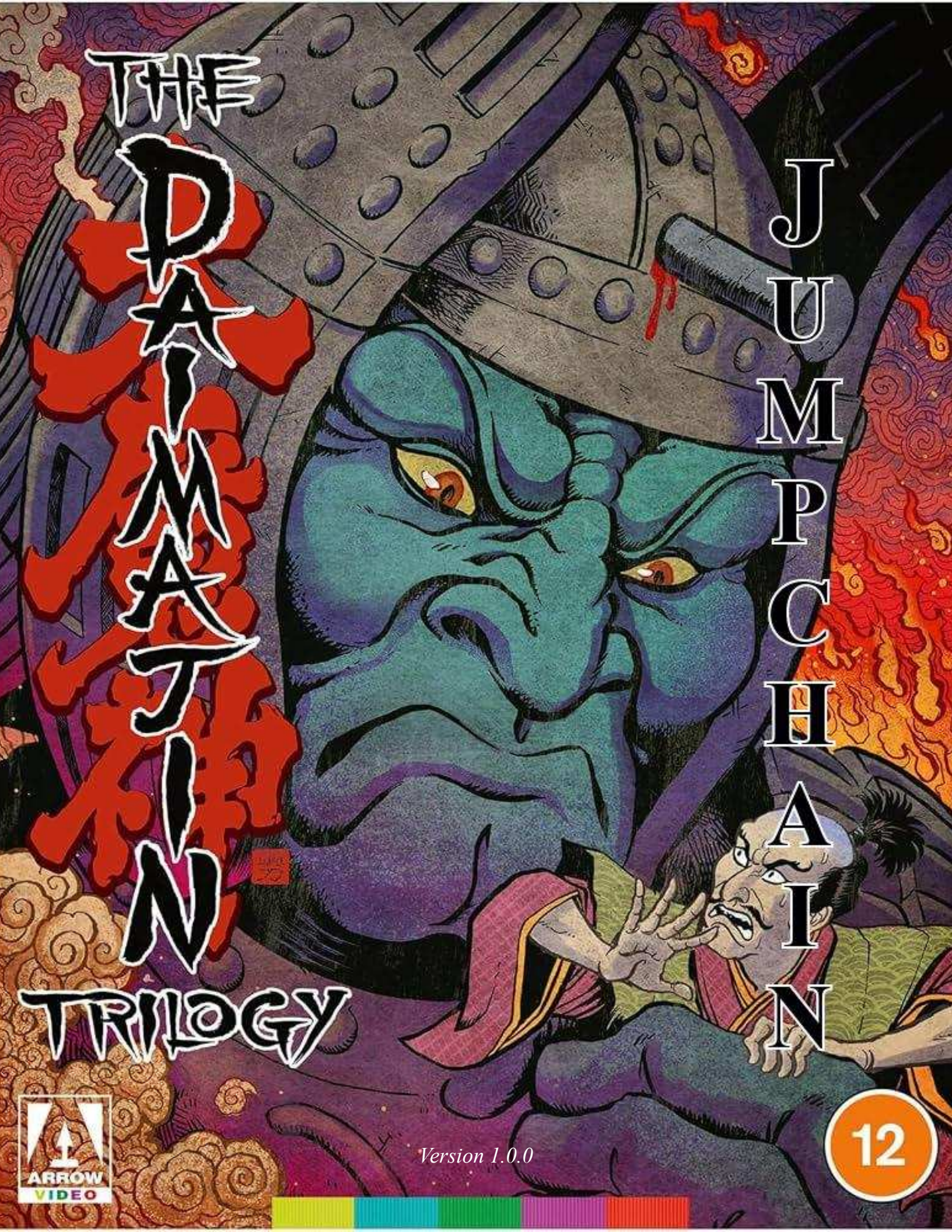

THE
DAIMAJIN
TRILOGY
JUMPCHAIN
12
ARROW
VIDEO
Version 1.0.0

Welcome to the world of the Daimajin trilogy. Or maybe one of them? It's hard to say if they're three events in the same world connected only by each having a local god with an identical statue, or three similar events in three different versions of seemingly sengoku era Japan.

