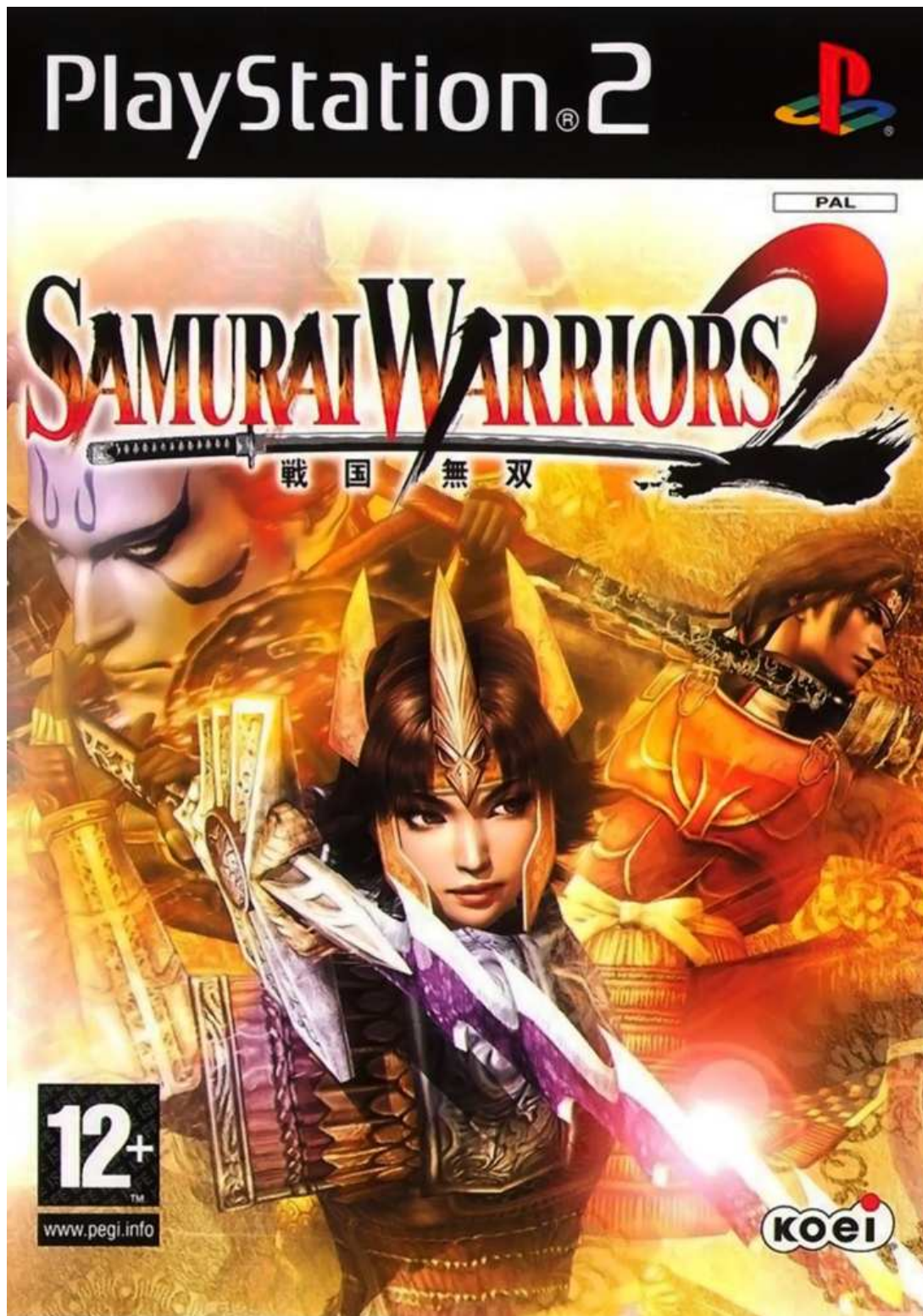


Samurai Warriors 2

Version 1.0.0



The land has lost its unity, the power of the shoguns having fallen to the point where the daimyo ignore them and fight among themselves for control of the land. For more than a century the land has known war and conflict, peace now something no one living truly remembers.

In these wartorn lands there are mighty warriors, samurai who wield unrivaled power on the battlefield, cutting their way through foes standing like living gods of battle and clashing in duels that decide the fate of entire battles. This age of battle is nearing an end, the three great unifiers moving to take center stage at last, as the introduction of the gun begins the end of these samurai warriors.

Still this is a slow end. Nobunaga moves it into its final phases in the 1560s, but the last great battle is not till 1615. You will have plenty of time to get your fill of war, and see if you can become unrivaled even among these incredible warriors.

Whether you seek to prove your peerless might beyond even that of Honda Tadakatsu, want to win the heart of Ina his warrior daughter, seek to see Oda Nobunaga survive Honno-ji and become the sole great unifier of Japan, unify it yourself, or joining Kotaro Fuma in his quest to continue chaos throughout the land, you will be entering the land of Japan at some point from 1560 to 1599 and you will be staying here at least 10 years, though potentially as late as 1620. You need not fear aging in this time; due to reasons individuals here sometimes seem to stand in for their parents in battles they were too young to have participated in or they last beyond their natural years all unchanging with time and this will apply to you during your time in this world.

Shape the world by your actions, and let history remember your name. To help you do so, and help you stride among these warriors and become unrivaled take these:

+1000 Combat Point

Good luck and good jumping.

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; the second 100 CP perk and item are merely discounted.

Ronin: You are a wandering warrior with no pre-existing allegiance or political connections. Perhaps you're a minor samurai from a backwater region or small village, or perhaps you're a peasant. Whatever you are, your skills in combat will likely attract a lord soon enough if you don't reject them. You may take this as a drop-in background.

Samurai: You are a warrior with a growing reputation, and in the employ of a greater lord. You likely have a very minor domain, and a salary, but you are expected to fight for your lord with all of your might and serve him loyally. Though several samurai turn traitor during this period and changing lords isn't unheard of.

Lord: You are a lord. You're still part of the samurai caste, but you are among the major lords, such as the Oda, the Tokugawa, the Hojo, the Uesugi, the Takeda, and the like. Without other purchases your domain will be smaller in scale, more likely to be a subordinate than an equal, but still for now an independent.

Ninja: You are a warrior of the shadows. Shadows are formless and thus they have no weakness, and you possess skills and abilities to help you be as shapeless as the darkness. You are still of the samurai caste, but you are known not for your skill in battle but your role as a spy and assassin, and for your strange, seemingly magical powers.

Location:

You will be arriving in Japan, probably Honshu but maybe Kyushu. If you want to roll:

1. Owari Province – Hereditary domain of the Oda clan.
2. Kanagawa Prefecture – site of Odawara Castle and the Hojo Clan's power
3. Osaka – 2nd city of the empire, and eventual power base of the Toyotomi
4. Honnoji Temple – in Kyoto
5. Echigo Province – Birthplace of Uesugi Kenshin
6. Kai Province – a poor province but the base of Shingen Takeda the Tiger of Kai
7. Shiga Prefecture – home of Odani Castle where Nagimasa Azai makes his last stand.
8. Kyushu – Western island.

Age and Gender:

If you're a drop-in you arrive exactly with the same age and gender that you had when leaving the last world. Otherwise you may choose an age and gender that fits your in-jump history.

Perks:

One of the 100 CP perks associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin.

Officer (Free to Jumpers and Companions Imported as Officers): You're an officer, and they say that good officers make the best warriors. Your reflexes are faster in a fight, you hit harder, you can take much more punishment, and you are just generally superhuman. You can jump significantly higher than a man's head from standing with no specialized technique, you can survive many spear thrusts and arrows, cut down a half a dozen men in the time it takes an impressed ashigaru soldier to strike once. Oh, most officers don't run that much faster than normal people, but the more experienced and powerful ones are noticeably faster there. Even novice officers, though, can cut down ordinary men in droves, and once you've got a campaign or two under your belt if you're not taking out at least a hundred ordinary soldiers in a battle you're clearly not trying.

You are also able to harness an energy we'll call musou. Generated by battle you gain musou by striking foes, being wounded, and most of all by striking down foes and leaving them defeated. When you have reached the peak of musou you can hold you can release it. This launches a shockwave around you, which stuns those who fail to defend against it, and leaves individuals who are vastly below you in battle slowed. It also makes you hit harder, resist blows better, and generally makes you a little faster too.

With just this you're more like one of the generic officers, than one of the playable characters, but even they're not slouches.

Bodyguard (Free to Companions Imported as Bodyguards): You are not an officer, but you are the elite bodyguard of one. You're almost to their physical level, maybe not a one-man army but good enough to hold an officer off for a time; and should you reach your peak you'd be more than a match for a novice officer.

Like an officer you can harness musou. Unlike an officer you do not release it on your own (unless you've taken **Unrivaled Spirit**), but when you are fighting closely beside your Jumper and they release their musou and your own is filled, you can release it as well. When you do so, in addition to the normal effects of releasing a musou, it causes electrical energy to fill the air, and strike at enemies around you both. If your jumper has the **Unrivaled Spirit** perk you will also be able to perform a special attack during musou, though yours will be less of an improvement over your normal capabilities. Only one bodyguard can perform this joint release with an individual at a time.

