

カグラバチ

KAGURABACHI

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Enough time has passed. This world is one with a history of bloodshed. 19 years ago, Japan was invaded by the inhabitants of an island off the southeast. During this conflict, the Sorcerers of Japan were exposed to the public, a group now known as the Kamunabi, and waged bloody war, only emerging victorious when Kunishige Rokuhira crafted six enchanted Blades.

With their power, the war ended in Japan's favour 17 months after it started. However this victory was a lie. In truth, one of the sword wielders went on a rampage, completely wiping out the enemy nation's population. This atrocity was covered up by Japan. Three years ago, Rokuhira was murdered by the Hishaku, a group run by ten powerful sorcerers planning to take control of the blades from their previous owners.

This is the world you enter, one filled with war, crime, and the horrors of man, while still having a place for the love and warmth of family.

Take **+1000cp** to carve your own path and to protect your family.

Origins

Age and gender are choosable for free. Independent Sorcerer and Of the Sword can be taken as Drop In

Independent Sorcerer: You were born into the world of magic, be it recently, when sorcery was common, or in the past, where your powers were a secret. You remain independent, be it alone, or with what remains of your family after the war. Your origin grants you knowledge on sorcery and spirit energy.

Of the Sword: Were you a student of swordsmanship? Or maybe a blacksmith's apprentice with a knack for using your work. Your origin grants you knowledge on wielding and crafting blades, and spirit energy.

Mafia: A member of the Sazanabi family? A Hishaku sorcerer perhaps? Your origin grants you connections in the criminal underground world. You may need to build loyal subordinates to rely on, or learn unique ways to use your power, both social and magical.

Kamunabi: The Kamunabi, formerly known as the Counter-Sorcerer Army is a government agency. Whether you are a part of this group, an offshoot, or hold some other similar position, your origin grants you connections in the bureaucratic government world. Keeping order in a world of Mages, is a challenge, especially with the wounds of the war so recent.

Locations

Roll for free, choose for 50cp

1. **Tokyo:** The Metropolis center of Japan, and home to many sorcerers, organized and independent both.
2. **Rokuhira Swordsmith Workshop:** A workshop and forge in the Japanese mountains, built by Kunishige and his friends after the war. It was abandoned by his son Chihiro when he went on his quest for revenge.
3. **Cafe Haru Haru:** A Coffee shop frequented by sorcerers looking for work or civilians looking for magic protection. With a subtle backroom, and ran by a nice young woman named Hinao
4. **Kyoto Bloodshed Hotel:** A 35 floor hotel in Kyoto made for and run by the underworld community. The general manager uses a sword style passed down for 150 years
5. **Kaburato Castle:** A previously abandoned castle in Chiba, and Sojo's base as he currently experiments on Kyonagi clan members
6. **Kamunabi Headquarters:** An underground base in Tokyo that acts as the headquarters of the Kamunabi.

Perks

Perks and items for each origin are discounted by 50%, and 100cp purchases are free.

Spiritual Energy (-0/200/400 CP): Spiritual energy is an energy within humans similar to their life force. Through the use of specific neural pathways and training, humans have the ability to manipulate the energy. You can generate and control your own spirit energy, and are naturally able to imbue it into your weapon or manifest sorcery. For free, your manipulation puts you at the level of Chihiro at the start of the story in terms of strength, durability and speed. For 200cp you have competent use of your powers, powerful enough to match fighters on the level of Hiruhiko. For 400cp, your raw power is the same as the last level, but your manipulation of spirit energy goes beyond anything seen in this world, letting you project your energy in all manner of forms, such as blasts, constructs, barriers or weapons.

My True Power (-200): Sorcery is an expression of the user's spirit, and your spirit can persist no matter what. It is impossible to permanently lose your supernatural powers, not from overworld, or other magical effects like lifelong contracts. Any effect that would permanently destroy or render you unable to use your abilities will rather temporarily suppress or remove them. With time away from the effect, you'll find your powers returning at the same level they left.

