Onimusha Essentials

This is a world both familiar and yet different. While the general paths of history are the same, a sinister force has manipulated the ambitious men of days past, towards their own, grisly goals. The identity of this sinister force is that of the demonic Genma, a vast collection of dangerous monsters of all kinds and shapes. However, something is changing within the Genma, and another force is threatening to blow them out of the shadows and into the light of modern society…

Meanwhile, a small group of humans, empowered by the lost technology and magic of the Oni are fighting back against the Genma, the only force capable of breaking their stranglehold over human history.

Your Starting Budget: 1000 CP

> Which is where you come in. You'll be spending ten years here in this world, fighting for control over the fate of the world. Where you appear, and in what time, is all dependent on the choices you make and the luck of the die.

Background

Drop-In [0 CP]

You are plopped into the world without fanfare. You appear with the clothes on your back and little else. Your age is equal to 16+2d8, and your gender remains the same as it was in your last Jump. Alternatively, you can spend 50 CP in order to choose your age and gender.

Mortal [0 CP]

You are an otherwise ordinary human, although perhaps on the far side of peak human in terms of performance. Your age is equal to 16+2d8, and your gender remains the same as your last Jump. Alternatively, you can spend 50 CP in order to choose your age and gender.

As a Mortal, you automatically receive a collection of items, including weapons and armor, which would be usual for a traveling warrior.

Onimusha [100 Points]

You have been chosen by the Oni Clan to carry on their fight with the Genma. This may be due to receiving an object capable of absorbing souls, or due to an inherent birthright, but your capabilities are not in question. Your age is equal to 16+2d8, and your gender remains the same as your last Jump. Alternatively, you can spend 50 CP in order to choose your age and gender.

Tengu Clan [100 Points]

You are a member of the elusive Tengu Clan, a group of humanoids imbued with supernatural abilities primarily unrelated to the Genma or Oni, although your clan has been allied with the Oni, as the Genma seek to utilize the Tengu in their experiments just as much as they do humans. Your age is equal to 16+2d8, and your gender remains the same as your last Jump. Alternatively, you can spend 50 CP in order to choose your age and gender.

As a Tengu, you are particularly diminutive, standing no taller than 8 inches. You possess clothing befitting your small stature, but do not possess any weapons or armor that fits.

You may choose to begin in the Tengu Village without spending any CP, but you can only choose this before rolling for your location.

Genma [200 Points]

You are one of the demonic beings known as the Genma. Transformed from humans, or possibly other animals, you are part of a vast and horrifying league of monsters who live underneath the Earth. Your age is equal to 3d8, but this is only from your rebirth as a Genma. You retain the gender from your last Jump, although most Genma have difficult to recognize genders as it is. You can spend 50 CP in order to choose your age and gender.

You begin this Jump with the basic clothing and weaponry provided to all Genma.

You may choose to begin in the Genma Caves without spending any CP, but you can only choose this before rolling for your location.

Oni Clan [200 Points]

You are one of the few remaining True Oni left alive after the slaughter by the hands of the Genma. Your very existence is a threat to the Genma, and they will stop at nothing to destroy you if they discover that you still live. Your age is equal to 16+2d8, and your gender remains the same as your last Jump. Alternatively, you can spend 50 CP in order to choose your age and gender.

You begin this Jump with equipment which is clearly Oni in origin.

You may choose to begin in the Oni Island without spending any CP, but you can only choose this before rolling for your location.

Location

Roll 1d8 to determine where you begin, or pay 50 CP to choose.

1 – Gifu, Japan

You find yourself in the city of Gifu, the day before Samanosuke Akechi arrives to aid his cousin Princess Yuki. Inabayama Castle has been taken over by the Genma, although the surrounding city does not know this.

2 – Imaso Town, Japan

You begin within the small town of Imasho, an on-the-rise community thanks to the nearby gold mine. In the next few days, Jubei Yagyu, Ekei Ankokuji, Magoichi Saiga, Kotaro Fuma, and Oichi of Odani will arrive, although the Genma have already infested the mines.

3 – Kyoto, Japan

It is the year 1582, in the great Japanese city of Kyoto. Nobunaga Oda and his army of Genma have overtaken the city, while Mitsuhide Akechi and his mortal army are attempting to get it back. However, you appear here several days before the climactic battle where Samanosuke is transported to Paris, 500 years in the future. The Genma are in control, but the absolute carnage of battle has not yet happened. The absolute carnage the Genma have wrought on the local populace is still present, unfortunately.

4 – Paris, France

You discover yourself in Paris in the year 2004, mere days before the time folds transport Samanosuke Akechi into the future. The Genma have been in this time for many months, but have been in hiding.

5 – Genma Caves, Japan

The Genma possess a number of caverns throughout Japan, which allows them to hide from the humans they prey on. You begin within these caverns, in the year 1571, several months after Jubei Yagyu defeated Nobunaga Oda at Gifu Castle, surrounded by Genma of all types. Hopefully you are a Genma, or else this will likely be unpleasant.

6 – Oni Island, Japan

You find yourself within the hidden home of the Oni, on an island protected by strange weather. The Genma have overtaken this island years ago, but have been having difficulty controlling or reverse engineering the Oni technology. It is the year 1560, days before the Battle of Okehazama.

7 – Tengu Village, Japan

The Tengu live in small villages scattered across Japan, trying to avoid conflict with either the Oni or Genma. You find yourself within one of these small communities, in the year 1581. The Genma have ravaged the Japanese landscape, and many Tengu villages have been utterly destroyed. This village has so far avoided the attention of the Genma, but this is swiftly going to change, as the massive Genma army led by Gargant is poised to overrun the village in just a few days.

8 – Free Choice

You lucky pig-dog, you. You can choose to begin in any of the locations. Additionally, you can choose to begin at any time beginning from the Battle of Okehazama until the Battle of Honnonji Temple.

Skills & Abilities

Drop-In: Those with the Drop-In background receive the Been There, Seen That ability for free, and can purchase the other abilities of this grouping for half price.

