and canvas if you are a painter. They are of exceptional quality, and anything you run out of is replenished in a day.



### **Paper Plane - 200**

An intricately folded paper airplane. When thrown, it has a tendency to fly towards people who you are really compatible with, be it as friends or romantic partners. It disappears whenever you meet them, but you get a new one each month.

### **Comfy Hotel - 400**

A building in a central European style that acts both as a very nice home to you and as a nice source of income with all the rooms you can rent. It's located in a beautiful place and provides a really relaxing atmosphere, staffed by followers that take exceptionally good care of the place.

### **Mountain Sanatorium – 600**

This is the best medical institution in the world, attracting the greatest doctors to it. Even just being here without being provided any treatments makes people feel better and increases the lifespan of any terminally ill person by quite a bit. Any medical research gets done far faster here and yields far better results.

## **Companions**

Companions can't take drawbacks.

### **Original/Import - 50 for 1, 200 for 8**

Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 to spend as they please.

### **Canon - 100**

Take any individual as long as you can convince them to go.

## **Drawbacks**

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

### **Extended Stay + 100 per**

Stay for 10 more years. Can be taken as many times as you want but you only get points for the first 4 purchases.

### **I'm Too Nearsighted + 100**

Your eyesight is pretty bad, requiring you to wear glasses if you want to really see anything. It can potentially be fixed with an operation, but the medical knowledge and technology for it aren't around yet.

### **Dead To The World + 100**

You sleep like a log, with people having to wake you up and only something akin to an extremely powerful earthquake being able to wake you before you would have woken up by yourself.

### **Do You Think I Can Design Airplanes? + 200**

You have some sort of dream job or a hobby. Unfortunately, life seems to constantly be getting in the way of you being able to enjoy it. Maybe you want to be a pilot and get into an accident that makes you lose eyesight, or you want to be a painter, but your supplies are constantly getting swept away by the wind.

### **Planes Are Not For War + 200**

You are an extreme pacifist, being absolutely against war and conflicts in general. Alternatively, you are a Nazi of the worst caliber, completely buying into the ideology. This drawback expresses the way you would dislike the most.

### **Then You Should Have Come In March + 200**

Maybe they are actually really good people behind the negative exterior, but you will never know since your interactions with your superiors and any people in the position of power are very much negative most of the time.

### **Secret Police + 200**

The government of the nation you are currently in sees you as an incredibly useful asset and will go to extreme lengths to make sure you both stay around and do what you are good at, with any attempt to even communicate with outsiders, let alone try to leave, being severely punished.

### **You Japanese Copy Everything + 200**

It seems that no matter where you go outside of your home country, or the one you appear in if you have the Drop In origin, the people there seem to be extremely prejudiced against you, never treating you with any amount of respect.

### **Rolling Earth + 200**

While there are no more natural disasters than there were before, it seems you are constantly finding yourself around them. Earthquakes, powerful storms, forest fires, and many more unfortunate events will be your constant companions.

### **I'll Wait A Hundred Years + 200**

You have a soulmate, and you both love each other dearly. Unfortunately, they are deathly ill and will die sometime during your stay here, leaving a grave wound and emptiness in your heart.

### **Coughing Blood + 200/300**

It seems you have contracted tuberculosis. It can theoretically be cured, but you would not remain healthy for long, with the disease always coming back, making you quite weak and frail. For an additional 100, it will get so bad you will not be able to leave your bed for the majority of your stay here. Hope you have someone to take care of you.

### **Germany Will Blow Up Too + 300**

War. War never changes. It seems that no matter what you do, the Second World War is inevitable, and it would be far more deadly than it would have been before, with quite a few more nations figuring out nuclear weapons and using them against each other.

### **The Final Choice**

First of all any mental, psychological, physical or supernatural traumas that you acquired here or anywhere else are gone. If you want them gone that is. Take this toy versions of all the planes designed by Jiro Horikoshi for free.

Now Choose

### **Stay Here**

Want to stay around? Very well, hope you have a good life. Here take additional 1000 to spend here

### **Go Home**

Want to go see your loved ones? It's okay to miss them. Here take 500 to spend here before you retire.

### **Next Jump**

That's what we're talking about! Here take this entire collection of Ghibli movies.

# Notes

## Changelog

V 1.0 Release

V 1.1 Changed Floating Landing slightly