Ninja Gaiden Jump v1.2
By Shadow of Blue Rose

Welcome, Jumper, to the world of Ninja Gaiden. At first glance it appears just like Earth, because it is. However, this earth is host to magic, advanced science, powerful deities and demons, and ninjas. Lots and lots of ninjas. You will spend 10 years here, and you will "probably" be drawn into the plot at some point. What's the plot you might ask? Well, without giving away too much in the way of spoilers…

The story of Ninja Gaiden, the reboots anyway, follows Ryu Hayabusa as he journeys to stop Doku, a greater fiend who slaughters his village with soldiers from the Vigoorian Empire in order to steal the Dark Dragon Blade. Later on, Ryu would face off against the Black Spider Clan, and the Lords of Alchemy. You'll see demons, monsters, lots of death, and even a goddess.

Your journey begins exactly two days before Ryu goes to the Shadow Ninja Clan Fortress to speak with his Uncle Murai, and the raiding of the Hayabusa Ninja Village. Good luck.

Age 2d8 + 20 or pay 50CP to choose any age of 18 or older
Pick your gender for free, because why not

Starting Locations:

Roll 1d8 or Pay 100CP to choose

1. Hayabusa Ninja Village: A village that's existed for centuries, training countless ninjas over the years. It's also home to the Dragon Bloodline. Hopefully you have a reason for being here, or at the very least an excuse. Otherwise this could end very badly for you.

2. Tairon: The capital city of the Holy Vigoor Empire, Tairon is an ancient city and home to many secrets and even powerful magics such as necromancy. Muramasa also has a physical shop here, not just a statue.

3. Tokyo: The largest city in Japan, full of rich culture, and one of Muramasa's physical shops. There are plenty of mysteries to be solved here, and plenty of conflict throughout the series.

4.New York City: Not often seen during the series, however,the city has been the subject of fiend attacks at some points. Watch your wallet, and avoid any suspicious alleyways.

5. The Sword Graveyard: Located on Mt Fuji, this graveyard is home to countless swords that were once wielded in battle by ninja of many different clans. Some of their souls stand by their swords, waiting for a worthy successor.

6: Black Spider Clan Village: Like the Hayabusa Clan village, this is the home of an ancient

ninja clan. In this case, the Black Spider Clan, known for their worship of fiends and their absolute ruthlessness and willpower.

7. Hell: You wake up to an intense heat, and looking around find that you're surrounded by many fiends. Hopefully you're considered an ally of the fiends, or you could find your chain ending very quickly.

8. Your Choice: You lucky son of a gun, go ahead and pick any of the above locations, or really anywhere on earth, frankly. Up to you.

ORIGINS

1. Drop In: (Free) You appear suddenly out of nowhere, you have no history and no memories from this world, though it is quite similar to your home Earth. You could probably join an existing faction, or perhaps form your own. As the wild card here, you could do just about anything you set your sights on.

2. Ninja: (100CP) Trained since birth in the arts of Ninjutsu by your clan, you possess incredible skill and power. Perhaps you're a member of the Hayabusa Clan, and sworn to protect the world. Or maybe you're from the Black Spider Clan, and worship the fiends. Or maybe you're from a different clan altogether, it's up to you.

3. Agent: (100CP) Maybe you're from an american agency like the FBI or CIA, or a member of one of the world's militaries like the Japanese Self Defense Force, or maybe you're from an independent organization. Regardless, you have been trained in the arts of infiltration, the use of firearms, and unarmed combat. You're somehow skilled and tough enough that you can handle fighting ninjas and fiends without the use of any magic powers.

4. Fiend: (200CP) You're a fiend. A demon from the darkest depths of hell. You know and crave only destruction and chaos. Fiends often have some form of special power, whether that's the controlling of elements, the ability to fly, or maybe even possess individuals, turning them into fiends as well. Whatever it is, there is one thing that is certain. You are not a nice person, or really a person at all.

PERKS:

Perks under your Origin are discounted, 100CP perks under your Origin are free.

Preternatural Ability (Free for all): Whether it comes from your training, a curse in your blood, or otherwise, you possess strength, agility, reflexes, and durability well beyond that of a normal human, and you'll only grow more powerful with training and experience. Additionally, you gain the mental fortitude to not run in fear at the sight of a lone man or fiend or group slaughtering entire companies of your allies.