Been There, Seen That [100 CP]
Your reaction to horrifying scenes of blood and gore have been desensitized, to the point where none of it really phases you anymore. While you can still feel revulsion and disgust, it takes particularly egregious displays to affect you.

Inventiveness [200 CP]
You possess a propensity for discovery and invention, which manifests as a talent for seeing how the world is put together and also seeing how you can take it apart, for fun and profit. Unusual solutions for problems seem to jump out at you, and you are highly capable of creating new technologies.

Psychic Link [400 CP]
You possess an innate connection to those around you, allowing you to inherently sense when they are in danger, across great distances or even time itself! With practice, this can develop into full-on telepathy, but at first it is more of an empathic sense.

Walker of Worlds [600 CP]
Your experience within multiple worlds has granted you a unique perspective on the nature of the world around you. You are highly adept at noticing when there are parallel worlds around you, be they coterminous areas just slightly out of sync, parallel worlds on the other side of reality, or even other timelines being disrupted by some form of process. Not only do you have a natural sense of these other worlds, but given some time to investigate, you can nearly always find a way to walk between the worlds with your equipment and companions.

This ability does not give you the capability of walking into other Jumps, but does allow you to enter other worlds within a given Jump, such as the Dark Realm or Phantom Realm, or even to step through to another time after it has been disturbed through time travel. It will take time to figure out how to travel this way, and may take a prolonged ritual to actually walk between the worlds, but it should all be within your grasp.

Mortal: Those with the Mortal background receive the Warrior's Resilience ability for free, and can purchase the other abilities of this grouping for half price.

Warrior's Resilience [100 CP]
You possess the physical traits required to be a one-man army. You can shake off blows which would kill a normal man, take on crowds of enemies alone, and react to things with a speed rivaling precognition.

Mystic Arts [200 CP]
You understand the process of cultivating and utilizing certain magicks. This allows you to do things which include, but are not limited to, creating ofuda, manipulating chi, and seeing supernatural spirits.

A Cut Above [400 CP]
Your personal charisma is leaps and bounds above those of normal men. You are capable of gaining the subservience and loyalty of lesser men with ease, even when you display behaviors which would normally inspire fear and mutiny. All who know you recognize that you are more than the average person, although whether they view this as a good or bad thing is dependent on them.

Issen [600 CP]
Your abilities as a warrior have been honed to a truly deadly art. You are capable of waiting until the very last moment of an attack before unleashing your own counterattack. Such counterattacks are brutally effective, easily tearing limbs from bodies, or even slicing whole creatures in twain. The move is difficult to pull off, and requires millisecond timing, but the results speak for themselves. In most cases, you must have seen an attack before you can effectively perform an issen.

The less skilled a combatant, the easier it is to perform an issen, such that untrained or instinctual opponents can often be taken out without any preparation. On the other end of the spectrum, particularly powerful foes will sometimes be able to resist multiple issen attacks before succumbing to the blows.

If you also have the ability to see and capture souls, you will notice that an opponent killed by an issen tend to release far more souls, and of varied types, when killed by another kind of attack. On average, an enemy killed by an issen will give up at least twice as many souls as normal, and there will be souls of all three types.

Onimusha: Those with the Onimusha background receive the Soul Capture ability for free, and can purchase the other abilities of this grouping for half price.

Soul Capture [100 CP/200 CP]
You possess the ability to see soul energy, as well as some kind of process to absorb and store it.

The 100 CP version of this ability grants you a mystical object, such as a bracelet, necklace, or charm, which you can use to absorb and store souls.

The 200 CP version of this ability grants you an inherent ability to absorb and store souls, connected directly to your body, such as a special marking on your hand or a physical deformity which can store souls.

Spiritual Transmutation [200 CP]
Through the use of mystical places of focus, you can use captured souls to transform physical objects. This ability allows you to refine objects, such as transforming an herb into medicine; reinforce objects, such as by increasing the resilience of armor; or enhance objects, such as empowering already-mystical objects with greater strength.

Additionally, this ability allows you to transform yourself into a form known as the Onimusha, whereby you gain the physical characteristics of the Oni Clan, as well as their prodigious strength and magical affinity. Transforming requires you to collect five purple souls, a rare soul released by some Genma. It is possible to store these souls until needed, but you can only store up to five. This state does not last long, but you are nearly invulnerable while in it.

Elemental Weapons [400 CP]
By finding elemental objects, you can focus your Onimusha powers through them, enabling you to create weapons infused with that particular element. These elemental objects are rare, most of them being artifacts left over from the Oni Clan, but certain other mystical items could suffice.

Using these weapons, you can draw upon their elemental energies to manifest said elements in your immediate vicinity. However, each elemental weapon has a limit amount of magical energy which it can manifest at any one time. This energy can be refilled through the absorption of certain souls, the exposure to mystical locations, or by simple rest.

By taking this ability, you will begin with one elemental weapon of your choice, either a canon one from the games or one of your own creation. The elements present in the games are: air, darkness, earth, fire, ice, light, thunder, and wind, but other elements may

exist. Other elemental weapons will be available within the world, but it will be up to you to find them.

True Onimusha [600 CP]
You are the true chosen of the Oni, the human selected to inherit their mantle. You are not only capable of transforming into an Onimusha, but are capable of transforming into the True Onimusha, a form which embodies a perfect example of the Oni race and technology. In addition to becoming clad in specialized armor created using the same process as the Oni Gauntlet, you also gain a weapon perfectly tailored to your abilities. Your ability to absorb souls, in both your normal and Onimusha forms, is enhanced, allowing you to absorb other forces, including raw elemental energies. Furthermore, your weapon and armor in the True Onimusha form will naturally incorporate energies used against you, so long as that would empower you.

The True Onimusha state is distinct from the normal Onimusha form. Initializing the transformation requires you to use a potent energy source, such as one of the Oni Power Crystals used to run their bases. It's possible to enter the form utilizing souls alone, but will consume a massive amount of them, likely requiring the deaths of hundreds of ordinary Genma.