Blade Arts (-200): Mastery and understanding over a specific sword style, including conventional Iaido, Iai White Purity Style, or Hiruhiko's Pure Instinct Style. This grants all the martial and spirit energy skill needed to pull off the fighting moves of either style

Kyonagi Clan Remnants (-400cp): The Kyonagi clan were a group of sorcerers born with an innate affinity to life. They had a regenerative healing factor that could rapidly heal their body, even regrowing organs and limbs. With extensive practice and learning, they could even heal others to the same degree, although at first the power is limited to their loved ones. You now share these abilities, but be wary. The people of this clan were wiped out through being exploited for their abilities.

Smithscript (-600cp): The most basic form of external sorcery is the power of inscription. With tools, symbols and markings, many effects can be achieved. You are a master when it comes to these techniques, granting you a higher level of versatility compared to most sorcerers of today. Inscription can access effects such as the ability to seal items, people, or a target's abilities simply by marking them, or forcing them to interact with a marking by placing it on them or having them stand inside your inscription. Other inscriptions can create portals to link two places, although this may take time and maintenance. Beyond that, many other effects of sorcery can be accessed with the right knowledge and understanding.

Independent Sorcerer

Brotherly Love (-100cp): The life of a sorcerer is hardly a peaceful one. Through the hardship of your life, you have developed a notable resistance to both physical pain and psychological trauma. While being beaten, you could focus enough to channel your sorcery.

Sensory Type (-200cp): As a magic user, you have been exposed to spirit energy over and over. You can sense spirit energy and sorcery in all sources. With experience, you can gauge the strength of a fighter or technique with presence alone. You can also sense magical artifacts or objects imbued with sorcery or spirit energy.

Barrier God (-400cp): A form of sorcery that's both available to anyone and yet overlooked are Barriers. These spells can be used to create effects over designated areas, such as force fields, Ignorance fields, Anti-scriving, detection, and more, all normally cast via lanterns inscribed with the spell. Now, you can produce the effects of barriers from your body. You also gain a technical understanding of creation of barrier lanterns of all types.

True Realm (-600cp): With true understanding, comes a higher realm of power. A True Realm is the truest expression of one's spirit in the form of sorcery. This esoteric and barely understood state allows one's sorcery to transcend its origin, growing out with a power attuned to your desire, your truth. A desire for genocide may result in your destructive power spreading and pervading your enemies land, while a desire to reacquire control of the instruments of your loved ones will can result in your absorption power allowing you to replicate the abilities of said instruments. Basically this allows you to supercharge any one ability to get a new powerful effect or max out a stat, depending on your will and intent. As a jumper, this isn't exclusive to abilities from this Jump. You can achieve a new true realm with massive amounts of effort on time.

Of the Sword

Vision of Battle (-100cp): Whether through life or death fighting, or extensive training, you have an excess of experience fighting other people. Your experience and talent allow you to read moves at a level higher than most, allowing you to keep up in high level battle, and fight against people who are physically faster than you.

Killing Intent (-200cp): When violence and battle consume your life, it becomes a part of you. Your body simply becomes attuned to the malice found in other humans, or in yourself. You can sense killing intent, the malice other beings emit when attacking. With mastery of this, you could even fight without using your eyes. Many strong fighters can use their body language and spirit energy to exude their killing intent to scare targets or make them freeze up. You are more resistant to this than most, and will pick up this technique quickly.

Mighty Blade (-400cp): You are truly one who is of the blade. You have a decade of sword experience, both training and active combat against a multitude of styles, abilities and fighters. Beyond that, you are a prodigious Sword user, able to pick up tricks and learn extremely quickly, even in the storm of battle. Your talent is such that you can copy and replicate martial techniques simply by seeing them.

Master Smith (-600cp): You are of war, in a way that is far beyond the average swordsman, for while they wield war, you give birth to it. You are a master of creating handheld weapons of all sorts, with a specialization to one type, similar to Rokuhira's work as a swordsmith. You have the skill to make weapons from all sorts of materials. Your process is something more than most of this world can reach, as your work removes the dangers inherent to the materials used, including things like curses or radiation, allowing the accursed weapons you may create to be wielded by nearly anyone. With time and deeper understanding, perhaps you could become Rokuhara's equal, becoming the second person in existence to be able to create weapons on the level of the Enchanted Blades. However, power does not come without resolve. A pact similar to an eternal contract is needed to bring out the full potential of your creation. After all, you are creating war itself, something beyond the grasp of any mere human.