Team Ninja Approved Outfit (Free for all): Whether it's a ninja's shozoku, a soldier's uniform, something that shows off your body, or something else, you're guaranteed to look either stylish, practical, or maybe both.

Master Ninja (300CP): Your skills and training are above and beyond your peers, you have the training and abilities of a Master Ninja, or Agent, or whatever it is you chose in this world. Your strength, speed, durability, skills, and Ki are five times greater than the average of your clan.

DROP IN

Alchemical Mastery(100 CP):

You have been granted great knowledge of alchemy. You become able to refine Herbs of Spiritual Life or Devil Way Mushrooms into Elixirs of Spiritual Life and Elixir of the Devil Way. It also grants you the knowledge of creating Grains of Spiritual Life by mixing the Herbs with powdered dragon bones, among many other alchemical secrets.

Weapon Smith(200 CP):

You possess legendary skill with weapon crafting and enchanting. You're no Muramasa, but maybe one day you could be. Any weapon you craft will be of a far greater quality by default, using the same materials and techniques. Using better materials and superior techniques? You could create truly powerful weapons.

Art of True Piercing (400 CP):

This technique grants you the capability to pierce any defense. If an opponent was immune to fire and you used fire on them, they would take half damage. If they were X% resistant to it, they'd take damage as if their resistance was halved.

Enochian Magic (600 CP):

You gain the powerful Alchemy techniques used by the Regent of the Mask. This is far beyond Ninpo, and is feared by many. You can create barriers, teleport, and even curse someone with The Grip of Murder. There are many other uses for you to discover and master, so get to work.

NINJA

Hayabusa Clan (100 CP):

You were trained by the Hayabusa Ninja Clan and possess their basic skills and abilities. In addition, you have access to their resources depending on your rank within the clan. This

cannot be taken with another Clan Perk.

Fire Ninpo (200 CP)

Trained by the Hayabusa Ninja, you possess an affinity for Fire element Ninpo. Taking this perk grants you a basic fire Ninpo technique, such as the Art of the Inferno, a small pool of Ki to use Ninpo that can be improved, and the skill to properly use it. Additionally, you will have an easier time learning fire based techniques, even ones that are not Ninpo, learning them about 25% faster. This bonus stacks with similar perks.

Eyes of the Falcon (400 CP):

A hidden technique among the Hayabusa Clan, this allows you to focus your vision, magnifying your sight by 20x and allowing you to see if an individual is good or evil based on their aura. In addition, your reaction speed receives a 25% boost.

Tears of the Peregrine Falcon (600 CP):

As Ryu Hayabusa once did, you will too. Once per jump, or ten years, whichever is first, when you die a peregrine falcon will fly by and cry upon your wounds sometime within a week, restoring you to life and giving you a 15% bonus to all stats while fighting whoever killed you, if anyone.

Black Spider Clan (100CP):

You were trained by the Black Spider Ninja Clan and possess their basic skills and abilities. In addition, you have access to their resources depending on your rank within the clan. This cannot be taken with another Clan Perk.

Fire Ninpo (200 CP):

Trained by the Black Spider Clan, you possess an affinity for Fire element Ninpo. Taking this perk grants you a basic Fire Ninpo technique, such as the Art of the Inferno, a small pool of Ki to use Ninpo that can be improved, and the skill to properly use it. Additionally, you will have an easier time learning fire based techniques, even ones that are not Ninpo, learning them about 25% faster. THis bonus stacks with similar perks.

Unshakable Resolve (400 CP)

There’s something about you, you just can’t seem to give up, no matter how horribly you may be injured. With this perk, no matter if you are missing limbs, or even if you’ve been cut in half, nothing short of killing you can stop you from attempting to reach your goal. Your raw willpower seems to slow your bleeding and prevents you from going into shock. Period.

Rasestsu’s Superior (600 CP)

Requires Black Spider Clan

Remember the guy in Ninja Gaiden 2 who turned into a spider demon? Well, now you have the ability to do that as well. Except you’re stronger, faster, and all around far more dangerous than Rasetsu. Getting this perk also allows you to summon Black Spider Clan ninjas

to aid you in combat. They don't count as companions but will remain until they die or you tell them to leave.

Mugen Tenshin Clan (100CP):

You were trained by the Mugen Tenshin Ninja Clan and possess their basic skills and abilities. In addition, you have access to their resources depending on your rank within the clan. This cannot be taken with another Clan Perk.