Tengu Clan: Those with the Tengu background receive the Fly Like a Bumblebee ability for free, and can purchase the other abilities of this grouping for half price.

Fly Like a Bumblebee [100 CP]
You are capable of flying, manifesting disembodied wings off your back. While not the fastest of creatures, you can keep up with most birds, and have the ability to still use your arms while flying. However, flying is a strenuous task, so you can only maintain flight when carrying a light load, equal to around 25% your total capacity. Any more than that and your maneuverability suffers, or you simply lose the ability to fly completely when carrying too much.

Malleable Size [200 CP]
While most of the Tengu Clan are roughly the size of an apple, you possess the ability to grow your size up to that of a normal human, or even beyond that, if you really push yourself. Changing size like this is not easy, so you can only do so about once a day, although you can maintain either size indefinitely. While human-size, you cannot fly, as your wings remain their same, tiny size.

Straddle the Spirit World [400 CP]

The Tengu clan naturally exists in the liminal zone between mortal and spirit, as exhibited by their mystical natures. You are particularly in tune with this dual nature, allowing you to act as a sort of gateway between the mortal and spirit worlds. So long as you have a token which has been charged with the presence of a deceased creature, such as a long-worn accessory, a cherished object, or a piece of their physical body, you can create a mental connection between a living creature and the deceased creature's soul. Doing so takes time, but as you practice it will become easier to accomplish and quicker to do.

In addition, you possess the inherent ability to view and interact with the parallel world which the Green Necklace reveals.

Universal Translator [600 CP]
You are capable of extending a telepathic field around you, enabling all those you choose to be capable of communicating with one another. The initial field is small, only stretching out to roughly 60 feet, but the effects will remain so long as you and the subject are still within a few miles. Each person thinks that everyone is conversing in their most fluent language, while you are acting as the medium for speech. You do not, however, need to actually know the language in order to translate it. Your abilities aren't perfect, so you can only maintain about five separate languages at one time; beyond that, and your brain gets overwhelmed. Within practice, you can learn to maintain greater numbers of languages at one time, but it will be difficult to translate more than ten languages at one time.

Additionally, you can turn your capabilities against others, disrupting their ability to communicate with others. You can purposefully distort the meanings of what people say, making them appear to be saying different things. This will not stop them from communicating in other ways, as your telepathic field only translates the spoken word, but can be used to confuse and mislead people.

Genma: Those with the Genma background receive the 100 CP version of Monstrous Form for free, and can purchase every other ability, including the more expensive versions of Monstrous Form, for half price.

Monstrous Form [100 CP/200 CP/400 CP]
Your appearance is horrifying and disturbing, although the specifics are up to you. In all cases, your physical strength, fortitude, and agility are enhanced beyond normal. Additionally, your body is held together by the dark essence excreted by the Genma Lord, which causes your body to discorporate into soul energy when you die.

At the 100 CP level, you are still basically human, although you may have minor physical changes, such as a skeleton-like visage, animalistic characteristics, or a bizarre pallor.

At the 200 CP level, your body has been physically changed in a number of extreme ways, such as replacing your arms with tentacles, grafting wings to your body, or surrounding you with living armor.

At the 400 CP level, you only superficially resemble a human anymore. You might exist as a kind of sentient slime, possess a body many times normal human size, or possess robotic attachments. Additionally, at this level, you can hide your Genma form and appear as a normal human at will, although the transformation generally takes 10 to 20 seconds to perform.

Materialization [200 CP]
In areas tainted by the Genma presence, you can teleport, within certain limits. First, you must know the location where you are materializing. Second, you must already be within the bounds of a Genma tainted area; you cannot warp in if the Genma presence has not already been established. Third, the process is disorienting, leaving you slightly confused for a few seconds after materialization. Practice can reduce this confusion, but it will take several years to be able to materialize without disorientation.

Genma Science [400 CP]
You possess the knowledge of the dark arts of the Genma. This knowledge includes, but is not limited to: the creation of biological technology, including the ability to transform other creatures through exposure to Genma blood (although, this will often kill the subjects, until a process is nailed down); how to create elemental barriers, which manifest as vine-like growths that can only be removed by the application of elemental energy; you even learn the secret of tainting areas with Genma's presence, allowing for materialization within said area.

Dark Essence [600 CP]
You have managed to obtain the Dark Essence otherwise restricted to Genma Lords. This allows you to create new Genma directly, through the appropriate rituals, as well as granting you vast control over lesser elemental powers. Unintelligent Genma obey you without question, and only a true Genma Lord could sway their allegiance to you. Finally, you know the secrets of traversing the Dark Realm, enabling you to not only create openings to the Genma training grounds, but also create your own levels.

Oni Clan: Those with the Oni background receive the Ogre's Body ability for free, and can purchase the other abilities of this grouping for half price.

Ogre's Body [100 CP]
You are one of the few remaining true Oni, now a rare creature within the world. Physically, you are mostly human, although you may possess some unusual traits, such as strange colored hair, claws, or even animal-like appendages. The most common form is that of a humanoid, with horns, shock-white hair, and dark skin. Your physical capabilities are much greater than a normal human, allowing you to stand against the Genma as an equal.

Earthbound [200 CP]
Your soul is more held to this plane of existence than most. As such, your soul clings to the world, even after death, allowing you to remain on your journey from beyond the pale. You gain a chance at continuing your journeys, even after dying, while on this and all subsequent Jumps. If you are unlucky enough to perish while on a Jump, your soul will remain a part of the world, so long as you possess a container of some sort capable of acting as your artificial body. As an earthbound-spirit, you cannot physically interact with the world, but you can telepathically communicate with any sentient creature. Further, if a sentient creature obtains your soul container, you can attempt to possess their body, substituting your own spirit for theirs. This control is not perfect, and a strong-willed host can retake control if you aren't fully concentrated on maintaining control.