Either way this world has a certain theme. [redacted] *Why Daiei decided to release 3 films with almost the same plot, but actually fairly good production values for the time, in the same year, is a question.*

Still this is a world of daimyo and kami where feudal Japan meets the might of kaiju. Whether you will play among the mortals, or you will take your place among the gods, you will be staying here for about 10 years, give or take. You can enter into a specific film, even taking on the role of a character if you've got an appropriate build, or enter into just a similar set of events to those of the three films. Details may vary, but they're similar enough. If you're entering the first film your stay will even be extended a bit so that you arrive before the 10 year time skip and remain till at least the end of the film.

Whatever you intend, you will need something to help determine the choices you are able to make. For that purpose, here are something to help you make those choices, and create your place in this world:

+1000 Choice Points

May the gods bestow fortune upon you, and smile on your journeys.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Invader: You are an invader, someone who has come in from outside of the local region to impose your will upon those within it, or to make yourself a place within it even if it means pushing out the locals. Whether you're a soldier for an ambitious lord, a lord with ambitions that put you into opposition to both men and gods, or just some extradimensional intruder, you're not from the local region and your plans will change things for the locals. If you want you may take this as the Drop-In origin gaining neither new memories or connections in this world.

Lord: You are the local lord, part of their family, or one of their retainers. This makes you firmly part of the upper, samurai class. How much power you will have depends upon your position in the family, or as its retainer, and this fief is not particularly wealthy or important and militarily is underprepared for the age. Still its people seem to be mostly happy with its rules for now.

Peasant: You are one of the little people. That is to say you are a Japanese peasant. Life is hard in these times, but at least the local lord is probably relatively good. Unfortunately given the nature of these films a neighboring lord is about to either usurp his territory completely, or begin secretly enslaving his villages to work on building a secret castle.

Priest(ess): You are a servant of the kami, and act as a mediator between them and humanity. You tend to their sacred places, and lead the rituals to ward away evil spirits and bad fortune, to request favor from the gods, or to thank them for the blessings already received. This position does tend to give you the respect of the people, and make lords at least somewhat careful with you. You are, after all, the spiritual head of the community, so even if you cannot actually sway the gods you can make things difficult for a lord who disrespects you.

Majin (500 CP): This is why you're here, isn't it? You're not a human. You're a mountain god, albeit one that might be fearsome even to those who you protect and blamed for bad as well as good. You exist on a scale approximately three times that of a normal human, large enough to lift a man in one hand or crush one under foot. Your strength and durability are far beyond what your size reflects, capable of tearing apart stone castle walls with your bare hands, pushing through rock outcroppings larger than

you are and sending them tumbling down without difficulty, walking through wooden buildings like they were nothing, and hurling logs like spears. There is not a structure in Japan in this age which could withstand your fury. Your durability is similar, in that even a pile of gunpowder bombs, or a series of shots from Sengoku era cannons would fail to inflict any noticeable harm upon you, making you beyond the technology of the Japanese people to even hurt at the time. Just remember that not being shown a limit to your durability is not the same as it being limitless. Still even when one version of daimajin suffered a metal spike to be nailed into his forehead when in statue form and still had it in majin form, having a nail sticking halfway deep into his head did nothing to stop him. Post-jump this becomes an alt-form.

Do remember, though, you're ultimately only a mountain god. While not the lowliest type of kami, your existence hints at there being far greater beings who might object to your powers being used recklessly.

Location:

You will arrive in, seemingly Sengoku period, Japan. You will be in the general area of the appropriate film if entering a specific one, and a similar area if merely entering a similar scenario.

Age and Gender:

If you're a Drop-In your age and gender remain unchanged from the end of the last jump. Otherwise you may pick an age and gender appropriate to your origin and background.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Hime (200 CP): You're beautiful. You have the sort of beauty that if a peasant found you in the woods in a place where kami were said to live they might well mistake you for a goddess. Admittedly those factors lower the bar somewhat, but your beauty still seems to push above the realm of humans. Though maybe that has something to do with the way that even living in the wilderness you are able to maintain perfect hair and skin, and even seemingly perfect make-up with ease.

Being a Majin won't significantly improve this. As the wrathful aspect of a warrior god they're not exactly known for being beautiful even by human standards.