Wind Ninpo (200 CP):

Trained by the Mugen Tenshin Clan, you possess an affinity for Wind element Ninpo. Taking this perk grants you a basic Wind Ninpo technique, such as the Art of the Wind Blades, a small pool of Ki to use Ninpo that can be improved, and the skill to properly use it. Additionally, you will have an easier time learning wind based techniques, even ones that are not Ninpo, learning them about 25% faster. This bonus stacks with similar perks.

Camouflage (400 CP):

Your mastery of the stealth arts of Ninjutsu are nigh-unparalleled. You can fade into the wind, becoming completely silent and invisible. Not even infrared, thermal, or ultraviolet goggles will be able to find you. Psychic senses, and air displacement detection though, will be able to find you.

One With the Wind (600 CP):

You are… unique.. among you or clan, Jumper. Not just because of your nature as a Jumper, but also because your affinity for the Wind element is unprecedented. Your wind based attacks and techniques will always be 3x as strong as they are normally without this perk, and you also gain the ability to ride the winds to fly. You also become able to listen to the wind, hearing the faintest whisper carried by the air.

Unknown Clan (300CP):

You belong to a mysterious and unknown clan. All that is known is that their skills and training appear to be superior to the other clans that are more well known, but also, far more selective about who is trained. Though you will lack resources that other clans provide, your raw skill, physical ability, and talent are all well above what they should be for your rank and station. At the lowest rank of Ninja Dog, the ninja of this clan are equivalent to another clan's Middle Ninja. This effect scales with your power, ensuring you are always at least 50% stronger than you're "supposed" to be by the logic of the jump. In numerical terms, if you were at maximum power and it was observed as a 10, it would actually be a 15, and no ability can detect this discrepancy.

Electric Ninpo (200 CP):

Trained by the mysterious unknown clan, you possess an affinity for Electricity element Ninpo. Taking this perk grants you a basic Electricity Ninpo technique called The Art of the Electric Spheres, which surrounds your body in electricity before firing off many apple sized

balls of electricity at whatever targets you see. Ninpo techniques that are specifically Electric in element are unique to this Clan, though some Wind element techniques also use electricity. You also gain a small pool of Ki to cast Ninpo from and the skill to use these techniques. As with the other clans, you will have an easier time learning techniques of your affinity, about 25%, even non Ninpo techniques. This bonus stacks with similar perks.

Stolen Techniques (400 CP):

You gain the distinct ability to analyze and copy techniques from your allies and opponents, as long as you are capable of using the technique and have the resources to do so. These can be physical, magical, psychic, or whatever. If you have the capacity to use it, you can copy it. However, the more powerful and complex the technique, the longer it takes to analyze.

Hidden Power (600 CP):

Something is stirring within you, something incredible. It's like a small ball of warmth within your chest, radiating outward with power. When facing extremely overwhelming odds that push you beyond your limits, this power will be unleashed. Fully restoring your strength and granting you a temporary power boost relative to how long it has been since this was last activated.

AGENT

Operative Training (100CP):

You've been trained in espionage, marksmanship, stealth, and unarmed combat. Your skillset makes you perfectly suited to be a spy, a Special Agent, or a Special Forces operative. Pick two real martial arts, you become an expert in both of them. Your physical abilities and skills allow you to survive in hellish encounters with fiends or technological monstrosities. You can go toe to toe with middle ninja and come out on top, and fight groups of enemies and take them all down in a matter of seconds.

Ace Pilot (200 CP):

If it has controls, you can drive it. Whether it's a car, a plane, a boat, a spaceship, etc, it doesn't matter. Your skills at driving and piloting are impressive, and you should be able to pull off nearly impossible stunts fairly often. In addition, your reaction speed increases by 50%.

Specialty Bullets (400 CP):

You have a knack for figuring out an enemy's weaknesses. Should you survive an encounter with an enemy, you'll be able to create coatings and poisons for your weapons and ammunition that specifically target the vulnerabilities of your opponent.

Fiend Slayer (600 CP):

Any and all demonic beasts, individuals, or other such grossly evil creatures that are on par with fiends, you despise them. You despise them so much you've gained the ability to sense them. You can feel where evil beings are, their strengths and weaknesses, and get a feel for their general power level. You exude an aura of righteousness that makes monsters and ne'er-do-wells fear you.