Once you become an earthbound-spirit, your "goal" to successfully complete the Jump changes. Now, instead of not dying, since you already failed that, you must make sure that your soul container remains intact for the duration of your Jump, in addition to whatever other requirements are made of you.

Soul Tech [400 CP]
You are knowledgeable about the processes and techniques required to create technological marvels powered by soul energy. Among the wonders you can create are objects of focused elemental energies; light bridges, allowing instantaneous transport between vast distances; and technological facsimiles of animals. Though, it should be noted that these are not the only secrets you possess.

NOTE: Soul energy is extremely potent and long lasting, but it requires the sacrifice of living beings to collect it. All living beings possess soul energy, but most creatures cannot be separated from their soul energy without specialized equipment. The exception to this are the Genma, who, as a byproduct of their transformation, are infused with soul

energy. As such, they release said energy upon their death, or even when serious wounds are inflicted.

Time Folder [600 CP]
You have unlocked the secrets of the most elusive of Oni Science, that of the Time Folder. You know how to create machines which can create bridges between different time periods. However, messing with time is difficult and dangerous. On top of requiring vast amounts of energy to perform even a small jump, time naturally seeks to return to a state of equilibrium. The more a time-traversed object affects the timeline, the more powerfully time tries to pull it back to its own period. Utilizing the Time Folder for reconnaissance or learning is less-disruptive, and can be maintained for longer periods before the timestream corrects itself.

Items & Gear

Black Necklace [200 CP; Discount Mortal]

This mystic artifact allows the wearer to perform an issen without any training, at the cost of some of their stamina. Most individuals can only use the Black Necklace three times without resting before it drains them of all of their stamina and kills them.

Blue Necklace [100 CP; Discount Mortal]

This mystic artifact increases the speed at which the wearer absorbs souls, doubling or even tripling the speeds.

Bishamon Sword [600 CP]

This powerful, forbidden weapon has long been held and hidden by the Genma. Its internal reserves of magical power are nearly endless, and it surpasses all other weapons of Oni make. The Genma fear and revile this weapon, but do not possess the capability of destroying it, and so they hide it away, deep within the confines of their caverns. You have come into possession of this weapon, and all the terrible power it contains.

Flamethrower [100 CP]

A technology of human make, this weapon uses fuel to create a gout of intensely burning flames. Even the powerful Genma cannot stand up to its heat for more than a few seconds.

Gold [50 CP; Free Drop-In]

You begin play with a large sum of gold, enough to live comfortably for several years. In subsequent Jumps, you will receive a likewise amount of local currency.

Green Necklace [200 CP; Discount Mortal]

This mystic artifact reveals a hidden world which exists directly alongside our own. This world has not been often explored, but is used by the Genma to hide certain objects. The wearer cannot only observe these hidden objects, but also interact with them. They can even hide their own objects in plain sight, as only someone who possesses this necklace or another like it can find objects hidden within this parallel world.

Love Potion [50 CP]

This potent brew with inspire intense feelings of lust and desire in the imbiber towards the first person they see after consuming the beverage. The artificial feelings fade in a few hours' time, but the memory of the feelings remain, and can be utilized to make a

real connection. You begin with one dose of this potion, but a new one appears in your warehouse at the beginning of every month.

Magic Mirror [100 CP/300 CP]

This potent artifact appears to most people as a mundane, if beautifully crafted, mirror. To those with the ability to view souls, however, this mirror acts as a focusing agent, allowing them to easily utilize collected souls to transmute objects they possess.

For 100 CP, you gain one of these Magic Mirrors in your Warehouse. It can be moved, although it is quite heavy. If it is ever destroyed, it will reappear in your Warehouse, unharmed, after a month's time.

For 300 CP, you gain all of the above benefits, but Magic Mirrors will also appear randomly in the world you inhabit, both in this Jump and in subsequent Jumps. While not immensely common, they will often appear in areas you pass through before a momentous event occurs. This is a semi-precognitive effect, meaning that sometimes Magic Mirrors will appear in a place you're just passing through because a major event is about to occur, but they may also appear in places you frequent, if an event is likely to occur in future near that location.

These Magic Mirrors are metaphysically tied to their location. If moved, they lose all of their mystical properties.

Magical Equipment [200 CP; Discount Mortal]

You begin play with a single weapon or piece of armor which has been magically enchanted to be much better quality than any mundane equivalent, and which fits or suits you perfectly. If ever this object is destroyed, it will reappear in your Warehouse a month later, in perfect condition.

You may select this multiple times to obtain multiple magical objects.

Matchlock [100 CP; Discount Mortal]

This firearm is an early form of rifle or shotgun, fired by lighting a wick on the back of the weapon. You not only possess one, but also possess 50 rounds of ammunition. Every month, 20 additional rounds will appear in your Warehouse, although you can also have additional rounds made for you in more mundane fashions.

If ever your matchlock is ever destroyed, it will reappear in your Warehouse a month later, in perfect condition.

Mystic Water [300 CP; Discount Tengu]

This pool of water appears in your Warehouse, generating mystical energies which can be used to recharge magical weapons. These energies can explicitly power any of the elemental weapons of the Onimusha, but may also empower other magical objects which possess a kind of "magical battery." Single use magical items will gain no benefit from this pool.

The pool in your Warehouse will produce energy constantly, and will always remain full. However, any water removed from the pool will no longer generate mystical energy, although it is otherwise pure, clean water.

Oni Army Orb [800 CP; Discounted if the Oni Gauntlet is also taken]

This potent orb was designed by the Oni for their fight against the Genma. When placed within an Oni Gauntlet, it enables the wearer to unleash and control an entire army of humanoid Oni automaton warriors. The warriors remain for as long as the controller maintains his concentration. Afterwards, the warriors will enter an inert state, at which time they can no longer be reactivated without extensive repair.

This usage is a one-time event, as the technology to create and store the Oni warriors within the Orb has been lost. However, one year after being used, a new Oni Army Orb will appear in your Warehouse.