Finally you are a bodyguard meant to fight alongside your officer – or your jumper – on the battlefield. You will find that you seem to fight a bit better when you're fighting alongside them and close beside them, though only one bodyguard will benefit from this at a time.

Fighting Style (200 CP; 1 Free with Officer): Warriors in this world tend to have fighting styles based around their normal, power, or special attacks. They develop increasingly powerful chains of attacks. Normal attacks are, relatively, quick, and easy to string together into long chains, with those who specialize in them learning long chains of quick attacks and various stronger blows to finish them off with. Power or charge attacks are slower, but often either sweeping blows good for dealing with hordes, or focused strikes that can shatter the guard of even other officers, with those who specialize in them learning shorter chains of normal attacks, and fewer charge attacks to end them with, but they can chain multiple charge attacks together. Special attacks vary wildly based on the individual combatant, but they learn maneuvers much like power attackers but with shorter chains of charge attacks, and an improved ability to use certain, specialized techniques that are used outside of these chains.

This of course won't lock you into a fixed series of attacks. This will, however, ensure you naturally learn techniques and methods to build up power within a series of blows, gaining options for attacks as you move down a path. These techniques and attacks can even include some oddly physics defying and supernatural displays – such as your weapon levitating for a time or releasing a shockwave – especially as the chain progresses.

You may select one of these three approaches to combat for free. Whichever you choose you will find yourself naturally developing a style of combat here which incorporates your purchases here, and follows the general nature of the style.

You may purchase one or both of the other two styles synergizing and combining the advantages.

Unrivaled Spirit (100 CP): As an officer you can already gather energy born of your fighting spirit in the form of musou, but you would normally be limited, like the lesser officers, to a lower amount and a simplistic, basic 'musou attack' – a single above average attack that then fades. By purchasing this you can develop your ability to harness this fighting spirit further, till you can contain at least three times that needed to use the musou attack. In addition your musou attack will be improved. Instead of merely being an empowered series of blows and attacks that you would normally perform, it will

evolve into a unique attack based on your fighting style and the nature of your warrior spirit which is generally speaking larger in scale and destructive might than your normal strikes and abilities, though you can simply use this musou release for the basic empowering effects (and they will apply to this unique musou attack). This attack is relatively fixed – as a crystallization of your fighting style and soul – but with a good deal of training, practice, effort, and a shift in your general fighting style it may change. You will also find your capacity to hold musou growing as you fight and battle, until it can hold three times enough to release this power, though that will require many years of bloody battle and victory, and cutting down thousands of foes. If you have twice enough musou energy as needed to enter this state, you will find that the enhancement to your power is greater and the shockwave of force to send foes back at the end is as well. If you have three times enough musou energy as needed to enter this state you will find that should you use your unique, special attack there will be an additional effect such as explosions, blades of force, rocks falling from the sky, or something based on your other powers and abilities, increasing its destructive potential yet further especially in a way that sweeps aside crowds of foes and less focused on a single enemy. Regardless of how much musou you have gathered, this release will drain it all, but the empowered state – and ability to repeatedly spam the special attack – will continue longer the more musou you have gathered.

In addition it has become easier for you to gather this energy. Besides by cutting down your opponents, you can now also gather this energy by becoming still and turning your focus inward, slowly building this up – though only once a battle (though you need not be directly involved in the fighting yet) has been engaged – and when you are on the verge of personal defeat in battle, beaten to the point you are heavily in danger from just another few blows bringing you down, you will begin to gather this fighting energy passively even without this focus. In addition when you are on the verge of defeat your release of your musou energy becomes a true musou causing the increase in power to be heightened and making your every attack become tinged with flames, capable of causing them to spontaneously erupt from your enemies and filling your blows with elemental power.

If taken as a Bodyguard this will still allow you to make musou attacks on your own.

Awakening (200 CP; requires Unrivaled Spirit): Your musou energy has evolved once more. You now can hold much more of this power, though it will still cap at three times the amount needed to release, the amount you hold for one release will be significantly greater – which may matter if you have another means of using it than a full release and if not means its effects will last significantly longer – though you need not worry about

gathering it because not only does the amount you gather in battle (or by meditation) seem to grow proportionately with the amount needed for a single release, you have mastered gathering it causing yourself to gather it to you much more quickly.

In addition any elemental attacks made become significantly more powerful, especially in a true musou (which will already provide elemental fire to your attacks). Not only that, but your special attack that serves as a musou fueled distillation of your fighting style and spirit becomes significantly more powerful.

Finally you learn to use this energy more quickly. This means you will reach the full mastery needed to release a stage 3 musou attack significantly faster. It also means it is much easier for you to change the nature of this attack (though it is still unlikely to change significantly during a single battle).

Let your foes shake with fear at the release of your unrivaled spirit for it has awakened in full bloom.

Beautiful Butterfly (50): You're very pretty. Also ability to set your body type and have it have reduced effect on your physical fitness and capabilities; be a 4'11" waif or just so androgynous people can't tell if you're a man or a woman and wield a massive two handed sword with the same power and force as if you were 6'4" and ripped. Or if you don't care about looking good, but a fat man looking more like a shogun at the end of his life than when he was campaigning, and still be able to jump and flip around like an acrobat.

Cutthroat (50 CP): You seem to restore vigor and heal wounds when you cut down mass numbers of foes. They don't have to die, but they have to be beaten too hard to fight again for a good while; in more military terms you don't have to inflict fatalities but you do have to inflict casualties. And this does mean mass numbers; you can expect a good noticeable restoration from every hundred or so you take down. Still as you cut down the foe you will see a noticeable resurgence of your stamina and closing of wounds across your body.

Fire Ninja (50 CP): You have the training and skills of a fire ninja. That is a demolitions specialist which works with gunpowder explosives. You know how to make bombs, how to handle bombs safely, how to set them to explode when you want, and generally how to use bombs in combat.

Chaos (100 CP): The longer your chain of attacks against foes (even if not the same foe) the more powerful each of your blows become. The benefit from each attack is miniscule, but given it can count attacks against multiple enemies as multiple blows this can become quite powerful when you are fighting a group. This chain is also not automatically broken by a single missed or blocked attack, taking a second or two to end, though any significant attack against you that breaks your flow and momentum of strikes will end this combo.

Defense Captain (150 CP): If you set yourself guarding a door it cannot open – or be destroyed – from the side you’re guarding until you stop defending it. If you are injured too much to fight, knocked out, captured, or leave the area, this protection will fade, but as long as you stand before a door an army could not open it. This takes a few moments to activate, and won’t protect it from attacks from the other side or stop people on the other side from opening it so if an enemy gets into the room you’re trying to protect they’ll still be able to get out and let their allies in by doing so.

Flower of the Battlefield (150 CP, requires Beautiful Butterfly): Many of the warriors of this age are beauties, but only one seems to rival you. Like Oichi, people have a tendency to fall in love with you for your beauty and grace which seems to suffuse your form and spill out of you, and this is stronger when they see you fight... and even more so when you fight them. In fact it is this last, beating people in a fight, more than anything that seems to draw in the heart and make them long for you. Apparently you attract masochists?

Friendly Fire: Off (150): Your attacks are harmless against your allies. Whether you’re swinging a sword blindly through a crowd, detonating bombs that explode with the force to fling people through the air, charging a horse stampeding into enemies, or raining down destruction in the form of a massive fireball, you can rest assured that anyone you consider your ally will not be hurt by your attacks. They can still physically block them, but your sword won’t harm your friend, nor will your fireball burn them. If you specifically want to hurt your ally this won’t stop it, so if you still need to fight them to the death for some reason you can.

Ambush Unit Advance (200): You excel at setting up ambushes and getting entire groups of people, or small armies, into position unseen and noticed. This isn’t a magical guarantee of doing so, but you understand how to obscure the movements of troops and forces, and how to hide them, and people under your military command seem to be better at concealing themselves and avoiding notice especially when functioning as a full military unit.

Any summonable troop items, such as **Army** or **Saika Mercenaries** you purchase will also be able to benefit from this, as you can prepare a location to summon them to ahead of time, and even if it should not be able to be reached afterwards, or you are not there, you can summon them there in an ‘ambush.’ You may only have one such place prepared at a time and it will require you to walk the area and find hiding places; the larger the force you are preparing to summon the longer this will take.

Battlefield Awareness (200): You have mental access to an almost bird’s eye view of battlefields you fight on. This allows you to view the battlefield as a map, one which marks the general location of all major combatants – officers or their equivalents – and troop groups. This isn’t perfect, a hidden group – such as one set up in ambush – can escape its view, and an area in dense fog could be invisible to this sight – or if you were trapped in it could render everywhere else invisible – and other special circumstances that curtail your senses can curtail this sense somewhat; for example it’s hard to know precisely where in a castle individuals and forces are until you’re in it, and then the sense will be limited to giving you an idea of neighboring rooms as opposed to sweeping across miles and miles.