FIEND

Monstrous Form

(Required for Fiends, and restricted to fiends only)

Your body is large and powerful, capable of shredding through platoons of highly trained soldiers like paper. It is deformed in some way, giving you a beastly demonic look.

Greater Power (400 CP): (Requires Monstrous Form)

Instead, you are a greater fiend such as Volf or Alexei. You have far greater power than a regular fiend, and have dominion over a single element. You also have the ability to create lesser fiend minions and command them with your mind. You gain a more humanoid form if you want one.

Hell Born (600 CP):

You were mortal once, and immensely powerful. However, you died. That wasn't the end of your story though, as you were reborn in Hell as a super powerful fiend. You are even more powerful than Fiend Genshin, and your power will continue to grow as you defeat enemies and absorb their souls.

Archfiend (1000 CP):

You are the Archfiend reborn, your powers are immense, far greater than any other fiend or human could possibly have without divine aid. You could very well call yourself a god with this power. You gain dominion over all elements, can create greater fiends at will, and your physical, mental, and magical powers are multiplied several times over.

ITEMS:

Simple Weapon (Free/50CP):

A simple melee or ranged weapon, like a sword, nunchaku, scythe, or a pistol, submachine gun, bow and arrows, shuriken, kunai, etc. First purchase is free, every additional purchase is 50CP. Ammo for ranged weapons is 50 units, and regenerates at a rate of 10 units every 90 seconds, unless ammunition is recovered.

Supply of Grains of Spiritual Life (200CP)

Discount for Drop In

A regenerating supply of bags of Grains of Spiritual Life. These mystical grains will cause your wounds to rapidly heal and restore your stamina and vigor. This effect is proportional to the amount of grains you eat. A full bag could restore someone from the brink of death.There's no cap to the amount of these bags you can have, and they'll spawn five a month in a special room in your warehouse, or, if you don't have access to your warehouse, they will be delivered to a location of your choosing.

Supply of Devil Way Mushrooms (200CP)

Discount for Fiend

A regenerating supply of Devil Way mushrooms. These potent mushrooms reinvigorate your Ki reserves. Normally, this means one usage of a Ninpo technique, but these mushrooms are special still, and will restore 15% of each of your energy pools (Mana, Spirit Energy, Chi, etc). If your pools are combined, it restores 10% of your total pool.

Scrolls of Technique (200CP)

Discount for Ninja

This collection of scrolls detail many Ninjutsu techniques. With hard work, and years of practice, you could potentially master them, or even teach the arts in them to other individuals. There are, however, no Clan specific techniques in here, such as the Hayabusa Clan's Falcon Eyes or the Black Spider Clan's Fiend Rush. The collection does contain three Ninpo scrolls, teaching a basic technique involving fire, electricity, and wind respectively.

Information (200CP)

Discount for Agent

Once per month, you need simply declare a target. This target could be a person, a building, or a small group. Four to seventeen days after declaring your target, you will receive detailed information that would make infiltrating them much easier. This includes, patrol routes, schedules, daily passphrases, keypad codes, security camera blindspots, and lower level administrator account access. If the tech level of your target is low, then you will receive similarly beneficial information for that tech level. Beware, the information is based on the time that you declared your target, and may therefore be outdated by the time you receive it.

Advanced Weapon (300CP):

Something like the Vigoorian Flail, Lunar Staff, Dragon's Claw and Tiger's Fang, Fiend's Bane Bow, etc. These weapons will upgrade as you use them, evolving and becoming more powerful. They have an upper limit, though they are all unbreakable once they reach their final stage, and can therefore be used regardless of your own power level. Additionally, you can switch the cosmetic of these weapons between any stage of the weapon's evolution that you have unlocked.

Better Shuriken (200CP):

You receive a regenerating supply of Incendiary Shuriken, and an unbreakable Windmill Shuriken. Your Incendiary Shuriken count has a cap of six units, and will regenerate at a rate of one unit every two minutes. Alternatively, if you're an Agent or otherwise use firearms, this will give you a regenerating supply of other ammo types such as AP or Incendiary.

Mystical Garb (300CP):

Similar in appearance to a ninja's shozoku, these magical garments grant you supernatural protection. They're super tough, and cut all damage you receive in half. Note that an attack that would kill you twice over would still be enough to kill you after being reduced. Alternatively, for no additional cost, you may swap this with a modern looking armor of your design that has the same properties.