Oni Dust [400 CP; Discount Oni]

This dust was made by the Oni to enable the creation of two ends of a light bridge, their advanced technology allowing the traversal of great spans of space in an instant. There is enough dust to create two entry points. You must manually place each entry, and each entry must be powered, but something as simple as a large fire can be used to power the dust (although such a crude power source will also disrupt the dust, causing it to last only a short time before degrading; a more consistent power source, such as electricity or souls, can maintain a light bridge indefinitely).

At the beginning of each month, a new supply of oni dust appears in your Warehouse, able to be used to create two entry points. Even if you save up a large amount of dust, a particular light bridge will always lead to the same place; you cannot make variable entrances.

Oni Gauntlet [600 CP; Discounted for Onimusha]

This powerful artifact is one of the major technologies of the Oni, an immensely useful weapon designed specifically to aid in the fight against the Genma. It allows the wearer to absorb souls, as well as utilize the elemental objects, such as rings and orbs, that the Oni created and used to form elemental weapons. It occasionally blinks, creeping out passerbys.

You may purchase a second Oni Gauntlet if you also possess the True Onimusha perk. This allows you to store up to ten purple souls, which you can use to enter the True Onimusha state by expending all ten purple souls at once.

Oni Jewel [300 CP; Discount Oni]

This potent jewel was created by the Oni to enhance the wearer, granting them a greater magical pool from which to power their elemental weapons. These jewels stack, meaning that wearing multiple jewels will each increase the pool in an additive manner. Each jewel grants roughly a 10% increase in available magical energies.

The jewels will also enhance other magical objects from other Jumps which have a rechargeable kind of "magical battery."

Orange Necklace [200 CP; Discount Mortal]

This mystic artifact enhances the wearer's perceptions, allowing them to see how much stamina an opponent has, as well as to see the perfect time to execute an issen. This still takes practice to utilize, as it is difficult to perform an issen as is, but it does make it much easier to see.

Petrification Bullets [300 CP; Discount Genma]

You possess bullets enhanced by Genma science to transform flesh into stone. Anyone struck by one of these bullets, even if only a graze, will be instantly changed to stone. You begin with 50 of these bullets. Every month, 20 additional petrification bullets will appear in your Warehouse. Additionally, you gain a tube filled with powder which can be used to undo the effects of the petrification bullets.

The petrification effect is permanent, but will only work if it fully embeds within the target. A bullet which only grazes a creature will produce a partial petrification effect. Particularly powerful creatures may be capable of resisting the petrification. Likewise, creatures which possess an ability to shapeshift (meaning a wide variety of shapechanging capabilities, not simply a single transformation) can eventually undo the effects of petrification. Additionally, the petrification takes a few seconds to fully engulf

the body, so a fast creature may be able to cut off the point of petrification before it spreads to the whole body.

Power Jewel [300 CP; Discount Oni]

This potent jewel was created by the Oni to enhance the physical stamina of the wearer. These jewels stack, meaning that wearing multiple jewels will each increase the wearer's stamina in an additive manner. Each jewel grants roughly a 10% increase in maximum stamina.

Purple Necklace [300 CP; Discount Mortal]

This mystic artifact augments the wearer's magical abilities, reducing the amount of energies required to execute a magical attack. This explicitly works with the elemental weapons of an Onimusha, but can also enhance other magical objects which utilize a rechargeable "magical battery" to function. It has no effect on one-time items.

Red Necklace [100 CP; Discount Mortal]

This mystic artifact allows the wearer to extract more souls from other creatures than would be normal. Roughly 50% more souls can be obtained with this necklace.

Rosary of Communication [200 CP; Discount Mortal]

This sacred rosary allows the wearer to see and speak to the souls of the recently dead, those souls which have not yet moved on.

Talisman [600 CP]

This powerful object is exceedingly rare and potent. When carried on your person, it saves you from death once, restoring you to full physical stamina, although it does nothing for mystical powers or abilities.

This Talisman is a single use item, being destroyed upon use. However, if you begin a Jump without a Talisman, a new one will appear in your Warehouse.

Weapon Import [100 CP; Requires Elemental Weapon perk]

You may import a weapon you already possess, granting it an elemental affinity of your choice. You may choose to have this weapon be your initial weapon gained through the Elemental Weapon perk, or an additional weapon.

White Necklace [400 CP; Discount Mortal]

This mystic artifact increases the healing capabilities of the wearer. So long as the wearer is relaxed and at ease, the necklace will begin to restore their stamina, healing wounds

and revitalizing them. It is a slow process, but vastly faster than natural healing. However, any type of activity, even just walking, will disrupt this healing process. It will then take some additional time when resuming a relaxed state before the healing process begins again.

Wonder Flower [100 CP; Discount Drop-In]

This strange flower messes with the minds of those who smell it, making them forget the past several minutes. A single flower has enough of its mind-altering pollen to effect a single person.

You begin your Jump with a full bouquet of these flowers in your Warehouse, giving you ten doses. Every month, a new bouquet will appear in your Warehouse.

Yellow Necklace [200 CP; Discount Mortal]

This mystic artifact increases your power to absorb souls, allowing you to tear the souls from still-living creatures. Once a creature has had too much soul energy torn from them, they will perish. It takes roughly ten seconds of sustained absorption for a single soul to be torn from a living creature, but most creatures can only endure four or five uses of this necklace before perishing.

Companions

Canon Character [400 CP]

With this selection, you can bring a canon character along with you on your travels. Anyone from the mundane Yuki to the master swordsman Samanosuke, or even the diabolical Guildenstern can be brought along with you.

Genma Carrier [400 CP; Discount Genma]

You gain the loyalty of a massive, quadrupedal Genma, a living war machine, made out of the terrible Genma science. Physically, they are roughly the same size as an elephant, although they often seem much larger due to their armor. There are compartments within them which allow for up to 8 human-sized creatures to ride. While not much faster than a mule, they seemingly never tire, and can carry a vast weight.