Loved by the Kami (400 CP): Spirits, gods, and divine beings seem to be naturally inclined to favor you. There's just something about you which seems to make them like you more than others, and place a greater value on your prayers, and calls. This won't necessarily make them ignore immoral deeds, or guarantee they'll answer your prayers, but they do seem to weigh the scales more favorably towards you, being more likely to forgive infractions and more rewarding to virtues. This will even apply to 'evil gods' or 'demon gods', the spirits of the dead, outer gods, and the like with them being more forgiving of your (in their eyes) faults and more likely to reward you. Of course how far this will go is not unlimited, and onryo, outer gods, and the like are notoriously dangerous to deal with so this will not ensure your safety even if you do nothing wrong merely give a little weight in your favor.

Invader Perks

Smash Their Idols (100 CP): And they will know despair. At least that's the theory. You are good at identifying what it is that you would need to discredit or destroy to cause a populace, or a person, to give up hope. Destroying it is still on you, and surviving the wrath of a god after you blow up the statue they live in to prove they don't exist is as well, but you will be able to identify quickly what it is that gives your foes hope to extinguish it.

Trusted Retainer (200 CP): If you aren't one already it's oddly easy for you to become one. It is very easy for you to gain the trust of those who employ you, and you will find yourself rising in their confidence and shifting more and more towards their inner circle with unusual speed. Oh, if you're openly treasonous that will jeopardize this, but as long as you hide your treachery it's easy for you to gain an employer's trust and confidence in your loyalty. You don't actually have to be treacherous for this to work; it'll work just as well if you're actually loyal.

Plans of Treachery (400 CP): You are a sound military planner and strategist. You're not redefining warfare for the era, but you do definitely have a talent for military strategy. This includes battlefield tactics, but also logistics, and most notably how to build up your military power base in a way that escapes notice from those who would have reason to stop it. This isn't perfect, but you're good at amassing forces without your enemies being aware, plotting surprise attacks, or building a castle without spies finding out about it. The tactics required might be ethically questionable; conscripting peasants for slave labor and killing any who try and leave is a great way to build a castle unnoticed, but even under feudal morality is frowned upon. Still you excel at hiding schemes and plots for military or political power.

Now is the Time for a Coup (600 CP): And when is 'now'? Apparently whenever your plans need it to be. Somehow when you plan a sneak attack, coup, or the like, seemingly random events completely outside of your control – such as the weather or the struggles of an angry god against the beneficent god that binds it – coincide with your plans to provide you with a distraction or other advantage. This may require you to shift your timing slightly to seize the opportunity, but it'll be worth it, and it really is odd how opportunities line up with your plans, though only so long as your enemies do not know about them.

Lord Perks

Samurai Warrior (100 CP): You are a skilled samurai. You could hold your own against several lesser swordsmen at once, or defeat an armored spearman with nothing but a knife. You're not the stuff of legends, and bad luck, numbers, exhaustion or the like can beat you, but you are definitely above average even among a warrior caste who have dedicated their lives from birth to combat.

In Hiding (200 CP): You have a basic understanding of stealth, and how to move sneakily. This isn't anything particularly impressive, and really any army scout is as good at sneaking up on someone as you are. Where you excel, however, is in figuring out how to slip through dragnets, avoid manhunts, find and slide through gaps in patrols, and escape from or enter into places where they are actively hunting you. Just remember this isn't a perfect conceptual effect, and if you go running up to free your captive friend who is bait to catch you, you're still probably going to get caught.

Good Steward (400 CP): You are a skilled administrator and lord. You know how to keep abreast of the pulse and health of a community and understand the needs of its people both physical and psychological. You know how to calm their fears, show you are working for them and not simply ruling over them, how to keep up their morale and keep them happy, and how to avoid an overly hard hand. Some of this is hard to do if you're trying to squeeze the maximum resources out of a people, or have a feudal superior demanding more from them, but even then you are good at finding the point where attempting to press harder will cost you more to enforce than it will provide.

Loved by Your People (600 CP): The people you rule over are prone to disproportionately love you. As long as you're not an outright bad ruler, and treat them decently, your people will develop a deep, and abiding love and loyalty to you even in the face of threat and danger. And if whoever replaces you, or tries to, isn't a marked improvement upon you, you can trust that there will be a steady burning loyalist movement ready to support you and your line and return them to power even a decade after you were removed. Of course, if you are actually good and not merely not terrible, you can expect to have even greater loyalty and adoration from your people. If you truly are worthy of their love they will die for your sake.