Portable Portal to Hell (400CP):

Discount Fiend

Not sure where this little statue in the shape of a fiend came from, but if you put it on the ground and say "Open" it will generate a portal to Hell, or to Earth, depending on where you are. You could use this to unleash fiends upon the world, or to escape Hell, or… whatever you could do with a Portal to Hell. It closes after you tell it to close.

High Tech Bike (400CP):

Discount Agent

This motorcycle looks like it would be more at home in a Batman story than one about ninjas, but here it is. Able to travel at 160MPH, travel up buildings, upside down, and across water, this motorcycle works pretty much everywhere. It has two small machine guns hidden in the body that can pop out and rain hell on whatever is in front or behind you. The bike isn't indestructible, but if it gets destroyed, broken, or lost, a new one will appear in your warehouse after two months.

Attack Helicopter (400CP):

Discount Drop In

This one is pretty obvious, a helicopter fit for combat and way more powerful than it has any right being. It can shrug off explosions, AP rounds, and even magic. It's not indestructible, but compared to what this world can dish out, it's pretty close. Armaments include two forward facing .50 caliber machine guns with unlimited ammo, two side mounted .232 caliber turrets, a respawning supply of rockets, and a once a year payload that consists of an eight kiloton bomb. It also has room for 11 passengers, including two gunners and a co-pilot. It can fly about 60% the speed of a commercial airliner, or roughly 300MPH. Should it be destroyed, lost, or abandoned, a new one will appear in your warehouse after two months.

Ultimate Ninpo (400CP):

Discount Ninja

One ultimate level Ninpo. This could be The Art of the Piercing Void, The Art of the True Dragon Flame, or something of similar power. This is a taxing technique, and takes about four

times as much power to use as a standard Ninpo technique. As you get stronger and use this more often, you may be able to reduce this cost to twice the cost of a normal Ninpo technique.

The Jinran-Maru (600CP/200CP):
Discount for Mugen Tenshin Clan

Also known as The Sword of Storms, the Jinran-Maru is the sword of Master Ninja Hayate. With the base purchase, you get an unbreakable copy that holds a fraction of the true sword's power. For an extra undiscounted 200CP, you can instantly unlock the full powers of the sword. As you gain skill with the sword, you will unlock more of its abilities, gaining more control over wind and lightning. The extra purchase is simply to obtain all of the sword's power from the start.

The Blade of the Archfiend (600CP/200CP):
Discount for Black Spider Clan

The most prized possession of the Black Spider Ninja Clan, a tachi famously used by Genshin, and also Ryu Hayabusa. The sword is comparable to the Dragon Sword in power. The base purchase grants you the sword in its sealed state. For an extra undiscounted 200CP, you get the awakened version. The awakened version is comparable to the True Dragon Sword in power. Note that if you can get the sword to accept you as its master, or the blessing of Genshin, you will be able to awaken and seal it at will. The extra purchase is just to unlock its full power from the start.

The Dragon Sword (600CP/200CP):
Discount for Hayabusa Clan):

The symbol of the Dragon Lineage, famously used by Ryu Hayabusa. The sword is considered to be unfathomably powerful, and when united with the Dragon's Eye Jewel, its true power is unleashed, gaining the power to seemingly cut through reality. For an extra undiscounted 200CP, you will get the Dragon's Eye Jewel. This copy of the Jewel is Fiat Backed, so even if you lose it you will find it in your pocket later.

The Dark Dragon Blade (600CP/200CP):
Discount for Drop In

Considered the sister sword to The Dragon Sword, The Dark Dragon Blade is a sword of awesome destructive power, and completely evil. Fortunately for you, this one doesn't have any corrupting effects. The base purchase grants you a weaker version of the sword, without the ability to grant you the powers of the dark one reincarnation. For an extra undiscounted 200CP, you get the full power sword, with all of its terrible power.

Plasma Saber/ Plasma Saber MK.II (600CP/200CP):
Discount for Agent

Not much is known about this mysterious sword, including where it came from. All that is known is that it has great power, comparable to the Dragon Sword. Additionally, unlike the regular version of this sword, you can split it apart into two energy pistols, or transform it into an

energy rifle. For an extra undiscounted 200CP, you can get the MK.II version, which is comparable to the True Dragon Sword.

Kitetsu (600CP/200CP):
Discount for Fiend

The terrible sword of Doku, a powerful fiend who takes the form of a samurai. The sword is quite powerful, though not quite as powerful as the Dragon Sword. For an extra undiscounted 200CP, the sword will be tempered by Muramasa, and infused with the souls of Doku and the Four Greater Fiends, even if they're still alive, and an additional 20,000 lesser fiends. This version is comparable to the other swords listed for this price.