Mafia

Silver Tongue (-100cp): You have such a way with words. As long as you have the right intel, you can taunt someone well enough to throw them into a blind rage, or stop them in their tracks with a harsh revelation about themselves. Even with just minor knowledge on someone, you can fuck with them pretty effectively.

PROCEED! (-200cp): The devilish charisma needed to be a debonair criminal can be found in spades in you. You quickly gain influence in whatever group you are a part of just by being there. Not enough to fully take control of things, but you have more say than any random bozo.

Spirit Beast (-400cp): Usage of the stabilised Datenseki stones has granted users more powerful spirit energy, along with manifesting their energy in a specific physical form, such as an elemental cloak or more commonly, a spirit animal. This manifested spirit energy will assist you in combat, fighting under your control or having a mind of its own. These manifestations will amplify the power of your spirit energy and sorcery, and will sometimes grant access to new abilities based on the animal. Maybe those special stones' effect was made to replicate your abilities, or you simply attained mastery after surviving the use of one such stone. Either way, you have this power, and can naturally control it. Perhaps you can even teach this ability to your fellow sorcerer if they are strong enough.

Subordination (-600cp): Organized crime can only work if there's an emphasis on the organized. You are a force multiplier for any group you join. With a touch and a small ritual you know by heart, you can give a fraction of your power and techniques to your subordinates, either for them to use, restricting your own use of it, or implant the technique in them under your control. This control is precise enough to implant specific activation conditions. When these powers are returned to you, either through a willing return or your subordinates' untimely death, they will be returned with all the growth, progress and experience gained from during their possession of the ability. After all, in any good criminal organization, it all trickles back up to the boss.

Kamunabi

State Soldier (-100cp): Did you participate in the war? It looks like it, at least, since you have the combat training and understanding of a combat veteran. Violence, death and atrocities will not shake you, and you won't lose your cool, keeping your focus and concentration near perfectly.

Dreamwork (-200cp): Teamwork makes the dream work, and now, you're a dreamworker. Just by holding a common goal, you can synchronize and work with your allies effectively. This effect spreads through people as you work with them, affecting allies they work with. In time, it will seem like your organization is a hive mind as they move as one.

Shinobi (-400cp): You are a shinobi, one who puts their heart under their blade and has the skills as such. Stealth, acrobatics, throwing weapons, target tracking, survival, and some sort of speed/stealth teleportation technique, just enough to duck away nearby or go for a sneak attack. The power of your sneak attacks are notably powerful. You also have the rare ability to completely hide your presence and killing intent until you attack, hiding you from even the most perceptive of combatants

Company Leader (-600cp): Among the organization, you are someone other members can look to. You are a beacon of leadership, able to effectively command your forces both on and off the battlefield with a level of skill and battle strategy that would mark you as legendary in history. Along with that, you have the charisma to convince people to join you and follow your ideals, and keep their morale up, and keep them extremely loyal even while you lead them in their country's dirty work.

Sorcery

Sorcery are abilities activated by channeling spiritual energy. Most users only have the one technique they were born with, but it is not unheard of for an individual to have multiple abilities. You get a stipend of 300cp to create or purchase Sorcery.

Create Your Own (-Varies): Create your own technique. Generic energy or elemental manipulation. Price is based on the price of the closest approximate in terms of power and versatility. The strongest abilities purchased here when focused on that single aspect would be strong enough to destroy city blocks, as fast as lightning, or versatile enough to grant battlefield control over an entire town, or awareness of an entire country.

Basic Ability (-200cp): Abilities on the level of explosive Daruma, The various body transformation sorceries, or Isou. Abilities on this level may be powerful enough to destroy entire walls and small buildings, fast enough to catch fighters who can move faster than cars, or versatile enough to open new avenues for you to attack by.