Genma Cohort [100 CP/200 CP/400 CP; Discount Genma]

You have gained the allegiance of a Genma warrior. This loyalty is unwavering, even disobeying the direct command of a Genma Lord.

For 100 CP, you can recruit any of the unintelligent Genma, such as the Oda Warriors, Three-Eyes, or Bazuu. They will follow your orders to the best of their ability, but are incapable of performing complex tasks. Their intelligence is more on par with that of dogs than humans. In addition, they need fresh meat to main themselves. While they can survive on animal flesh, they prefer and will seek out human flesh whenever possible.

For 200 CP, you can gain the companionship of a more powerful Genma, such as Zedan, Gerohone, or Babian. These Genma are not necessarily more intelligent (although some are), but they are most definitely more skilled in fighting. However, their cruelty is likewise more enhanced, making them more difficult to control.

For 400 CP, you attract the loyalty of another sentient Genma. These Genma run the gamut in terms of form, with most of them being unique rather than the factory-like model which most Genma exhibit. Their exact appearance is up to you, but they should be roughly on par with the more powerful common Genma, such as Marcellus or Ginghamphatts.

Genma Tank [800 CP; Discount Genma]

You have control over one of the Genma's most massive creations, a hulking, living fortress known as a Genma Tank (seen in the beginning cinematic of Onimusha 3:

Demon Siege). This fortress is incredibly powerful and resilient, capable of taking on (and carrying its own) armies. So long as the brain within is kept safe, the Genma Tank is nearly impossible for ground troops to take on.

Import [100 CP/300 CP]

You may import one of your previous companions into the feudal lands of Onimusha.

For 100 CP, you may import a single companion, who gains a free Background of their choosing, and 400 CP to spend as they please.

For 300 CP, you may import up to 800 companions, and they each gain a free Background of their choice and 400 CP to spend as they please.

You may choose to spend more CP on this option to give your companions more CP to spend. For every 100 CP you spend, they gain an additional 50 CP to spend.

Iron Horse [100 CP]

You have the companionship of one of the Oni transport units, referred to more commonly as an Iron Horse, due primarily to the fact that it is mechanical and shaped like a horse. It will obey your commands, but is not particularly intelligent, being more automaton than not. It does not tire easily, as it is powered by the Oni soul technology, but will need to be recharged every year or so.

When not in use, you can remove its power source to cause it to enter a hibernation state, where it curls itself into a sphere and seals itself from the elements. It will remain this way until the power source is replaced.

Parrot [50 CP]

You gain an exotic avian companion who happens to be able to mimic human speech. They enjoy your presence and always seem to know just what to say, making you wonder if there's more intelligence to them than first expected.

Tortoise Airship [800 CP]

This massive airship is shaped like a gigantic tortoise. It is intended as a warship, with cannons, rockets, and the capacity to hold a small army. Like other airships, it possesses a bridge, and needs to be manually controlled, though it does have some autopilot functionality. However, it does not have the automaton quasi-intelligence of the Iron Horse and Waverunner.

Waverunner [200 CP]

This Oni technology is shaped like a swordfish and made of a brass-colored metal. It can move through water at extreme speeds, requiring specialized restraints to make sure that the rider doesn't fall off. It will obey your commands implicitly, but, like other Oni tech, it is an automaton, not a living creature, despite running on the power of souls.

Drawbacks

You may select up to 800 CP worth of Drawbacks.

I'll See This Through To The End [+0 CP]

This isn't going to be the short Jump you expected. No, you're here for the entire conflict, however long it takes. Canonically, the games stretched from the 1560s until the 1580s, and that's how long you'll be here. You will begin this Jump in your chosen location, but it will start during June, 1560, and it will last until June, 1582, and you will find yourself pulled into the conflict whether you want to or not.

Kidnapped [+100 CP]

Your time in this Jump will be constantly filled with daring rescue attempts, because it seems like everyone around you keeps getting kidnapped, incapacitated, or otherwise trapped. Even your powerful allies will occasionally find themselves in need of rescue, and you can count on being personally in need of rescue at least once a year for the entirety of this Jump.

Strict Bedrest [+100 CP]

Your ability to recover magical power within this Jump is hampered. Any perks, abilities, gear, or otherwise which would allow you to instantly regain magical powers, including the use of Mystic Water or blue souls, no longer work. You can only recover your magical energies through rest.

I'm Not Done Yet! [+200 CP]

Your enemies have a disturbing knack for escaping what should otherwise be their death. Common foes will be unaffected, but anyone who is a major antagonist for you will routinely escape what should be fatal blows, retreating until they can attack you again, after growing in power and ability, of course. Even worse, your nemesis, whomever that may be, will never go down without an extended fight, multiple times taking what should be a mortal blow only to transform into some new, more dangerous form.

Marked For Death [+200 CP]

Your appearance in the world is not a surprise to the Genma. In fact, they have known for quite some time you were going to show up, and have been preparing countermeasures created specifically for you. The Genma will be hunting you from day one, trying to find and remove you as soon as possible.

If you possess the Genma background, then it is instead humans who have predicted your coming.

Shaped by Madness [+200 CP]

You experienced the assault of the Genma personally, and watched as they destroyed everything you loved. You not only have an unstoppable hatred against the Genma, but you have also come somewhat unhinged. You're still functional, but everyone can tell that something is… *off* about you, and that understanding only grows as they spend more time with you. You find humor in all the wrong things, sometimes hear voices, or perhaps occasionally have mental breakdowns. Whatever the specifics, you'll find it very difficult, perhaps impossible, to interact with other humans normally, and your mental afflictions will sometimes incapacitate you, possibly for days at a time.

If you possess the Genma background, then your madness is not a result of the Genma assault, but rather your own memories of the transformation into a Genma. Your human memories have interfered with your natural proclivity towards bloodshed and carnage, and the effects are obvious to all other Genma. Even the unintelligent Genma react oddly to you, like an animal does to an unnatural phenomenon.