In addition to this mental map, you seem to instantly receive messages sent for you across the battlefield. Even without things like radio you will instantly know what your commander demands of you, or when one of your underlings is struggling.

If taken with **Greedy Mercenary**, you’ll also possess the ability to locate valuables and loot on this map. Just like how ambushes and hidden enemies can avoid this sense, this won’t lead you to anything particularly hidden, but you could find a box with gold or where they keep their food supplies.

Combat Marksman (200): While most samurai of this age seem to specialize in melee weapons, you are an expert at the use of weapons designed to fight from a range. Of course, this is still a world where an officer can expected to be overwhelmed by foes, and forced into hand-to-hand combat so you have learned how to use bows and/or guns in hand-to-hand combat – though this gives them no special resistance to the damage caused to such delicate weapons when using them as a staff or club – and to easily switch between ranged and melee combat so that you can fluidly fight a foe hand-to-hand then fire off a shot at another – or at them – as well as how to fire quickly at a foe so close the arrow barely has space to leave the bow.

As impressive as your skill and talent at weaving a bow or gun into hand-to-hand combat is, perhaps more impressive is your ability to fire off multiple shots at once from a

single-shot weapon or to substitute your fighting spirit for reloading. This won't cost you musou, don't worry about that, but you will find it easier to do as you move through a series of attacks, or as a slower charge attack, than when firing off one at a time. Still you could fire off a dozen shots rapidly with a matchlock arquebus, or shoot an arrow that comes back down as a dozen. It's even possible for you to learn how to make it so that your shots can pierce through foes that fail to defend against them, letting a single arrow wound several men, all as if they were the first; walls and objects you can't simply blow away will stop this – as will someone successfully blocking it – and this won't necessarily make the wound worse on the first man if it wouldn't normally pass all the way through, but you can learn to grant your shots a piercing power to help them bring down entire crowds of foes. This will require quite a deal of experience in life or death battle; expect to bring down thousands before obtaining this mastery.

Elemental God (200): Like the Tachibana clan you seem to have been blessed with elemental power by the gods. You possess the ability to wield this element, gathering it into blasts or attacks, calling it down against your enemies, or channeling its power through your weapon to increase its power. You may choose one of the following elements for this ability: fire, ice, lightning, or wind.

No Shame in Retreat (200): You find it extremely easy to get away when losing a battle. You have a sense for when your lines of retreat are going to be cut off and how far you can be beat up before you won't be able to get away if you have to. Also people just seem less interested in stopping you. If you're merely a combatant among many, you can probably walk right off of a battlefield without anyone even trying to stop you, and even when they explicitly came here to take your head people are strangely slow to cut off your retreat. This does only work when you really are intending to retreat, if you're just tactically repositioning then they'll keep up the fight, but even if you're intending to lick your wounds for an hour or so and come back as long as you truly are trying to get away from the fight and not just reposition your enemies are strangely lackluster in their attempts to stop you.

Incarnate God (300): At least that's a reputation you can, with some effort, maintain. As long as you publicly maintain a lifestyle and behavior in keeping with that of a god, you find it strangely easy to get people to accept you as a physical incarnation of that god. They might not believe you have their full powers, but that you are the god reborn as a human or the like. This won't affect everyone, but your divine reputation will spread with unusual ease, and it is easy for you to maintain a reputation for a holy lifestyle as long as you attempt to portray it in public and avoid flaunting your actions which would go against what would be considered righteous and virtuous under the code of the religion.

Helping you do this you possess a pair of powers. You can with a few moments of concentration summon forth a spectral image of glowing energy that hangs over your back and mimics your movements and attacks; while things normally pass through it, it is able to add its impact to your own with attacks – though it won't be hitting the same place as you do so make sure to aim it. This spectral image may be of yourself or the god you are an 'incarnation' of (and the choice can be changed at the start of each jump). You are also able to summon forth an effigy of the god seemingly made of paper, but actually made of explosive energy, which floats out from your hands before exploding in a burst that dazes and stuns those within its explosive radius. This is rather slow, making it somewhat awkward to use in combat.

While the effigy and spectral image must have their form chosen at the start of each jump, you can impersonate physical incarnations of multiple gods just by changing your claims and behavior to match, though in most religious systems this will make it harder for people to believe you; if you're Zeus incarnated you're obviously not also Athene incarnated as those are different beings.

Priest (400 CP; discount to Bodyguards): You possess the ability to restore or empower your allies. This takes a few moments of concentration, takes time to recharge between uses, and is easier to use when your ally is in a tight spot and near defeat, but you are capable of restoring their vitality and vigor in battle and closing small wounds, filling their musou energy/fighting spirit and restoring ki and other internal energy reserves, or boosting one of their attack strength, defense strength, or speed. You can only do one at a time, and it takes additional focus and effort to control which, but you have become the most dangerous of all things on a battlefield: a healer.

If purchased at a discount, this only functions to help your commander, or the individual you are supposed to be bodyguarding, and you must take a significant amount of time of meditation – too long to be done while on the field of battle (for armies not even necessarily in a fight) – to change it. If not, it is possible to learn to perform this in an AoE fashion, though one might need to be Specially skilled.

Ronin Perks

Discerning (100): You possess an excellent eye for the quality of weapons. This helps you to tell, at a glance, how good a weapon is likely to be even if it is a type of weapon that you are unfamiliar with, or an object that usually wouldn't be an effective weapon. This will help you get a feel for, and determine, the special properties of a weapon as you see it in use or handle it in some way.

History Will Not Forget My Name (100): You have but a short time in most worlds, but you will not be forgotten. As long as you do something worth remembering, you will find that your actions and name seem to leave an indelible, lasting mark. Even if you were a minor commander in a civil war of just one nation you might still be showing up in historical fiction based on it centuries, even millennia later. You might just be a footnote, but if you make it to a footnote in history it will be a very enduring one, and the memory of your deeds and life will not fade easily but endure with a strange persistence even if those in power would like to erase it.

Gluttonous Fitness (200): You seem to get more out of battlefield items than others. Specifically when you use an item to restore or fill your health, stamina, vitality, or energy reserves it seems to be significantly more effective, and when you use one that provides a temporary enhancement to performance its effects last significantly longer. This only applies to those that can be used on the battlefield; you won't gain additional benefits from a MRI machine or chemotherapy, but a medical pack and first aid treatment will do more for you than they would for another.

Greedy Mercenary (200): It seems to be easy for you to get employed as hired muscle, even in a place like Japan which has a stigma against such disloyal and honorless individuals as mercenaries or those who work for pay over honor, and to have your reputation as a mercenary or military asset spread.

In addition whenever you do a tactically significant mission in a battle when employed by another you seem to get a bonus as if money just magically appeared in your account or storehouse. Perhaps this is somehow related to how whenever you get paid for mercenary work or loot money from your enemies you seem to receive an extra amount as if from thin air. No one will question how you got this extra money – though you might want to report the amount on your tax returns – or how it appeared but just accept it as normal.

Folk Hero (400): You seem to have a tendency to wander into events. Specifically, you seem to have a way of finding yourself at major events which could in the future have significant historical significance even if you would seem to have no reason to be there; as a passing peasant swordsman you might get dragged into stopping an assassination plot, or as a priestess-actress somehow find yourself wandering onto the biggest battlefield of an age where you could impact the battle. You also tend to find situations where you could make a name for yourself, especially by protecting or saving people, even if they are just the powerless peasantry.

This won't ensure you have the power to tip the scales of fate in and of itself, just position you near them where if you're smart or powerful enough you could do so. Nor will it ensure that the people you are given an opportunity to protect or save are good people. You can toggle this off if you don't want to wander into major events, however.

Weapon Projection (400): You seem to have learned the ability to project a larger version of your weapon made out of your fighting spirit to smash foes. Similar to how Kojiro Sasaki intersperses his attacks with a massive sword, or even pair of them, that appears and disappears from nowhere, you can generate this enlarged version of your weapon, allowing it to do its work, striking and smashing through enemies. The exact details will depend upon your fighting style and weapon. This does not necessarily require or expend *musou*, though if you were Specially skilled in it, you might learn particularly powerful techniques to use it through that energy.

Acclaim (600): You seem to grow in combat power much more quickly. This won't change your upper limit, but you learn and develop combat skills, capabilities related to combat – such as strength to swing a weapon or even the speed at which you run across a battlefield – and new techniques and the like much more quickly than normal. This won't increase your peak capabilities, but rising from a novice to a master might take you a single campaign or two instead of decades of experience on the battlefield.