Peasant Perks

Woodsman (100 CP): You really know how to get around outside. Whether it's trailblazing and finding your way in the wilderness, or swimming, fording rivers, climbing rock faces, or something else you excel at getting from Point A to Point B through the wilderness.

Peasant's Endurance (200 CP): Your body survives hardship better than others. Forced into backbreaking labor for inhuman spans of time, with far too little sleep, insufficient water, and food that would barely be enough to sustain a sedentary lifestyle you might not thrive, but you would go far longer than other men. In general you have greater endurance, less need for sleep, food, and water, and a greater resistance to cold, heat, disease, and harsh conditions more generally than you really should.

Crafty Child (400 CP): You excel at harvesting resources from the world around you and turning them quickly into tools. These tools are by their nature crude and simple, but you are capable of working fantastically fast; enough to make one question their suspension of disbelief or suspect sorcery. You could cut down a living tree as if it was all soft sap wood, and half-rotten on the outside at that, and turn it into a crude bridge, or make a crude raft in a fraction of the time it should take. This doesn't help you when you're working on something complex, sophisticated, or intended to be finished in a professional way, but if you are just crudely working wood, stone, or other natural materials into something that will do a simple job it will finish unnaturally fast.

I Offer Myself as Sacrifice (600 CP): When all is at its darkest, everything seems lost, and you are serving in a cause you are willing to risk everything and even to die for, you will find yourself receiving a miracle. It's not guaranteed to be enough, but it will be something above and beyond the norm for the world, something like a kami physically manifesting in an otherwise mundane world to destroy your enemy. It could be more subtle than that, and the exact scale will vary from world to world, the sort of miracle you can expect in a simple, mundane history of England is probably smaller than what would be considered a miracle in Dragon Ball, but this will always be big and fantastically unusual by the nature of the world in question and something that helps your cause even if it is not necessarily aimed at saving your life.

Unfortunately such miracles are only available to you once per jump.

Priest(ess) Perks

Priestly (100 CP): You are a fully trained priest or priestess of the local Japanese folk religion, admittedly before the codification into modern Shinto. Beyond training as a priest(ess), you find it easy to carry yourself with the dignity expected of the role, and to maintain an appearance of gravitas and respect.

I Know How God Feels (200 CP): And you won't even need his face to glow with a supernatural red to do so. You are skilled at recognizing, and interpreting signs, omens, and messages from spirits and gods. This won't make them give you messages or signs if they wouldn't already, but this doesn't require them to be intentional signs either. If a spirit controls the weather, luck, or something else in the region, and how it feels influences the world, you are good at identifying from that how it feels and even potentially why.

Serenity (400 CP): It is one thing to carry yourself with outward dignity, and another to feel inward serenity. While you are still able to feel fear, you are able to remain calm and non-panicked in even the worst situations, and maintain a level and cool head despite what emotions you may feel. Whether it's hope, terror, or certain death you are able to face it with the serenity expected of a servant of the gods, and to consider it calmly and rationally.

Ritual Festivals (600 CP): You understand how to oversee a ritual festival in which through bonfires, dance, and prayers the gods and spirtis are invoked. This ritual can serve one of two purposes. It can call the attention of beneficent gods and spirits, serving as a conduit to guide prayers to them to be heard. In this case it will be unusually pleasing, and if the gods or spirits gather some benefit or sustenance from the worship of mortals more beneficial to them than usual. Alternatively it may be used to ward away malevolent spirits and gods, making it harder for them to act upon the community performing the ritual, weakening them in any attempt to do so, and even working to blot thoughts of harming the community from their mind (though this may be too little or too late to stop such thoughts). You could also combine the two to try and appease dark gods with worship and pleads for mercy. Theoretically you could also ward away the blessings and notice of beneficent gods but since you have to be part of a community to ward it this would usually be counter-productive.