Genma Superioris [+300 CP]

The Genma are far more dangerous than they had been in the original games. Instead of only 1 in 10,000 Genma possessing sentience, 1 in 10 do. The vast hordes of unintelligent Genma are no more, instead replaced by far craftier and dangerous versions.

A side effect of this change is that there are now factions within the Genma, as there are more manipulative individuals. Even those of the Genma background will find themselves challenged by their fellows.

Nobunaga's Ambition [+300 CP; Cannot be taken by those of the Genma background]

Nobunaga has been far more effective in this timeline. By taking this drawback, you automatically start in the year 1571, but in this timeline Jubei Yagyu was incapable of stopping Nobunaga at Gifu Castle. Without that setback, the Genma army quickly overwhelmed Japan and set out to take over the rest of the world.

Here, Japan is entirely under the control of the Genma, and humans are not even under the false belief that they are in control. The Genma are waging wars on the rest of the world, fighting on multiple fronts, including bringing their forces into the mainlands of Africa, Asia, and Europe, and easily establishing strongholds throughout the Americas.

Oni Clairvoyance [+300 CP; Can only be taken by those of the Genma background]

The Oni were more impressive than expected. They not only anticipated their own demise, but they made defenses to prepare for it. The Oni Clan interbred with many of the smaller villages around Japan, mixing their potent powers with the humans therein. Within a month of your appearance in this Jump, entire towns of humans have their Oni-powers unlocked, each becoming capable of absorbing souls, using souls to transmute objects, and forming weapons out of elemental objects. Even worse, the Oni stocked each village they infiltrated with a variety of dragon orbs and other elemental objects. The fight for control of Japan has just become much more difficult.

A Three-Sided War [+300 CP]

Somehow, the Oni Clan managed to survive. They secreted themselves away to far lands, using the intervening decades to rebuild their forces and prepare a counterattack. Now they are back, and ready to fight against the Genma. However…

It turns out the Oni are not as virtuous and protective of humanity as they would have you believe. They, too, require humans, but rather than as food and a way to reproduce, the Oni need their souls to power their impressive technology. They have only been aiding humans as a means of distracting the Genma, so as to give them the time required to recover.

The Oni forces will come blasting into the scene about a year after you begin the Jump. They and the Genma will be evenly matched, but both are far superior to the humans. Both sides will use whatever means necessary to win, including by trying to manipulate humans into aiding them. Your task will be to navigate this treacherous war, where the two obvious outcomes will both spell the end of humanity as currently known.

The Fall of the Genma [+400 CP; Can only be taken by those of the Genma background]

Fortinbras, Nobunaga, even Guildenstern, all dead. The process of promoting a Genma to the state of Genma Lord has been lost, and the hordes of unintelligent Genma have been mercilessly slaughtered by the human forces. You are one of the few remaining intelligent Genma, trapped in a world where the Genma are an endangered species. However, the process of creating a Genma Lord must have survived, somewhere. If you can find that secret, or find someone who can otherwise create more Genma, perhaps this war can still be won…

Now, Let Me Show You My Most Recent Creation! [+400 CP]

Somehow, Guildenstern has been able to not only study you and your companions, but also recreate your abilities from past Jumps. Any ability or gear you've gained from a

past Jump has been reverse engineered, and will be utilized by the Genma. Expect new species of Genma to start appearing utilizing you and your companions' abilities, and for some Genma to be using recreations of technology from previous Jumps.

If you possess the Genma background, it was the Oni who discovered you and your companions. They created a variety of automatons and weaponry based on your abilities, and these are all being discovered as you enter the Jump.

What Oni? [+400 CP; Cannot be taken by those of the Genma background]

Somehow, the forces of the Genma have managed to disrupt time far beyond what was seen in the original series, utilizing the time travel they discovered to exterminate the Oni before they could stage a resistance. Other than perks or gear you purchase at the beginning of this Jump, no Oni technology will be present in the world. Worse, without the Oni to fight against the Genma, the world has been completely controlled by the Genma forces. Humans as a whole still don't really understand that their world is being controlled from behind the scenes by demonic creatures, but every major human settlement is actually a farm for the Genma to collect humans, for food and experimentations.

In addition, because the Oni never existed in this world, Samanosuke, Jubei, and Jacques never obtained their abilities, and the secrets of soul absorption remain unknown. Furthermore, despite whatever perks you've previously taken or gain from this Jump, you, your companions, and everyone else within this Jump, will be unable to reverse engineer any Oni technology you happen to possess. In fact, even if you took the Soul Tech ability, you yourself will be unable to recreate any Oni tech while in this Jump.

Visions of Future's Past [+800 CP]

The Genma not only won, they crushed all opposition. Utilizing the Time Folder, Guildenstern was able to casually hop through time, eventually reaching the far future. There, he stole a variety of impressive technological advancements, and then brought them back with him to 1582, where he reverse engineered the technology and used it to augment the Genma.

You find yourself beginning this Jump in a world far different than expected, where the Genma have not only mastered firearms and electronics, but have taken to the skies, colonizing the moon and beginning to spread to other planets within the solar system, developed directed energy weapons, and created Genma microorganisms.

In this world (or, rather, worlds), Guildenstern has become the Genma Lord. His control over the vast technologies of the future were more than enough to overthrow Nobunaga and gain control of the Genma hordes.

Your goal in this Jump is to successfully defeat Guildenstern (even if you are a Genma, as Guildenstern has become something of a maniacal tyrant), although it will be far more difficult than it might seem. Guildenstern has transformed Earth into a massive Genma homeworld, creating small human "farms" where they live in carefully constructed conditions designed to make them unaware of the Genma control of the world, while simultaneously preventing them from ever developing the technology to challenge said control. A "wild human" will catch immediate attention, and one which has knowledge of technology will call down Guildenstern's personal death squad, made up of six Genma, each at least as strong as Fortinbras was, but also outfitted with advanced technology. There will be little time for rest and even fewer areas to find rest. Good luck.