Prodigy (600): There is another, some might say darker, way to learn and grow in combat capability than training, and the harsh experience of a hundred fights, one which is now available to you. Whenever you defeat someone in serious combat you have a chance of learning some of their skills or special techniques. This need not necessarily be a fight to the death, but this does not apply to simple sparring matches, it requires the full intention of battle, but just because they run away when thoroughly defeated won't mean you will lack the ability. This will not give you special capabilities you do not possess – if you lack the ability to use *mana* and it's something you have to be born with this won't let you learn it – but if it's something that could be learned or trained or developed you will

have a chance of instantly learning it by striking down a foe. This is not restricted to skills you do not have already, if a foe is better than you at something you can improve your skill in it by defeating them even if you already have some incomplete mastery of it; in fact this is easier and more likely in that case, and for those skills where your foe's mastery too far eclipses your own you'll only learn a partial version. This is not strictly limited to combat skills and abilities, though it is most likely to happen with combat skills, and more likely to trigger (even for non-combat skills) the greater your enemy's combat skill and power.

Samurai Perks

Dashing Attack (100): You possess the knowledge and ability to perform a special technique which when performed launches you forward at higher than normal speeds, striking at enemies in your path. This technique takes a moment or two of preparation before using it, but is remarkably fast. This technique can be a heavily focused attack at one point, or a larger area of effect. It may strike with pure, physical power, or be weaker but include an elemental effect from among fire, ice, lightning, wind or demonic dark energy; you must make this choice when you take this perk and cannot later change it.

Alternatively you can give up the increased speed of this technique to have it simply be one where you prepare yourself and simply begin to smash through foes by running.

Gather Musou (100): You possess a special technique that gathers a good deal of musou when used. This incorporates an attack but you have to perform a pose, and maybe even a shout or boast, at the end to stoke your fighting spirit, and it restores substantially more than a similar amount of time of meditation with the **Unrivaled Spirit** perk, and will grow with the amount of musou you can hold and use as well as the more foes you strike in the attack. You can also use this technique to gather ki, mana, fighting spirit, spirit energy, or other forms of personal energy reserves, though the slower these energies would be to naturally recover the smaller the amount you'll recover. Still it will be faster than passively waiting for them to recover.

Omniscient (200): You possess an immaculate awareness of movement and location in battle, and excel at blocking, parrying, and dodging attacks. You almost seem to border on supernatural danger sense with the way you naturally access all of your senses, and unconsciously tie them together to predict danger to yourself and detect incoming attacks. It is easy for you to track an enemy that has merely escaped into your blindspot, and even a ninja who remains absolutely silent and invisible until launching an attack at you from behind might be able to be blocked by you. This may not be enough to replace your sense of sight in a battle, but you are exceptionally capable of using all of your senses to alert yourself to potential attacks.

You are also highly skilled in blocking and parrying as noted, being exceptionally aware of the force and angle you might need to do so. You particularly show skill in doing so against attacks coming from odd angles, or where for an ordinary individual your body itself might be in the way.

Resolute (200): Pain is an enemy on the battlefield. If a wound from behind you causes you enough pain to make you flinch and lower your guard – or simply miss or stagger your attack – it opens you to more strikes and soon the greater can be brought down by the lesser because some peasant got a lucky stab in from behind while they were focused on the officer-warrior that was more worthy of their attention.

This is less of a problem for you. You can still feel pain, but your control of your bodily reaction to it is incredible. You could receive a mortal wound and barely flinch, still fighting even as your stomach was cut open or a bullet tore through your flesh. A broken leg will slow you down, if it damages your leg enough you physically can't put weight on it, but the mere pain of fractured bones grating against each other will be but sensory data for you to ignore or heed at your will.

This resoluteness is not limited to merely ignoring pain. The force of blows seem to knock you around and stagger you less. A punch will still do just as much damage to you, and getting rammed into by a horse or struck by a massive hammer can still destroy your insides, but you will find that it is harder for a blow to knock you off of your feet, push you aside, launch you flying, or to stagger you so that you cannot finish your own strike or so your guard drops.

Equestrian (400): The gun might be the future of warfare in these lands, but you are a master of the old way of warfare. That is to say you are a master of mounted combat, and a highly proficient cavalier, knowing how to use a horse in battle. In fact your mastery of mounted combat extends to riding other 'similar' things such as other animals (even wildly different ones like elephants) or vehicles which are straddled and ridden in a way similar to a horse such as a motorcycle or even a bicycle. You seem to instinctively understand how to use them to get around a battlefield, and to add momentum and force to your strikes, and how to fight close to your normal level from on their back (or seat).

Not only do you know how to fight from the back of mounts, those mounts you ride seem to be better. Their stamina and speed are greater, and the power with which they ram or strike enemies is greater. Any steed you ride simply performs better while mounted by you. You can also summon your mount by giving a whistling call, causing it to come running up to you, and even teleporting it to a nearby location for it to run up from if it is more than a short distance from you. Both of these effects can be applied to vehicles, even if you do not ride them like a horse as long as they can be driven/piloted by a single individual (a sailing ship that needs someone to man the sails while someone else mans the helm or a rowed galley won't work, but a spaceship that can be piloted by a single pilot in an emergency even if they normally have a gunner would), even if they would

normally be incapable of self-driving, causing them to come driving (or flying) up to you. This call can be used to summon any mount (or appropriate vehicle) gained directly from a jump document, otherwise it simply calls the last one you used as long as no one else has ridden (or driven/piloted) it since then.

Reversal (400): It is one thing to block blows, but you are an expert at interrupting them and performing counter-attacks. You are capable of finding, or creating, opportunities to counter attack in even the most blistering flurry of attacks, disrupting your enemies blows with your own quick, but devastating blows, to knock them off balance, and take control of the initiative and the flow of battle.

Beyond this, you can, with a moment to prepare yourself, enter into a short-lived state where you are prepared to instantaneously counter any attack – even one you’re not consciously aware of – with a blow of your own. This is a devastatingly fast blow, ready to cut down a foe that thinks they’re striking you unprepared, but one must be careful about the timing of entering this state or it can leave you quite open to attacks.

This knowledge and mastery of the counter attack has also left you with excellent understanding of the openings provided by your own attacks as well as your opponents.

Friends and Honor (600): There is nothing more important to fight for than friends and honor, and Yukimura Sanada showcases how when fighting for them a samurai can push their battle prowess to new, untold levels until one officer can hold a castle gate against a dozen. Like Yukimura Sanada, when you’re fighting for your friends or your honor you fight better and can push through more. You are faster, stronger, and your powers are greater. This requires emotional investment, but it can be to avenge them as easily as it can be to protect them. This does play off of heights of emotions, so you will not be able to maintain this power at its full boost across an entire battle (though easily could for multiple duels within a greater battle) or a campaign.

You also seem to have a way of just sort of attracting friends and, as long as you’ll open yourself up to it, forming strong friendships. These friendships can even transcend social status, earning the personal friendship of social superiors or commanding officers, becoming more than just an honored, and respected vassal. This becomes extra effective with those who possess a similar sense of honor, and becomes more effective on those who love battle based on your own skill at battle.

Peerless Might (600): You are no mere officer, and Tadakatsu Honda is no longer a warrior without peer. You might not equal Tadakatsu Honda, this won’t give you his great spear, armor, or special stance attacks, but you are on his general level as a warrior and

depending upon your purchases here may be far beyond him. You are faster, stronger, tougher, and all around better in combat, such that fighting another officer one-on-one is an almost one-sided battle, and it would take entire groups of officers to have any real hope of beating you in a normal situation. Your might in battle is enough that entire battlefields can be reshaped by the need to avoid you on them, as you standing in an open field are a more difficult obstacle than a fully manned castle wall, and your enemies will need either overwhelming numbers and force, or to go around you to strike at tactical assets that you are not currently defending.

Lord Perks

Ambition's Dream (100): It takes a certain kind of greatness to take a weak province, and become the greatest warlord in the empire, or to continue to strive for the goal of the highest position through 40 years of set-back and difficulties. You have what it takes to self-motivate yourself for extremely difficult tasks that offer no immediate reward. You have a great deal of drive that can push you through hardship and difficulties to an almost superhuman extent. You can still judge the difficulty of a task, and with reason and rational thought decide that it is not worth the cost, but you will not find your resolve so weak that actually experiencing the hardship will break you if the end result is worth it to you.

Step by Step (100): Ambition and drive can carry a daimyo far, but without the patience and foresight to see it through they will, inevitably, stumble along the way. You are not a shortsighted fool who will throw away everything in a hasty attack. You have a knack for thinking long term and identifying steps that should help you in your plans. This also gives you the patience needed to potentially work for a lifetime to establish your dynasty.

Supply Lines (200): Oda Nobunaga re-wrote the rules of war in Japan. Ieyasu Tokugawa maneuvered incessantly over decades until he could take the top position. Hideyoshi Toyotomi? He had a retainer who was really good at supply lines. And now, like Mitsunari Ishida, you are a genius of supply lines, understanding how to maintain them, how to extend them, and to spread them out faster than your enemies. Tactics wins battles. Logistics wins wars. And even outside of war supply lines are the jugulars of economies.

What Do You Desire (200): You seem to excel in identifying the desires and motivations of others. This isn't magic, but with a little effort and time, you can understand what goals and desires drive another individual, and what it is that they seek. This could be quite useful information if you're willing to bend your own actions to make use of it, and not proudly declare that those who do not agree with your desires should fight against you.