Muramasa Statue (400 CP):

A statue of the legendary blacksmith, Muramasa. This statue allows you to allows you to call upon Muramasa and purchase his wares in any jump. In addition, he can upgrade any weapon, no matter how powerful or perfect. He just needs the right resources and a sufficient amount of money.

Earth Dragon Statue (200 CP):

This stone dragon carving glows with a blue light. Once every four months, you may meditate in front of it to be fully healed and cured of all ailments.

Companions:

Import (50 each, 200 for 8):

You may import or create one companion for every 50 CP you spend, or 8 for 200 CP. Each companion gets 600 CP, an Origin, and all freebies associated with their Origin.

Canon Companion (100CP each):

Want someone from the series to follow you on your journey? Use this option to get anyone from the series, barring Ryu.

Ryu Hayabusa (200 CP):

The Ultimate Ninja himself joins your party. Ryu has all perks under the Hayabusa Ninja tree, the non specific perks, Ultimate Ninpo, Mystical Garb, and the Dragon Sword. He also possesses the 400CP perks from the other Ninja perk trees.

Drawbacks:

Limit: 800 CP unless you take Path of the Mentor, Black, and Harakiri, in which case there is no Drawback Limit.

World Shift (0 CP)

Uhhhh….. Jumper? Something is wrong. Somehow you didn't end up in the main timeline. It looks like you're in the world of the original run of Ninja Gaiden for the NES. Good luck with that.

Boobie Physics (Variable CP)

Ahhhh, Team Ninja, famous for their breast physics. Now it seems that Team Ninja's breast physics are the norm. It's quite distracting, honestly. How distracting? Well that depends. More of a slight bother? +50 CP. A significant distraction, to the point that it inhibits your social skills? +100 CP. An unbearable distraction that has you staring during the middle of fights? +200CP. Oh, and if you're not into women, or breasts…. Now you are.

Sigma (50 CP)

The world is…. Somehow…. lacking? Lesser? Shittier? Everything seems to just be of generally lower quality. Everything. People also seem to forget to tell you important information, and never remember that they forgot to tell you… ever.

Path of the Mentor (+300 CP)

Why is everything so hard to kill? You suddenly find yourself squaring off against enemies who are much stronger than they really have any right being. It seems like everyone in the world except you is suddenly coursing with power that they had hidden inside of them. Expect to have many close encounters with death.

Black (+200 CP)

Ninja Gaiden Black is considered the hardest game in the series by many, and now, you get to experience that torture for real. Watch as moves you used to know worked on enemies bounce harmlessly off, and for enemies to have new and more deadly attacks. Combined with Path of the Mentor, you're going to have a bad time.

Harakiri (+500 CP)

Welcome to hell, all of your abilities from outside this Jump are gone. ALL of them. Even, and I know this is difficult to comprehend, even your body mod is gone. You also lose access to the Warehouse. You have to survive in this world purely with what exists within it. You better get training, because the plot will force you into it somehow. Taking this with both Path of the Mentor and Black is considered tantamount to suicide. Honestly you should just kill yourself to preserve your honor instead of attempting that.

Dead or Alive (+250 CP)

Well, Jumper, I don't know how it happened, but it seems that your existence in this world is tied to winning something called the "Dead or Alive Tournament." You must compete every year and win, otherwise you fail the Jump. Your Chain won't end, but you'll lose

everything you got here and will never be able to return.

Protagonist Correction (+100 CP)

It seems that Ryu Hayabusa has disappeared, leaving you to fill his shoes. You'll have to work extra hard, but you'll come out a lot stronger in the end should you survive. For the purposes of this drawback you will have the Dragon Sword for free, but will NOT keep it upon the end of the chain unless you buy it with CP.

Ire of the Legendary Black Falcon (+600 CP)

I don't know what you did, Jumper, but it looks like you pissed off Ryu Hayabusa. He has intel on all of your abilities, though he still only has his own. He is, however, powerful enough to be considered a lethal threat to you. He'll begrudgingly work with you if your goals align, but come the end of your ten years in this world, he will challenge you to a duel. Should you lose, it's game over. Chain failure. Pack your bags and go home. If you win, you get to continue on your journey.