Moving On…

Return Home

Your time spent in this land of war and carnage has finally convinced you to leave this all behind and return home.

A World to Explore

This world, as messed up as it may be, has its charm, and you've decided to stay here. Life certainly won't be quite the same after these events.

Onto the Next Adventure

Time waits for no man, and that includes you. Your time here has changed you, but you're not ready to hang up your coat. Rather, it's time to move on to the next world…

Notes

Souls

The souls in Onimusha are different from the ordinary concept of "soul" in modern nomenclature. While there do exist the kind of soul which are composed of the personality, memories, and individuality of a person, these are not what is meant by souls in usual usage within Onimusha. Instead, souls are a kind of spiritual energy which seems to be inherent to living creatures.

In the first two games, only Genma disgorge souls which can be absorbed by the main characters (although there are physical objects which have stored souls through some means which is not explained in the games). Other, more traditional form of souls are seen. In the first game, Samanosuke is given the original Oni Gauntlet from twelve Oni spirits, supposedly while he is on the verge of death himself; additionally, Samanosuke eventually obtains the Rosary of Communication which allows him to see and hear the souls of the dead humans strewn about Inabayama Castle. In the second game Jubei interacts with and gives an item to a trapped spirit within Gifu Castle, but another character, Oyu, also speaks to Jubei's dead mother in vision.

The third game muddies the waters somewhat, in that there are two major instances of non-Genma releasing souls. The first is a the character of Heihachi, who is not a Genma. When he is fought in the game, he will occasionally release souls which can be absorbed. However, he is not killed by the main character, but instead by one of the villains, and when he dies no absorbable souls are released. This could possibly be explained by his working alongside the Genma, but no explanation is given one way or the other.

The second case is much different, and is, in fact, watermelons. In the port town of Sakai, there is a portion of the game where you can strike some watermelons with your blade, breaking them open. Doing so occasionally releases yellow souls, but only yellows souls. This somewhat implies that any living thing could potentially hold souls like this.

Without specific lore to say one way or the other, I've taken the opinion that all creatures possess some form of absorbable soul, but most creatures require specifically designed machines to remove said souls. Genma are special in that they are corrupted by the Dark Essence of the Genma Lords, which apparently makes their souls easier to absorb. Likewise, the process which transforms a human to Genma appears to tie their physicality directly to their possession of souls, as they dissolve into blood and gore upon being killed, and this is seen in multiple cutscenes, and thus is not simply a game mechanic.

Soul Color

The Onimusha games separate absorbable souls into four (technically five) types of souls: Blue, Green, Purple, Red, and Yellow.

Blue Souls

Blue Souls, when absorbed, restore the magic bar of the player. They only appear when the player can restore their magic; otherwise, other souls will appear.

Green Souls

Green Souls only appeared in the Xbox version of Onimusha Warlords, the first game, titled Genma Onimusha on the Xbox. They apparently could be absorbed by other Genma, significantly empowering them if they managed to, while granting the player a short burst of invulnerability and healing ability if the player absorbed them. Since they were never seen in any other game, and I personally only played the series on the PS2, I have not included any reference to them other than right here, because they seem to not be official canon.

Purple Souls

Purple Souls only appear in Onimusha 2 and Onimusha 3, but there is a reason for it. If five purple souls are absorbed in either of these games, it enables the player to enter the Onimusha state, where the player becomes invulnerable, possessed of increased strength, and gaining a special magic attack, all for a short duration. The Onimusha state did not appear in the first game until the ending cinematic, where it was a plot twist reveal; as such, no purple souls appear in that game.

Red Souls

Red Souls are the basic soul unit within the games. These are the souls which are stored and used to upgrade equipment. The bar which keeps track of red souls will go up as they are collected until 1000 “units” of souls are absorbed, at which point it will roll over to showing nothing, but the number on the bar will be increased by one. Most objects which can be upgraded require at least one full bar of red souls, while the majority of upgradeable objects require many more than one bar, some of the more powerful objects requiring up to 20 bars.

Yellow Souls

Yellow Souls are the stamina equivalent to blue souls. They only appear when needed, and they restore the character’s health when absorbed.

Spending Souls

Because the Jumpchain is not a video game, I have not included explicit rules for absorbing souls or collecting and spending them. However, in the hopes of explaining things to those not familiar with the series, here is a short overview of the process.

Red souls are the only type of souls which can be stored. Occasionally they are found in objects scattered throughout the world, and they come in two varieties: big cluster and small cluster. The souls appear as floating wispy orbs of light. The smaller clusters usually only grant somewhere between 5 and 10 "soul units" to the bar, while large clusters will grant anywhere between 20 and 40 "soul units." There is also a multiplier applied to the amount of souls gained based on the number of soul clusters absorbed, but I am unsure of the exact formula for how that works.

Objects can only be upgraded at Magic Mirrors, although I've relaxed that requirement in the Jumpchain for ease of narrative. The vast majority of objects can be upgraded twice, for a total of three different levels of strength. The upgrading process is used to increase the attack power of a weapon, the defensive power of armor, or to transform one object into a superior version, such as turning an arrow into a fire arrow or an herb into medicine. Weapons and armor require anywhere from 5 to 20 full bars to upgrade, while herbs require one full bar to be transformed into medicine, and arrows or bullets only consume a fraction of a bar to transform them.

Genma usually spit out around 4-8 small clusters of souls upon death, with occasional big clusters appearing. More powerful enemies usually disgorge more souls, and particularly powerful foes will sometimes release souls when they are damaged, although this is most often reserved for bosses and is primarily a game mechanic to give the player access to yellow and blue souls for recovery purposes. Bosses expel a huge amount of souls when killed, enough to completely refill the character's health and magic, as well as usually gain several full bars of red souls. Likewise, Genma killed by issen attacks will release many more souls, anywhere from two to three times normal.

In this way, it should be assumed that it will take many dozens of kills to upgrade even a small item, unless it is a majorly powerful creature that is defeated.