This also can serve as a question. When you ask someone who has not clearly considered and analyzed their own desires "what do you desire?" it almost seems to force them to come to terms with their own wants and to identify what it is that they are in fact striving for.

Demon King (400): You seem to possess a dark blessing, fit for the demon king of desire and enemy of all Buddhism. You are capable of wielding a form of dark energy. You can use this energy to levitate or float, create barriers of darkness that can mitigate or even block the strongest of attacks, imbue your weapons or other attacks with it, or directly use it as a weapon to attack with it. This manifest weapon is yours to wield, and the exact way you manifest it will depend upon your fighting style, weapons, and skill, but it provides you with a versatile tool and a powerful weapon. Who knows you might even be able to use it to grasp and manipulate objects at a distance.

War God or Fool (400): It doesn't matter which people call you, you are a genius of warfare. You have a natural attitude for military tactics and strategy, as well as an insightful talent on how to make use of new developments and resources for warfare, which puts you in contention for if not the greatest military commander the world has ever known then at least the greatest that this corner of it has ever known. You could match your military wits with any other general in this era – whether they're Oda Nobunaga who revolutionized warfare in the country, Uesugi Kenshin who became known as the god of war for his perfection of strategy, or Toyotomi Hideyoshi who rose from peasant to ruler of Japan on his military insight and skill – and not be found wanting.

Authority Equals Asskicking (600): It seems to be a rule in this world. Even ignoring the likes of Oda Nobunaga, and Ieyasu Tokugawa being one-man armies, pampered court women are powerful warriors seemingly just due to their position, and if you put an unarmored, malnourished peasant in charge of his fellows suddenly he can parry blows from master swordsmen who can mow down armored men. And now it applies to you. The greater your authority and social power the more powerful you will grow in combat.

Of course, this is not the same as becoming more powerful due to the more lands and domains you control. This cares about your authority and social power in the current world. If you have a personal pocket dimension with a galactic empire that won't matter if you're just a peasant in the current jump, and being the shogun of Japan in a setting (like this one) which focuses exclusively on Japan will see a larger boost to you than being the ruler of all Earth, or even humanity's interstellar empire, in a setting focused on the galaxy as a whole with humanity as only one faction among many.

There is both a static minimum boost from this, and an element that grows with you. In the lowest levels of authority the former is likely to dominate; if you can juggle planets, being the commander of a small military force will see little change. At the highest levels of authority the latter is likely to dominate; if you are supreme ruler of the land, even if

you could normally juggle planets an enemy who would normally have been your equal will be readily outclassed.

Charisma of a Dream (600): You are extremely charismatic, your words, actions, and presence seeming to attract people to you, and keep them there as your loyal retainers and vassals. Like Oda Nobunaga or Tokugawa Ieyasu, you attract those who would serve you, from the weak and numerous, to figures who could be legends in their own right. Beyond merely attracting them, you seem to know how to inspire and keep loyalty in those who serve you, or subvert the loyalty people have to others. It's not impossible for someone to betray you, especially if you're cruel and sociopathic, but treat them well and present yourself with wisdom and your retainers may be as loyal as the Tokugawa clan's eager to trade their lives for the mere chance at improving their lord's chance of survival. Even if they do betray you their willingness to oppose you may falter in your presence as your charisma seems to be more effective in person.

This is, unfortunately, weaker if you lack a dream. That is a grand, sweeping goal to pursue and that they may pursue with you. The nature of your dream will also influence who joins you. If you dream of glory and conquest, you will attract different sorts than if you dream of a land where everyone can smile, a realm ruled by honor, or to bring lasting peace and prosperity to the land.

Ninja Perks

Acrobatic Combatant (100): You possess a particularly acrobatic fighting style involving flips, rolls, jumping, and quick movement across the battlefield in your combat style leaving you highly mobile in a fight and making it easier for you to circle around a foe, or rush through an army of lesser enemies. You are relatively quick at all these things, and fleet of foot even for an officer.

Finally you have an extensive knowledge of unarmed combat. Barehanded and barefoot strikes might be weak compared to those of a spear or sword, but they're easier to carry with you, and make every limb of yours potentially a deadly weapon.

Double Jump (100): Ninja in this world are able to access special ninja paths that are too difficult for others to use. This is done, primarily, through their ability to jump while they are already in their air. This is a technique you have now mastered, able to leap while in the air as if there was solid ground beneath you to support your leap. You can only do so once before you land, but that still gives you a chance to leap twice as high as even other officers, or to break your fall by countering your downward momentum with a leap.

Kagemusha (200): Or in English 'shadow warrior' or more clearly 'body double.' You excel as one. On the most basic level you excel at copying the body language, mannerisms, and even fighting styles of others, identifying their quirks, idiosyncrasies, and how they act and fight and replicating it. Beyond that you know how to use ninja arts to take on someone's appearance. They'll need to be around, and this is generally not a quick process so you'll need to do it before the battle more than during it, but you could make yourself appear as your lord or one you are charged to protect, or maybe a captive enemy.

Modified Body (200): There's something quite odd about your body. It's your arms. They seem to be able to stretch out, extending until they grow several times longer than they should be. Your arms are also unnaturally flexible, and disproportionately strong, allowing you to bend them in odd ways, use them almost like a whip, or to lift enemies that are several times your body length away and then hurl them.

You may choose, at the start of each jump, whether you want your arms to be normally long compared to your body when not actively stretching them, or to default to being somewhat longer proportionate to your body than normal; this will influence their maximum stretched length. Similarly you can choose if you want to be taller than normal, as if your entire body was stretched upwards. You may make each of these choices individually for each alt-form you possess.

Ninja Vanish (400): Ninja are known for their stealth, and ability to enter unexpected areas unnoticed. You are now a master of these skills as well. Your movements are almost unnaturally quiet, able to fight and kill in nearly dead silence, and you know how to use shadows, obscured vision, line of sight, and nearly anything else you care to name to hide and disappear from view. Given time and submerging your violent intent, you could hide so well you effectively become invisible though preparing to strike or moving quickly risks reappearing from this; it might be possible with some Special attention to this ability to learn to use your musou to do this in the middle of battle, and even maintain it until the moment of a strike.

You also have the other part of vanishing down, as you possess the ability to teleport. This distance of this teleportation is very limited, and it takes time – or getting into a proper combat flow – and is limited to places you could reach without it, except when being used to flee at which point these limits relax though aren't completely lifted. That is to say it will have longer range, be quicker to use, and might allow you to teleport through closed doors that aren't securely locked or guarded, but you still won't teleport out of a proper cell unless you could escape without doing so with a few minutes of effort and work.

Wind That Brings Chaos (400): It speaks to you. It tells you of the fate of things, allowing you to recognize through interaction – especially fighting – the general fate of an individual, battle, or place. You could tell how a battle is supposed to end, or that unless something disrupts the flow of the world that someone would die in a fire soon, or would become Emperor in all but name.

Not that this can't be changed. You can certainly go against this flow and change what will be. In fact you seem to be particularly good at doing so and disrupting the fate of the world. Maybe it's because you can feel it, and this helps you recognize those points where there are whorls or eddies in the flow where things could be changed?

Ninja Master (600): You are no mere ninja. You are a ninja master. You possess some abilities that are just outright magical. Through proper ninja spells you can lock or unlock doors, perform (relatively minor) elemental attacks, and even potentially disrupt the magic of other ninja and since you're paying CP for this non-ninja magic as well. It can be difficult – it took Hanzo and Futaro put together to dispel Nene's spell in an area she had prepared – but it is possible.

In addition to these abilities, this has taught you how to prepare areas, or people, to boost your other ninja abilities both from here or elsewhere. This will take time, effort, and

resources, scaling greater the greater the effect you hope to achieve, and these are one-off effects; once you've triggered and used them you'll have to redo all your preparations. With this you could use the Kagemusha perk to prepare individuals so that with a ninja spell you could turn them into body doubles of a certain individual; with Ninja Vanish you could prepare a location so that you could teleport to it from much further, or through preparations increase your ability to teleport so that you could appear in an enemy camp possibly even with a whole group of lesser ninja; with Shadow Clones you could prepare an area to make more substantial and longer lasting clones able to act independently of your own body as long as they remain within the area which would respawn until the magic of it was shut down or your secret hidden location discovered. Who knows what else you could do with the right amount of time and effort.

Shadow Clones (600): You possess the ability to create a shadowy replica of yourself. It appears as an insubstantial copy of yourself which mimics your movements and actions, striking at foes alongside you and despite its insubstantial nature allowing blows to pass through it, it will strike with the full force of your attacks, in effect doubling all of your attacks made while it is manifested though not striking the same precise location. It will eventually fade, and will disappear if you are struck by a hard enough blow. If you were Specially skilled, you might be able to manifest 2, or even three of these shadowy clones at once, creating a symphony of blows conducted by your actions.

Items:

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

Summonable troops will be fed if left dismissed for some time. Despite walking in from the aether, for any item that represents summonable forces you must be in a place where feasibly people could reach you without being blocked or stopped; if you are inside an enemy fortress with all entrances sealed or surrounded by an enemy army they will not arrive.