- **Canon Example: Explosive Daruma:** This technique allows the user to project Daruma dolls from their body. These dolls are filled with the user's energy, and can be telekinetically controlled as the user pleases. At will, the user can detonate the bombs. The maximum range of telekinetic control is short, but bombs can be detonated at any range as long as the user is aware of them. Forgotten Daruma will simply dissipate. With cluster bomb techniques using this sorcery, the user could pulverize an entire building in one shot.

Notable Ability (-300cp): Sorcery on the level of Shiba's Teleportation, Gansui, or Blood Crane. Sorcery on this level would let the user destroy or move skyscrapers or city blocks worth of material if the ability focused solely on destruction. Techniques fast enough to overwhelm fighters who can avoid bullets with ease. The abilities may be versatile enough to change the entire battlefield to one that benefits you.

- **Canon Example: Blood Crane:** This Sorcery allows the user to create paper from their energy, and while in close proximity, telekinetically shape it into origami. The folded origami is reinforced by the user's energy such that it can easily punch through a normal human body with casual use, although after a single attack the origami will unfold, needing to be refolded to be used again. The user can exert their senses through the paper, and hundreds of origami can be controlled at once, from dozens of kilometers away, allowing for extremely efficient multitasking.

Legendary Ability (-400cp): This level Sorcery on the level of the Storehouse or Flame Bone, or more limited forms of the most powerful and versatile enchanted blade abilities such as Crow, Mei, or Play.

- **Example: Crow:** This sorcery allows the user to instantly swap places with their spirit energy. When used by the Enchanted Blade Tobimune, the blade naturally releases manifestations of your energy for a variety of swap points. As a normal sorcery, this is limited to Manifestations you manually create, via touching an object and infusing it. This technique is not very taxing on the reserves, allowing for multiple rapid teleports.

Items

Discounts work like usual. You can import a similar item into any purchase here, adding the purchased effect to the item. All items will be replaced if lost.

Spirit Weapon (-300cp): A weapon that contains some form of sorcery, like Flame Bone. While not on the level of an enchanted blade, these tools are notable in that they can contend with such weapons to a degree when nothing else can. You may take either the one offered in the story, or custom weapon with comparable power to Flame Bone

Independent Sorcerer

Hideout (-100cp): As someone making their own path, sometimes you just need a place to crash. The place is shoddy but workable, and has an ignorance barrier around it so you won't get bothered by normal people. It won't be much against already aggressive enemy sorcerers.

Flying Rock(-200cp): Now you can get around in style. You are in possession of a chunk of dirt and rock that can freely move through the air under your control. This mass of earth is controlled and powered by the user's spirit energy. Your mass of rock can be grown by planting it in the ground and channeling energy into it. It will consolidate the material around it to grow.

Family Library (-400cp): Even though you stand alone now, you still have the fruits of a family of sorcerers. Manuals and guides detailing Spells that require no innate sorcery, only needing a source of spiritual energy. Barriers, seals, and rituals of all manners are available to you here.

Human Experimentation Lab (-600cp): Experimentation is necessary for growth, all the more when you don't have anyone backing you up. So why does your experimentation just look like torture. You are in possession of a nondescript facility made to spirit energy tests of all sorts, although it seems the place slants towards bloody human experimentation. Torturing tools, cages, and a minor stock of all sorts of esoteric materials, such as sustained Magatsumi flowers and even a little bit of datenseki. The place has a few barriers on it, some for stopping sound from getting out, for stopping snooping cops or government agents, and a special one that disorients individuals trying to leave or escape from the premises.

Of The Sword

Your Arm (-100cp): To stand and fight, to protect and defend, to do anything, you need strength, and to be strong you need your weapons. You receive a sturdy sword that easily conducts spirit energy, along with a maintenance kit, fiat backed

The Crucible (-200cp): If you wish to make others strong, you need to be able to provide them the necessary tools. You are the owner of a smith located somewhere out of the way, be it in the mountains, or the overlooked backstreets of a bustling city. Here, the creation of your products will always be made using 100% of your ability regardless of your condition. and products created will not have any of the conditions or drawbacks to their activation or abilities that they normally would. Smith can be attached to your warehouse or any other workshop you might own.