Majin Perks:

Statue Form (100 CP): You are able to transform yourself into a stone statue. This statue takes on the appearance of a simplified, carved version of yourself (including objects you are carrying) made of stone. In this form you possess a dimmer switch for your awareness and consciousness, allowing you to minimize my sense awareness, and enter into a sleeplike trance where time does not pass for you mentally, only allowing certain egregious acts to reach your conscious awareness and stir you from this trance (such as someone physically damaging your statue form, certain noises, or if you can hear prayers a prayer with a certain level of earnest need and intent). While in this trance your body, skills, and the like will not atrophy or degrade, your memories will not fade, and in effect time will not pass for you; it will, however, take some time to return to this trance after each time you are awakened.

In case it needs to be said, you can transform yourself back from a stone statue as well.

Light Form (200 CP): You possess the ability to turn into a glowing sphere to speed to a distant location. This takes a certain amount of spiritual energy and focus to use or maintain, and your spiritual energy will determine its speed. A mountain kami could transform easily and dart away at speeds to streak off to the horizon in under a minute, a normal mortal would take longer, fly slower, and be able to maintain this form for a far more limited time.

Psychic Powers (200 CP): You possess a pair of seemingly disparate spiritual powers. You are capable of, by glaring at an individual, projecting a telepathic force against their mind and spirit. This assault can cause spasms, feelings of fear and terror, mental confusion, and general damage to their spirit or mind.

Alternatively you are capable of causing fire to ignite near your feet, and run along surfaces, even the surface of water, towards your target before catching them ablaze. This is a supernatural flame which burns with supernatural intensity and resists being extinguished.

These effects are, of course, larger scale and more powerful as a Majin than a normal human. Given the limited power of the evil eye, it may cause little more than annoyance and a headache pang for a normal human, and the pyrokinetic flames might be effectively normal flames with a sharply limited range.

Divine Animal (400 CP): Select a natural animal. You may create spiritual links with individuals of that species. Once you have created a link with an animal you can borrow its senses, or control its actions, telepathically. The greater your spiritual power the easier it is to form these links, the more links you can maintain at a time, and the further away you can use these links. This does not give you any special power to multi-task to control multiple animals at once, or handle several additional sets of senses simultaneously.

Wind God (400 CP): You possess the spiritual power to control the winds in your presence. This is easiest closer to you, though can be done at a range. As a majin you could blow out fires, blow away normal humans who were surrounding you to send them rolling and flying several feet on the gust of wind from your body, or engulf an entire castle or village in a windstorm. As a normal human your scope and scale would be significantly curtailed.

Kami (600 CP): You are a kami, a divine god-spirit. As such you are able to hear prayers directed towards you, and sense the earnestness of their heart. You can filter this to only hear the prayers of certain individuals or groups, or only those with a certain level of earnestness or desperation, or even only on certain topics.

You are also a kami tied to the land. Your domain will be determined at the start of the jump, either as a geographic feature such as a mountain, lake, or even maybe a river or forest, and perhaps surrounding territory, no more than roughly 150 square km, and likely less than that, or you can have your domain be all of the contiguous territory/terrain which follows you between jumps (this includes if they're connected by water features which follow you, or even all the planets in a galaxy that follows you as long as the whole galaxy does). In your domain you are capable of extending your awareness to any part of it with focus and spiritual exertion and using your spiritual might to influence the natural world. A Majin could part the lake they were a god of, cause rocky ridges to part to allow them to pass, or stir an earthquake (at least in Japan where they're common); though these would not be easy even for a Majin and repeated use could tire you. A normal human would, of course, have a much reduced ability to influence and control it, but might make a tree's dead limb break, or a rock tumble out of place.

If you have the **Wind God** perk this will also extend to control of the weather in the region. A Majin could cause rain, drought, unseasonably early blizzards, and worse. A human would, of course, still be more limited, but could probably cause any seasonable weather, they'd just get exhausted from it much quicker.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Invader Items

Armor (100 CP): This is a suit of Japanese armor. More ashigaru than samurai great armor, it's far from total covering, but it's still better than nothing in a fight. Yours will maintain and repair itself over time when not worn.

Cannons (200 CP): This is a set of 20 16th century Japanese cannons. They're not particularly the heaviest cannons ever built in the country, but they're good enough to use against castle walls, or enemies. They come with a stockpile of powder and cannon balls, both of which will restock over time.

Unfortunately they won't even faze an angry god.

Castle (400 CP): This is a 16th century Japanese castle. It is one of particularly large scale and defensibility, built with war in mind. It can hold troops, hold stockpiles for siege, and is generally a very tough military hardpoint for the time. This castle will even maintain and repair itself over time, though this repair is slow.