Officer Grade Weapon (1 Free everyone; additional 50 CP each): This is a well made, well balanced, high quality weapon. It's some form of weapon designed for hand-to-hand combat available in 16th century Japan. This is something designed as a weapon, such as a sword, spear, or even a club or hammer, and will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Kemari Ball (100): This is a leather ball, similar to a small soccer ball, used in a game in a way similar to a hacky sack. Normally this is just a toy, meant to be bounced and kept in the air with one's body (without using your arms/hands), but you can use this one as a surprisingly effective weapon when you kick it, headbutt it, or bounce it from your body (but not your arms/hands/equivalent manipulators) launching it forward with explosive force. It has a way of bouncing back to you after you use it in this way, ricocheting off of foes or walls to return to you.

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Spearman (100): This is a group of 50 ashigaru spearmen. They're not commanders, just ordinary humans with minimal training, light armor, and spears. You can summon these spearmen, causing them to appear over the course of several minutes to serve and fight for you until you dismiss them, causing them to run off and fade back into the non-existence they occupy when not summoned though once dismissed they cannot be

summoned again for 1 hour. These spearmen will recover lost numbers over time when they are dismissed.

Ofuda (150): This is a collection of paper charms or spell scrolls which in your hands become functional weapons, able to be used to attack enemies, to swirl around you to strike foes who come too close, be projected as part of your attacks, or even coming together to create a field of energy that slows and harms your foes. They can even shift in size somewhat as you wield them, and while individual charms may be cut, burned, trampled, or just lose their power and fade to nothing moments after being activated, there always seem to be more.

40,000 Koku (300): The only thing more deadly on the battlefield than a blade is an empty stomach. Well that's not something you'll have to worry about. You have 40,000 koku of rice; that is 15,200,000 pounds of rice, or enough to feed 40,000 individuals for a year (by feudal Japanese standards). You will get 1/12th this amount of rice every month. This is the stipend of a highly valued retainer, the same as Mitsunari's at the start of the Kyushu campaign.

Domain (500): This is a large prosperous collection of provinces and lands valued at roughly 800,000 koku. You are the daimyo of this domain, recognized as its hereditary ruler, whose authority is absolute barring the rise of a kampaku or shogun, or the emperor claiming direct power. This is a relatively strong power base, something like 20 times more than Oda started from, and around a 3rd of what Ieyasu ruled over before the Battle of Sekigahara, and only somewhat less than that possessed by the Takeda Shingen or Uesugi Kenshin at their heights. You may choose to take extant territory – say replacing Shingen or Kenshin – or add this new domain as part of Honshu or Kyushu or as a new island.

This domain will retain modifications whether positive or negative, including to their population, between jumps, but you can reset them at the start of any jump to restore it to its original condition.

Ronin Items

Gold (100): You have here a year's pay of a peasant mercenary. While it's below even a low ranking samurai's yearly stipend it's still enough that you could feasibly live off of it for a decade if you lived modestly and had a place to stay.

In future jumps you'll get the equivalent of 1 year's pay of an approximately middle class wage at the start of each jump.

Parasol (100): How's a girl supposed to keep her fair complexion while wading through the battlefield? A parasol of course, and this one is definitely combat grade, capable of going toe to toe with swords, spears, and giant hammers without breaking. And the stronger you are the tougher it gets so you can always use it as an effective weapon. Even if that's mostly a club, though it's tough enough you might be able to open it wide and use it as a shield as well.

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Cup and Ball (200 CP): This is a Japanese kendama, a traditional toy consisting of a wooden handle with a spike and a pair of cups on top attached to a ball via a string. It's a rather large example of one, but what's more is it's a surprisingly effective weapon with the ball being able to smash through foes, and the string capable of cutting blows. Combined together they can be used by a skilled wielder as an impressive crowd control weapon, with the ball and its string spinning, smashing, and cutting through enemies.

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Osake (200): This is a gourd of rice wine. It always seems to be warm, as if properly heated for drinking, and when you drink it, it will fully completely fill your musou energy, though should you drink it for this effect it will drain the entire bottle no matter how full it is. When drunk to fill your musou energy you can instead use it to refill your ki or mana or another form of energy reserve, though it is not guaranteed to fully restore it and the amount restored will be dependent upon your fighting spirit and how much musou you could store as well as your ability to generate or gather those energies.

This bottle will refill daily if you drink it.

Saika Mercenaries (400): This is about 100 Saika mercenaries. Though calling them mercenaries is a bit unfair as they seem to be quite loyal to you. Still each of these men is a highly skilled rifleman, bringing with them a 16th century matchlock arquebus. These arquebuses aren't exactly the fastest to reload and fire, but they are extremely accurate by the standards of guns of the time, and it is guns which are fated to end the age of samurai warriors by making their skills – and even superhuman powers – obsolete. These guns show why as they hit with an inordinate amount of force seemingly breaking Newtonian physics as while the recoil is normal they strike with enough force to send grown men flying backwards several feet through the air, and to significantly wound even officers. More skilled or experienced officers won't be knocked flying or killed, but even they can't completely ignore these wounds like they might the yari spears of common ashigaru.

These peasants turned mercenaries are also very good at ambush tactics.

You can summon these gunmen, causing them to appear over the course of several minutes to serve and fight for you until you dismiss them, causing them to run off and fade back into the non-existence they occupy when not summoned though once dismissed they cannot be summoned again for 1 hour. These gunmen will recover lost numbers, ammunition, and powder over time when they are dismissed.

Shamisen (400): This shamisen is incredibly durable for such an instrument, capable of being used as a club in battle, if not the best club. There are better ways to use it in battle as it is able to be played as an instrument of war. By playing with the proper intent and fighting spirit it can create waves of force, or bubbles of explosive energy that can be triggered later by properly playing this instrument causing them to explode. It can even be played with an expenditure of your musou energy to create a sweeping, powerful elemental attack, or several bubbles of explosive energy at once.

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become. You choose which element from fire, ice, lightning, wind, or demon when you purchase this shamisen, though it might be possible to play it in your own Special style so as to use some other element of attack.

Bracelets (600): This is a pair of magical bracelets. These bracelets provide the wearer with a passive flow of musou, constantly filling their store of musou as if they were meditating to do so, or had the **Unrivaled Spirit** perk and were dangerously close to defeat; though this passive recuperation can stack with those sources of musou. This bracelet can also be used with a few moments of concentration and the proper arm

movements to invoke a spell that releases a blast of force upwards around you and instantly – even if no enemies were struck – restores your musou similar to the **Gather Musou** perk but with an offensive kick and no ability to recover other energies.

It does not only help you gather musou, however, as this bracelet can be used to channel musou offensively outside of a full release. This can be used to create magic effects such as blasts of fire, rains of ice, beams of pure power, healing the user, creating a magic force shield, or temporarily empowering its user. The exact effects you will unlock most easily will depend upon your fighting style, but given sufficient time and mastery you might learn them all, though your bracelets may have slightly different magical capabilities; perhaps it blasts lightning and rains fire with an indrawing rush of dark energy.

Future of Warfare (600): This is a musket with a bayonet that can flip into (or out of) position at a mental command from you. It doesn't seem to need ammunition or powder, simply drawing on your fighting spirit to fire its shots, and for a gun made before rifling is incredibly accurate; one could snipe with this gun if they wanted to despite its apparently primitive construction. The gun has some rather impressive knockback as well, being able to knock most people clear off of their feet or even send them flying several feet through the air. This knockback seems to be increased if you take up to several seconds to aim. It does this all in defiance of the laws of motion too as it doesn't increase its recoil any. Now that's pretty nice isn't it?

The gun's power will only grow with your own as well, the force of its shots always outscaling your own strikes or easily generated energy beams, ensuring that no matter how powerful you personally become it will always be a worthy gun for you to wield; you can expect it to have more raw force and power than a bow built for your ideal draw weight as well. It will also always be sturdy enough for you to properly use it as a club or stabbing bayonet no matter how strong you become without undue worry about damaging its fragile mechanisms.

It can be a pair of pistols instead. They won't have the range or quite as much power, or the special knock back, but pistols. They will have bayonet blades that can flip into position still.

Samurai Items

Mount (100): This is a trained warhorse. It's incredibly fearless and actually rather impressive for a horse, with physical capabilities that put it above a normal horse like the **Bodyguard** perks puts a person above a normal person. It doesn't have other benefits of the perk and can't perform a dual musou with its rider, but if its rider releases their musou on its back they may channel it through it to increase its speed, and create destructive waves of force around its charge to help it stampede through enemies.

Riceball (100): This is a riceball. It's a nice, quick snack, or even a small meal, and can be wolfed down in a few bites if one is in a rush. It also restores the consumer's vitality and will heal some of their wounds when consumed. Don't expect it to regenerate an arm, or close a mortal wound on its own, but it can help someone who has been beaten up get back in a fight.

It will replenish itself within a day after being eaten.