Stock of Datenseki (-400cp): Datenseki is the legendary material found exclusively on the island nation that was the enemy of Japan in the Seitei war. This material is extremely potent in its amplification of spirit energy, but its use can do grievous damage to the user. You receive enough to create 7 swords a year.

Senso (-600cp): After the war, the swordbearers were rewarded and punished for their service by being confined to a palace/prison dedicated to you. The building is warded with all sorts of barriers, blocking out scrying malicious connections, and magical attacks. This place comes with guards, who are trained in techniques to counter your abilities, although they are exceedingly loyal to you. That loyalty runs deep, enough that they may disagree on what is in your best interests.

Mafia

Drive By Equipment (-100cp): There are some things that are just necessary when working in your line of work. You receive a car, something common on the streets that will blend in, although the vehicle won't require gas and will self-repair. You also get some light guns of the semi automatic and automatic variety, pistols or submachine guns. These weapons will never need to reload and won't degrade over time at all.

Formal Invitation (-200cp): You can gain entrance to any exclusive event or gathering, even among your enemies. If you don't provoke, you won't be attacked. This only allows you to gain information. If you use the opportunity to get something else, you might run into trouble

Soldiers of Fortune (-400cp): Any good criminal needs their henchmen. With this purchase you have a veritable army of goons, mooks and soldiers. They vary in number based on power, from around 100 normal people to 25 average sorcerers. They aren't particularly smart or skilled on average, but they're competent enough to do grunt work, and are especially talented at any work in an illegal business, with a knack for unfair fighting. You can choose their design and gang theme. When one dies, they will be replaced by someone nearly equal in a week.

Head of the Kingdom (-600cp): As a criminal bigwig you need a place that shows off your opulence and ambition. This building is a veritable palace, a structure of luxury. The design is up to you, but it will always be comfortable, and easily defensible. The true benefit of the place is the underground influence it gives you. With this place, you will have connections and allies in the underground community without even needing to put in effort. If you purchased Soldiers of Fortune or Shady Agents, this purchase will increase you number of subordinates

Kamunabi

Storage Scrolls (-100cp): In your line of work, you'll need to keep all sorts of tools on you. But your slick suits don't exactly have that many pockets. Rather than ruin your silhouette, you own multiple scrolls of various sizes, in which you can dimensionally store objects up to the size of a small car.

Licence to kill (-200cp): Being an agent of the government comes with its perks. You have legal purview to do loads of stuff, like speeding, running a red light, and in certain circumstances, killing. You might still need to justify your actions to your superiors a bit to keep your position, but you won't get arrested and do prison time in any case. It's for the greater good, after all.

Shady Agents (-400cp): Every good government organization needs a few creeps to do the dirty work. You have three dozen perfectly loyal agents, skilled at stealth, spying, and information gathering, along with security. They are all average sorcerers in terms of battle ability, but they have access to the knowledge and items from your organization. Your agents will also have specific talent in something to specifically benefit you, such as knowing mental sealing magic and hiding their killing intent to serve a traumatized Intent sensitive veteran. When one dies, they will be replaced by someone nearly equal in a week.

Underground Compound (-600cp): Do you run another branch of the Kamunabi, or maybe you just have connections. Either way, you are now in ownership of a massive underground compound, suitable for spearheading the supernatural defense of a country. This facility has a surveillance system that covers the metropolitan centers of whatever country you place it in, along with records on all the supernatural abilities known to your organization.

Enchanted Blades

Enchanted blades are swords crafted by legendary swordsmith Kunishige Rokuhiro, katanas made from datenseki, and imbued with specific sorcery. These swords manifest the user's spirit energy in physical form as all datenseki does, and other than the Magatsumi, the blades all normally have three techniques available to the user. The weapons are much more versatile than normal sorcery, able to evolve and grow with their user in abstract and esoteric ways, meaning the way abilities can be used can be changed on the fly in what are known as extension techniques.