It will insert into an appropriate location in future jumps. And while here it might be a secretly constructed castle that would anger rivals or superiors, in future jumps all the legal stuff, and taxes will be automatically handled.

Army (600 CP): This is an army of roughly 500 men, as well as samurai commanders. They are all equipped and trained after the fashion of the age, and will not insert into a jump until you call them into it, though after that point supplying them is on you. These men are seemingly absolutely loyal to you, willing to go as far as fight an angry god to buy you time.

If any members are lost from this army they will be replaced between jumps. Their armaments and supplies, including food for 6 months, will also replenish between jumps.

Lord Items

Katana (100 CP): This is a katana. It's sharp, and masterfully made. It will always remain strong enough for you to effectively wield it as a weapon. It will also maintain and repair itself over time when not in use.

Temple Bell (200 CP): This is a large bell, complete with a small log to use to ring it. It's not particularly mobile, but it is loud enough to be heard miles away. More importantly your friends and allies have a way of intuiting what you mean when you ring it. It might not be perfect, but it's enough to get the gist of your intentions.

Castle (400 CP): This is a 16th century Japanese castle. It is one of particularly large scale and defensibility, built with war in mind. It can hold troops, hold stockpiles for siege, and is generally a very tough military hardpoint for the time. This castle will even maintain and repair itself over time, though this repair is slow.

It will insert into an appropriate location in future jumps. And while here it might be a secretly constructed castle that would anger rivals or superiors, in future jumps all the legal stuff, and taxes will be automatically handled.

A Loyal People (600 CP): This is a simple, Japanese farming village and some surrounding lands. It's fairly prosperous with somewhere over 200 inhabitants. Its people view you as their rightful lord, and are extremely loyal to you.

This village and its population will retain modifications made to it (though the boundaries of its lands won't expand), and will insert into future jumps at an appropriate location. You may choose to have it not insert for a jump and temporarily not exist for the duration. You may also choose to reset it to its initial state at the start of any jump.

Peasant Items

Peasant's Pack (100 CP): This is a small wooden frame for carrying goods on your back, used as a backpack though without an actual container so you'll have to tie things to it or be careful not to jostle them loose. Besides repairing and maintaining itself over time, loads carried in it seem somewhat lighter.

Simple Boat (200 CP): This is a simple wooden boat in a Japanese style, made to be steered and controlled by a single individual and holding only a few. It will repair and maintain itself over time, and if you find yourself in need of a boat and wander around the shore for a while you can usually find it waiting for you.

God's Cave (400 CP): This is a cave. It's a decently roomy cave, and surprisingly pleasant to live in. It is also blessed to prevent your enemies and those who wish you harm from finding it, making it very difficult for enemies – especially those limited to mundane means – to find you here.

Your Village (600 CP): This is a simple, Japanese farming village and some surrounding lands. It's fairly prosperous with somewhere over 200 inhabitants. Its people view you as their revealed village headsman, and are extremely loyal to you.

This village and its population will retain modifications made to it (though the boundaries of its lands won't expand), and will insert into future jumps at an appropriate location. You may choose to have it not insert for a jump and temporarily not exist for the duration. You may also choose to reset it to its initial state at the start of any jump.

Priest(ess) Items

Priestly Robes (100 CP): This is an outfit appropriate to a Japanese Shinto priest or priestess. It will clean, purify, and repair itself over time when not worn.

A Good Home (200 CP): This is a solidly built home large enough for a family. It comes with a decent plot of land around it, maybe somewhat over half a kilometer in radius. The house is well-built, comfortable, and while not up to the level expected of nobility, is similar to the home a well-respected and cared for village priestess might expect.

The house and the land will maintain modifications you make to them (good and bad). They will insert into jumps at an appropriate location, though you may choose to have them remain uninserted for a jump and instead simply not exist for the duration of it. You may also choose to reset them to their default state at the start of any jump.

God's Cave (400 CP): This is a cave. It's a decently roomy cave, and surprisingly pleasant to live in. It is also blessed to prevent your enemies and those who wish you harm from finding it, making it very difficult for enemies – especially those limited to mundane means – to find you here.