Massive Weapon (200): This is an overly large melee weapon, one simply built on a heroic scale, like Sakon Shima's massive sword or Tadakatsu Honda's or Keiji Maede's impressive spears. Whatever you choose for it to be, it seems abnormally light and fluid in your hand moving as if it was an excellently balanced and regularly sized weapon of its type but it still hits with the full force and weight of its true size and weight. This has some limits; it's probably only about 1/10th the weight in your hand, and moves as fluidly as if it was maybe 20% shorter, so Sakon Shima's sword would still be somewhat heavy and awkward as a one-handed weapon, and something like Shimazu's hammer would still be slow and unwieldy if massively easier to deal with than it should be.

Of course if you go that step further and have a weapon as massively oversized as Shimazu's hammer, you can find that it will have a similar ability to shake the ground and wreak mass havoc when you strike with it. Just make sure you're strong enough to wield this one.

Whichever you choose, this weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Stylized Armor (200): This is a suit of highly stylized armor that makes you stand out on a battlefield drawing the attention of foes and seeming to magnify the spread of reputation from your victories in personal combat. The ornamentation of this armor seems to never get in your way, and only serves to increase your apparent grandeur and status on the battlefield.

This armor is also effective at officer level battles and just plain tougher than normal steel should be.

Bladed Bow (400): This is a bow which can strangely be used as a hand to hand weapon. Its limbs, the parts of the bow above and below its grip, seem to be edged and bladed where you can use them like a slashing weapon, though if you should grab one of the limbs it will be dull in your hand allowing you to hold it from there to cut and strike with the rest. Even using the bow as a melee weapon won't risk undue damage to it and its ability to function as a bow and fire arrows. Not that you actually need arrows to use this bow. It seems to generate them from your fighting spirit, pulling back and launching them as if it was always made to be your ideal pull weight.

When you possess enough musou energy to release it and enter musou mode, you can spend a few moments of focus to imbue this bow with elemental energy causing every shot to carry fiery power for a time or until you no longer possess such a store of musou energy. It might be possible to learn to use other elemental energies such as electricity and ice, especially for one who was Specially skilled, and someone Powerful or even more Normal might manage to invoke them without a full supply of musou energy.

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Elite Cavalry (400): This is about a 100 strong group of cavalry. They may or may not be Takeda or Sanada cavalry, depending upon your own allegiances, but they are certainly every bit a match for the famed cavalry led by the Sanada clan. Each of these men is a master horsemen, and their horses fine steeds. When they charge they seem to build up more power than the mere speed of the charge would explain, and when they charge as a group they could send even experienced and ready officers flying from the sheer force of their charge. They might not be up to charging a gunline, especially behind fences and walls, but they are far from a weak force.

You can summon these horsemen, causing them to appear over the course of several minutes to serve and fight for you until you dismiss them, causing them to run off and fade back into the non-existence they occupy when not summoned though once dismissed they cannot be summoned again for 1 hour. These horsemen will recover lost numbers over time when they are dismissed.

Wind Steed (600): This is a horse of legendary caliber. If the **Mount** was a **bodyguard** among horses, this one is an officer, and a top tier one at that. This is one of the fastest, and most powerful horses even in this world, with stamina among the greatest. It also possesses a special ability from among the three following:

- It is impossible for its rider to be knocked from the saddle or forcibly removed from it against their will.
- When the horse runs it releases destructive elemental energies (either fire, ice, lightning, wind, or demonic dark power) to wash over those in its wake.
- It is even faster, stronger, and more enduring, being a peerless steed that is certainly unrivaled.

Whichever you choose this horse will always be a worthy steed for you, capable of surviving being on the same battlefield as you – though being intentionally targeted by attacks that could threaten or kill you could threaten or kill it – and always able to run faster and longer than you, with its strength and the power of its charges swelling along with your strength and the power of your blows. If you chose for it to release destructive elemental energies they will grow in power alongside your own battle prowess so that they are at least relevant compared to the destructive force you can apply if only still a relatively minor attack. If you chose for it to be an all around superior horse its strength will be closer to yours and the increase to its speed and stamina compared to your own greater as well.

Top Tier Weapon (600): This is a well made, well balanced, high quality weapon. It's some form of weapon designed for hand-to-hand combat available in 16th century Japan. This is something designed as a weapon, such as a sword, spear, or even a club or hammer.

However there is more to this weapon. Its cutting edge is impossibly sharp (if it has one), its materials incredibly hard adding to the force received by those things it strikes. Beyond this it seems to improve your combat ability in several ways while you wield it. Perhaps you run faster, or your dexterity is increased, maybe it provides you with deceptively long reach as if it or your arm stretched in your blows. It could improve your defensive capabilities, make you hit foes harder even with your fists and kicks, increase the amount of damage you could take without falling, or even increase the amount of musou you can hold or how fast it recharges. It also possesses an elemental power, either fire, ice, lightning, wind, or demon, which activates on deeper attacks in your chains formed by Fighting Style, using your more Power filled attacks or when you are in your musou state due to having released it, adding elemental might to these blows.

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become, and it will be noticeably sturdier and harder than other weapons purchased here with this capability, more than hard and resilient enough to be used as a weapon with your great strength.

You can import a weapon into this that would not fit 16th century Japan or is not a hand to hand weapon, it will remain the sort of weapon it was before, but gain these general qualities. This can include weapons purchased here that would normally be ranged weapons (such as the **Bladed Bow**) or non-weapon objects (such as the **Kemari Ball**). This can also include a paired weapon such as a pair of knives, or a katana and a wakizashi, though in that case the bonuses that the weapon provides to you only apply when wielded as a pair (each individual one would be still sturdy and elemental however).

Lord Items

Fan of War (100): This is a fan. It looks to be a normal, albeit on the larger side, folding paper fan. It is however, strangely metallic in your hand, able to parry weapons as if it were metal, and even having an edge that allows it to cut like a metal blade. This folding fan is a surprisingly effective weapon, and can even be thrown a short distance and return to you afterwards.

Alternatively you can have a Japanese war fan, traditionally used as a baton for offering battlefield directions. It seems to be of normal construction, but like with the other option it can clash with metal blades without damage, and strikes as if metal as well, hitting like a metal club.

Either way it is capable of creating powerful weaponized gusts of winds in battle, and this weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Rich Silks (100): This is an outfit of extremely high quality silk clothes. These clothes are a work of art, beautiful and richly designed. They are also extremely comfortable, smooth and gentle against your skin, and keep you cool in summer but warm in winter. They are also a lot tougher than they should be, not necessarily equal to a suit of metal armor but they do provide a clear protective layer and are more resilient and rugged than even fine silk should be. This still isn't much against an officer but might be the difference between life and death.

Siege Engine (200): This is a siege tool, either a siege ramp, a cannon, or a battering ram. You can summon when you need it, causing it to wheel up to your position after a few minutes, deciding which of the three it will be when you summon it. It is wheeled, and seems to move on its own, not needing anyone to guide or pilot it, but will move into position as you direct it, and, in the case of a cannon or ram, begin to fire or ram respectively at its target. You may dismiss it as well, causing it to disappear once more and once dismissed you cannot summon it for another hour, longer if it was heavily damaged and a full 24 hours if it was destroyed.

Warship (200): This is a large oar rowed ship, practically a fortress on the sea. It is massive and heavily armored, sporting 4 huge cannons. It comes with a follower crew which can man the oars and the cannons but are only enough to do so and will not leave the vessel. When you are near the coast and no one other than the follower crew are on it you can summon it and it will arrive within an hour no matter how far away it was (or if there's a water connection between these points).

Engineering Team (400): This is a group of 100 combat engineers. While they're not particularly capable fighters, they excel at constructing things like garrisons, castles, temporary fortifications, battering rams, siege ramps, siege engines, trenches, etc. They pick up new engineering skills – especially those related to warfare – quickly, and when performing a battlefield engineering task their work goes much more quickly than would normally be expected.

You can summon these engineers, causing them to appear over the course of several minutes to serve you until you dismiss them, causing them to run off and fade back into the non-existence they occupy when not summoned though once dismissed they cannot be summoned again for 1 week. These engineers will recover lost numbers over time when they are dismissed, and engineering skills will slowly disseminate from any survivors to new replacements over time while they are not summoned.

Famed Castle (400): Ueda castle, Odawara castle, Osaka castle, there are famed and mighty castles in this world, and now yours will be counted among them. This is an exceptionally well-made, large, and fortified castle by the standards of the time, capable of serving as the central point of resistance in any attempt to conquer the surrounding territory and well built for the purposes of withstanding a siege.

Beyond being one of the finest castles of the age, its presence seems to passively increase your control of nearby domains, with the populace being more compliant and supportive of you as their ruler. It is easier to administer and rule territory close to it as if its presence cements your authority over the land. It also serves to increase the morale and fighting ability of troops near to it even if it's not militarily relevant to the current age.

Army (600): This is a full army of 12,000 soldiers and 6 Officers. None of these are particularly exceptional, the soldiers being ashigaru, though including a mix of spearmen and archers, and the officers being on the lower end of this world's officers. Still they are a force, a large one ready to bring your will to bear, and to attack your enemies at your command.