This power comes at a cost, as wielding an enchanted blade binds it to you through an eternal contract, a magical pact that seals the user's natural sorcery to allow use of the blades instead. This also stops other people from using your sword. If someone tries, it's possible for the contracted user to take control of the interloper.

The True Realm of a blade is beyond even that. Below are the blades and their prices, and known abilities that have manifested. Understand that the weapon is defined by its users, and the form of these techniques or whether you have access to them at all is defined by you.

Enten (-400cp): The Abyssal Heaven, the final blade Kunishige created 15 years after the war with the express purpose of battling and destroying the other enchanted blades. This sword manifests spirit energy as drops of water and goldfish

- **Kuro:** Manifests the black goldfish and black liquid around the arm, allowing the user to project a flying slash
- **Extension: Kuro: Shred:** An extension technique of Kuro that releases a large number of smaller goldfish, allowing for greater versatility in use.
- **Aka:** Summons the red goldfish to allow the blade to absorb attacks it touches. Attacks can then be released by chanting Aka, and the name of the absorbed attack.
- **Nishiki:** Summons the tri coloured fish to cloak the user, amping the power and speed of the user. Can also be used to conserve stamina while amping speed.

Kuregumo (-400cp): The Cloud Gouger, a blade commanding storms and liquid, wielded by Misaka during the Seitei War. This sword manifests spirit energy in the form of clouds and cloud dragons.

- **Mei:** The blade projects a cloud dragon that turns into a lightning bolt. Blast can be charged, but the technique has a 'cooldown' after charged attacks.
- **Extension: Cloaked Mei:** An extension technique of Mei that cloaks the user, massively amplifying their speed even above that of nishiki. Can be activated remotely.
- **Extension: Mei: Shred:** An even higher level of cloaking using lightning drawn from within the user. This technique required the higher understanding only known to the creator of the blade. Perhaps this is a path to the True Realm of the sword?
- **Yui:** The blade projects a cloud dragon that forms ice. A versatile technique that can freeze walls to block, stop targets, and spike of ice to attack.

- **Kou:** Can call forth clouds to produce water in many forms. Clouds of mist, or buckets of liquid. Can be used to amplify other techniques.

Kumeyuri (-400cp): The Drink and Sway. A blade representing entertainment, wielded by Uruha Yoji during the Seitei War. The blade manifests spirit energy in the form of faceless geisha projections.

- **Banquet:** The sword summons faceless geisha projections that pour sake into a cup, creating illusion to affect multiple senses. Able to be selectively targeted. Targets can resist by reinforcing the inner ear.
- **Play:** Kumeyuri allows the wielder to freely control objects. More fluid control comes from a respect for the objects.
- **Extension: Destructive Play:** An extension technique, in which the user destroys objects rather than manipulating them

Tobimune (-500cp): The Flying Faith. The blade seemingly represents birds. This weapon manifests the user's spirit energy as black feathers, including wings that allow the user to fly. These feathers can be spread over an entire city block, numbering in the hundreds.

- **Crow:** This technique allows the sword to instantly swap the user's position with any instance of their spirit energy, including the feathers projected by the blade. A skilled enemy may notice the trace of spirit energy before teleportation. The feathers also allow the user to sense the positions of object in proximity
- **Owl:** Gigantic owl eyes are summoned in the sky, extending the user's senses across a large area, including spirit energy sensory. An experienced user can sense the entirety of Japan, although with a drawback of the level of energy able to be sensed, only letting you see high power targets.
- **Suzaku:** Tobimune ignites its feathers, summoning flames around the user's wounds to heal them. This can even heal fatal wounds, while still burning enemies.
- **Extension: External Suzaku:** An extension technique of Suzaku where projected flames heal targets rather than burning them. Can even heal objects and revive the dead.

Magatsumi (-500cp): The Captured Sin, also known as The Shinuchi, the blade of highest quality, and considered the most formidable of the original six blades. This blade manifests the user spirit energy as flower fields and butterflies forming from pools of ink. Anyone who makes contact with this ink will have flowers grow from their body, feeding on their life force and killing them with time. This is the sole enchanted blade not limited to three techniques.