God Statue (600 CP): This is a stone statue representing a god built to a scale several times that of a human. Signs and omens will happen from time to time around this statue providing you with warnings about events in motion. This primarily works to warn you about danger, or when the gods are angry.

Once per jump, your prayers to this statue can cause it to transform into the true form of the god, becoming a powerful kaiju that acts to protect you or those you call it to aid. The exact powers of this god will vary based on the local setting, but it will be sufficient to pass for a (minor) god.

Majin Items:

Stone Sword (100 CP): This is a straight sword made of solid stone. While proportionately shorter than a katana, and made more for stabbing than slashing, it will always remain a durable enough weapon for you to use as a weapon, and will always remain the correct size for you to proportionately wield it in one hand. This won't guarantee it's light enough for you to wield, square-cube law can be a problem, but it will be the right size.

Sacred Beast (200 CP): Select an animal found in Japan. This is a specimen of that species. This animal is spiritually bonded to you, allowing you to borrow its senses and to guide it with your mind. You may summon this animal to your side with an act of will, or even teleport it to another location through the expenditure of your spiritual energy, though this becomes exponentially harder with distance.

Stone Armor (400 CP): This is a suit of stone armor similar in design to that worn by Daimajin. This armor will scale to your own durability, always being substantially more durable, and harder to damage than your own flesh. While it won't be guaranteed to be as far beyond your toughness as stone compared to human flesh, it will share all of your resistances and immunity to harm at a level greater than your own. It will always fit you too, no matter what size you are.

Sacred Mountain (600 CP): This mountain belongs to a god. A persistent taboo against entrance, except perhaps in the service to its god, seems to naturally spread through the area around this mountain, and intruders onto this mountain will feel as if some malevolent force was watching them or stirring around them. The particularly superstitious, scared, or frightful will even be plagued with visions and hallucinations as elements of the natural world take on horrifying appearances such as tree limbs appearing as skeletal hands reaching for them, or ghostly visages appearing in the branches.

This mountain, though, is yours. You are treated as having the **Kami** perk tied to this mountain, though it will not extend beyond it. If you have the **Kami** perk and this mountain is your domain (or part of your domain) it will become much easier and less exhausting to use that power to manipulate this mountain.

This mountain will maintain modifications you make to it (good and bad). It will insert into jumps at an appropriate location, though you may choose to have it remain uninserted for a jump and instead simply not exist for the duration of it. You may also choose to reset it to its default state at the start of any jump.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create up to 3 companions with 600 CP. For 150 CP you can import or create up to 5 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Daimajin Import (200 CP): You may import or create 1 companion with the Majin origin and 500 CP to spend as they see fit. If you desire to give this companion more CP you may transfer CP to them at a 1 to 1 ratio.

You may purchase this option multiple times for multiple companions. Each companion's CP is calculated separately, and there is no group discount.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Daimajin.

Daimajin (200 CP): You may take the daimajin from the local film or story with you as a companion.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Back Breaking Labor (+100 CP): You must work back breaking physical labor for 14 hours a day for four months each year. This will be physical labor that is harsh for you, so if you're a majin you can expect to be doing work that's substantially more difficult than if you're an ordinary peasant.

Brave Samurai's Son (+100 CP): You are courageous and brave almost to the point of foolishness, and more than a little hot-headed. You can be restrained, but expect to need the wise words of allies to keep you from making rash mistakes.

Child (+100 CP): You will be beginning this jump as a child, and find your supernatural powers reduced much like a child's power is compared to an adult's. You'll still grow up normally, and your powers with you, though attempts to accelerate your maturation will fail.

Loyal Retainer (+100 CP): You are a loyal servant to your lord. Your lord isn't necessarily a bad lord, in fact odds are they're a good, honorable person worthy of loyalty. Unfortunately, you would sacrifice your life for them and they will get into a pretty bad situation they will need your help with at some point during this jump.

Treachery (+100 CP): One of your closest friends and allies is secretly working against you, and at some point during your time here they will betray you. You will forget having taken this drawback.

Hunted Prince (+200 CP): A powerful lord wants you dead. They will be striving towards this for the entirety of your time here. If you do manage to shatter their power base or remove them, they will be replaced after no more than a year. Don't think they will be easy to deal with just because you're a majin; they aren't guaranteed to be fools who mock the gods.