- **Spider:** The Shinuchi paints a web pattern on the ground, halting the movement of anyone caught on it.
- **Dragonfly:** The blade forms wing shapes around it before projecting energy across the ground as ink, growing flowers from below. A target who makes contact with this ink will have similar flowers grow from their body.
- **Centipede:** The Magatsumi summons centipede shaped constructs made of circle, then fires these constructs hard enough to punch through or launch targets.

Unknown Blade (400/500cp): You have access to a blade even I am unaware of. The possible abilities of these blades are almost endless. The only thing agreed upon is that the effect may in some way represent a source of fear and trauma from humanity, be the storming skies, Birds that will always watch you, the overuse of inebriants, or the simple horrors of nature as pretty flowers and butterflies. The powers of the blade will be something to fear. Price is dependent on the ability of the blades. It should be noted the Magatsumi is canonically considered by most veterans of the war to be the most dangerous, and there the power of this blade will cap out at wiping out the population of an island and needing all the other blades to defeat the user.

Companions

Importation (-50cp): Import a companion into the jump, granting them an origin and 800cp. They may have drawbacks if they wish.

Canon (-50/100/200cp): Unlocks a slot to choose any canon character not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. For 100cp, you may begin with a positive relationship with the character. For 200cp, you may 'kidnap' them, bringing them with you at the end of your jump.

Kunishige Rukohiro (-100cp): The Legendary Swordsmith Himself, Kunishige was the man who crafted the enchanted blades that allowed Japan to win the Seitei war. He was said to have died a few years ago, so it's strange that he's here with you. Despite how important he is, being here won't change the plot much. He regrets making the enchanted blade, so he probably won't be equipping you with anything crazy any time soon.

Ice Skin Girl (Free): A girl with skin that froze all she touched. She was captured as a slave by the Sazanami family and chose to die rather than keep living in a cage. For some reason, she will appear with you out of her captivity, and with a notable increase in her control over her sorcery.

Drawbacks

Ugly (+100cp): You aren't a looker. Unfortunately, you are notably unattractive. This won't ruin your life, but it will make things noticeably harder. It'll also be a dink to your self image.

Blind (+300cp): Were you born like this, or did you blind yourself in a vow? Whatever the case, you lack the sense of sight, and cannot recover it for the duration of the jump.

Fight Man (+300cp): Battle is all you live for. While you can spend your time on other pursuits, the idea of a fight will always draw you in. You will almost always take a fight if challenged. Everyone but the very strongest individual you know of will be valid targets for your blade.

Eternal Contract (+400cp): You signed the most fucked up deal in the world. You have no access to your outside powers whatsoever. Beyond that, if you ever claim an enchanted blade, the eternal contract will bypass any other abilities and resistances you have, sealing your other sorcery from this jump as long as you still live.

Empty Pockets (+400cp): Did you lose something? Events have transpired such that you are left without access to your items from other jumps, nor your warehouse. The only things you can take with you when leaving are those stored on your property or on your person.

Crippled Spirit Nerves (+400cp): Something in your past occurred that left you damaged. Your spirit nerves are ruined, to the point that overusing your abilities will weaken you, and permanently damage your ability to use sorcery. Now you have a limited number of uses of your abilities before you lose them completely.

Storehouse (+500cp): Tough luck. Rather than whatever location you chose, you begin the jump inside the Sazanami storehouse dimension. I don't know how you're going to get out of this, since it might be days until someone comes to check on you. Your funeral.

Prize Target (+600cp): What did you do? You are a designated target of a large organization, either the Hishaku or the Kamunabi. They will consider you an enemy of the highest priority, and use everything at their disposal to defeat you, recruiting or allying with other strong fighters, and forming specific kill squads to counter what they know of your abilities.

- **Scouting Report (+200cp)(Requires Prize Target):** And what they know is a lot. The skills, items and abilities of you and your companions are common knowledge to the group targeting.

Notes

- Only 5 of the 7 total Enchanted blades have been revealed
- Thanks to the Fandom Wiki for references, and Fandom User Beecannon for the enchanted blade translated names.