Guardian God (+200 CP): You will not be staying here for 10 years. Instead you will be arriving in a series of 10 scenarios. In each one you will find your out of jump powers, and any supernatural powers even those from this jump, sealed; if you're a majin you will even be locked into a statue form. Only once someone has committed sacrilege against the gods, and someone worthy has prayed to them for help while willing to die in exchange for this aid, things that will happen within the year, will your powers be

restored and you will be able to act to enact the gods' vengeance. Each of these scenarios will be more testing and trying than the one before it, and while the first few will be no challenge to a majin, by the 10th you can expect any powers you can obtain in this jump to be outclassed and to require out of jump resources, or great cunning and allies.

Usurped (+200 CP): A greedy, tyrannical, and powerful individual from this world has overthrown you, ousted you from your position, and stolen your Warehouse key, as well as your Items, properties, Followers, Pets, and the like including those from this jump. They can use anything in it as easily as you could, and your Followers and Pets will obey them, though they may do so resentfully and half-heartedly. This individual wants you dead believing it will allow them to fully usurp your chain, so perhaps don't allow that to happen. And if you're a majin or a being of similar or greater power they won't be a mortal, they will be a greedy, and tyrannical kami.

Wrathful Guardian (+200 CP): Well you don't have to be a guardian, but you're going to be wrathful. There's a bubbling, boiling rage deep inside of you. More you need this rage and to be acting on it to make use of your special powers, even such as being a majin, or your out-of-jump perks. In mixed news, the more you use your spiritual powers or out of jump perks and abilities, the greater this rage becomes. This means once you get started it's easy to continue or to build up to your greater powers, but you will run the risk of this rage overwhelming you; especially if you're relying on an out-of-jump perk to prevent it. Hopefully you won't go so far that tender tears can no longer touch your heart. This rage can fade again after you stop using your powers.

Arakatsu's Wrath (+300 CP): You have angered the gods, and the titular guardian god has risen to destroy you. He is a god empowered to cast down the unrighteous and evil, and you have been judged as both of those, so even if you're a majin yourself, you will find his powers far beyond yours. He is not limitless, and you may find a way to destroy or defeat him, but he will return sooner or later, and no matter where you run he will eventually track you. Though as a god of a place he may be easier to deal with further from it. Perhaps, though, you could eventually find a way to appease the gods, though don't expect that to be easy either.

I Don't Believe in Gods (+300 CP): You are aggressively atheistic. You will mock the gods, blaspheme against them, mock their followers, and smash their idols, and your materialistic views ensure that any of your spiritual, divine, mystical, or merely supernatural powers will be lost to you during your time here. If you don't think this sounds so bad, realize that the gods are very much real in this world, and they may not take too kindly to your actions.

Yokai War (+300 CP): This would normally be a mostly mundane world. Oh, the legends about the majin, and the guardian deity shows there is magic, there are gods, and there are probably monsters too, but their interference in the world is relatively rare. Now, though, there's a whole world of yokai lurking out there, everything from living umbrellas to spider oni to snow maidens to magical nine tailed foxes that ruin entire empires and more. They aren't necessarily gunning for you, but this world just got a whole lot more dangerous, and you'll probably come into conflict with a few yokai during your time here. Making things worse there are also, often alien, kaiju arriving and terrorizing the Earth, beings like gyaos and viras having decided to make their home here, or perhaps having been made by the Atlanteans. You might even encounter massive onryo born of the rage of every living creature that died in major mass extinction events coming to destroy everything around you. Things aren't specifically targeting you, but you're still going to have to fight to survive this world now.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Daimajin/Arakatsuma-sama's official height is 4.5 meters. However comparing his hand, feet, and knees to normal humans he's typically a bit over 3 times as tall as them which would put him in the range of 5-5.5 meters tall. Still you're somewhere in the region if you take Majin.

Weren't the people who stayed in the God's Cave lords not peasants or priests? Yeah. Yeah. The priestess showed it to them, and a peasant boy found it. Honestly I only had 3 400 CP items and I could give Castle to Lord so I did. God's Cave got given to Peasants because it was the least inappropriate one and I felt wrong bullshitting some 'here's a site of prosperous natural materials' for them.

Changelog:

Version 1.0.0: Released.