You can summon them to you, and they will arrive over the course of a day bringing with them a week's supplies. They will serve you until they are dismissed at which point they will filter back off into the nothingness they arrived from over several minutes to an hour. Once dismissed you cannot summon them again for 1 month. While dismissed they will resupply lost men and expended supplies.

Cannon Spear (600): This is quite frankly an absurd weapon. This spear has a very large and heavy blade which should make it awkward on its own, and behind that it has a large, metal bulge in its haft that definitely should throw off its balance. You will find, however, that despite this spear's incredible size you can wield it normally. In addition to that, the blade is able to pull back in combat, disappearing into the bulge and revealing that the bulge itself is a cannon tube. When the head is retracted like this, the spear is able to fire off cannon balls, shooting them forth with power worthy of an officer, or a small cannon. In the hands of a skilled master it might even be able to spray a stream of fire, or shoot a beam of pure energy instead out of this tube.

Perhaps because the cannon balls seem to be temporarily generated from your fighting spirit, this cannon seems to grow in power with you, always being substantially harder hitting than your strikes, or your spamable energy blasts, and always powerful enough to be a worthy weapon for you no matter how powerful you become. Compared to the **Future of Warfare** these cannon balls will be fired more slowly and lack this special knockback, but possess significantly greater force and power even when you should have eclipsed both bullets and cannon balls (though that gun will be growing stronger due to your strength when you're still too weak for this one to).

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Ninja Items

Handclaws (100): This is a pair of brass knuckle-like blades or ‘tiger claws.’ When you fight with them, you will find that it’s possible to cause them to shift and suddenly extend out to be blades as long as full length swords and then return to being short tiger claws.

These weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Ninja Gi (100): This is a tight black outfit resembling those of a stereotypical ninja, though possibly with some light chain mail sewn into it beneath it, and with less than total coverage. This outfit seems to blend into shadows making you harder to see in dark areas, and even somehow more quiet when you move about in shadows.

Flying Blades (200): This is a pair of knives. Well one could argue from the size that they are more abnormally thick shortswords, but despite that they move quickly and easily in your hands, and for you they seem to weigh no more than a normal (large) knife, although they still strike with all the force that would be expected of their size.

These knives can be thrown, spinning about in a cutting arc almost like a spinning saw before returning to your hands.

These weapons will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Kusari-Gama (200): This is a large, heavy sickle, albeit with a shortened hilt, on the end of a chain, a weapon wielded by Hattori Hanzo. You will find that the chain of this weapon seems to be able to stretch out somewhat during combat, increasing its range in battle. This will allow it to go from having a chain barely as long as a man’s torso, to having one that allows it to sweep in a circle around 20 ft in radius.

This weapon will always be sturdy enough for you to properly use it as a weapon no matter how strong you become.

Ninja Clan (400): This is 50 ninja. Most are merely at the level of troops, albeit highly skilled troops who are experts at stealth, sabotage, and infiltration but there are also some members, perhaps as many as 5 at the **bodyguard** level and who show varying levels of ninja skills and magic. None will be the match for Hanzo Hattori or Kotaro Fuma, not by a long shot, but they do possess many skills and talents such as impersonation, demolitions, or even the ability to make a shadow clone. These ninja possess a variety of ninja tools and weapons even if the majority are standard ninja troops.

You can summon one or more of these ninja, in the numbers you desire, and they will arrive at your location in a few minutes, able to do so as long as a ninja could slip in with their skill set – which for at least some members seems to include teleportation – and will serve you loyally until dismissed and sent back to the nowhere they come from. Each individual ninja cannot be summoned again for 8 hours after being dismissed, but one ninja being unable to be summoned will not stop another ninja from being summoned. Any lost members of this clan or expended supplies will be replaced over time (in the case of expended supplies while their possessor is not summoned).

If you have the **Ninja Master** and **Ninja Vanish** perks these ninja can be summoned instantly (instead of over minutes) even if you are in a place where individuals normally would not be able to reach even with the infiltration skills of a ninja.

Remote Explosives (400): This is a resupplying supply of bombs. They only seem to take up the space of a single bomb, but you can pull out one after another to use them. They can be thrown to explode quickly, either on impact or a few moments later, or can be planted on the ground – this does require somewhat softer placement so don't just drop it at your feet – where they will not trigger until you perform a series of movements and a pose to trigger it which will explode the oldest bomb you have planted. You can only generate so many of these bombs at a time, though it's possible to increase the limit with time and experience. These bombs will also grow in explosive power along with your growth in combat power.

Body Doubles (600): This is a group of three ninjas who are surprisingly good at copying your fighting style and appearance. They can even copy your powers and gear to a limited extent. They're not really you, and will never be as good at you either, but they can look the part, act the part, and do have weakened versions of your abilities. The more you surpass this world's capabilities the further from your true self they will become and comparatively weaker they will be, but they will continue to get at least somewhat stronger the more powerful you are.

They will revert to their true form if defeated, requiring some time in your presence to once again replicate you, and their copies of your gear will disappear with their defeat or if removed from them for too long.

These ninja count as followers, not companions, and will respawn at the start of the next jump if they are killed.

Combat Drugs (600): You possess 3 vials containing potions. One is red and marked with a pair of swords and will boost the power of your attacks for 60 seconds when consumed. One is blue and marked with a pair of sandals and will boost the speed at which you run (or fly/swim) for 60 seconds when consumed. One is green and marked with a suit of armor and will boost your resilience and reduce damage you take for 60 seconds when consumed. Each of these may boost the relevant capabilities by as much as double. These vials refill weekly.

Companions:

Bodyguard Import (50+ CP): For 50 CP you can import or create 1 companion with 500 CP; they gain an origin as normal but gain the **Bodyguard** perk instead of the **Officer** perk and cannot purchase 600 CP perks or items (even if discounted) other than **Future of Warfare**. For 100 CP you can import or create 3 companions with the same rules. For 200 CP you can import or create up to 8 companions with the same rules. If you want more than 8 companions you can pay an additional 50 CP per companion to give them the same deal. 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.

Officer Import (100 CP each): For 100 CP you can import or create a single companion as an Officer instead of a Bodyguard. They gain an origin as normal, 800 CP to spend, and the **Officer** perk. There is no bundled discount for this import option, but they are not restricted from purchasing 600 CP perks and items.

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.

Canon Companion (100 CP): For every 100 CP you pay you may recruit 1 canon character even if they died during your time here; even if you killed them personally. You may decide which character you will be bringing with you at the end of the jump.

Kunoichi (100 CP): No, this isn't a generic ninja girl, this is Sanada Yukimura's loyal, ninja girl bodyguard. A staple of the series who does not appear in Samurai Warriors 2 but was a major character in 1, 3, and 4, Kunoichi serves not only as Yukimura's loyal retainer but a rival to Hanzo at times. Even though she doesn't appear in SW2 you can still recruit her if you want. You can even shift her loyalty from Yukimura to you.

I guess if you'd just like an equivalent generic ninja girl loyal to you, then you can get one instead, though.

Bodyguards (50 CP each): Each of these individuals is a bodyguard, with all of the benefits of the **bodyguard** perk, and which would be expected of a bodyguard of their type (monks and shrine maidens can heal the person they're guarding, fire ninjas have a resupplying supply of bombs, etc). They each cost 50 CP.

A Rei of Starlight (Shrine Maiden): A young, dark haired shrine maiden, she possesses the skills one would expect of such from around here. While not the equal of some

potential bodyguards she has the priestly power to empower an individual in her charge with her prayers, and an affinity for purifying flame she wields in her attacks. She sometimes seems to talk to crows, and has an odd affinity for the red planet.

Explosive Personality (Fire Ninja): This rather sweaty fire ninja is a little loud and well bombastic for a ninja. They're rather self-assured and (over-)confident in their personal abilities, and how they'll become a great hero and weaklings and wimps shouldn't stand in their way. Of course they've accepted you as their lord for the time being, and at least theoretically that you are their superior in combat skill.

Komadori (Ninja): For someone named after a red breasted bird, it's a little odd that this ninja wears a bright blue, bird-shaped symbol across his chest in the middle of his otherwise traditional ninja outfit. A member of the Koumori clan of ninjas, he seems to consider himself something of a detective as well as a ninja, but he is skilled with his pair of tanbo, or short staffs, he uses in combat and quite the capable aid in battle.

Korean Beauty (Female Samurai): This warrior-maiden left her homeland in Korea fleeing her father's attempts to arrange her a marriage, and seeking to prove herself as a great warrior by finding the legendary 'sword of salvation.' A sword that she has somehow become convinced is somewhere in Japan and upon the battlefields of its mighty warrior-officers. She's still hunting even now, just as she's hoping to prove herself as a warrior on these battlefields where mighty champions clash.

Lecherous Monk (Monk): This Buddhist warrior monk has all the skills you'd expect from one around these parts. He also has a tendency to hit on any woman he meets, asking if they would bear his child for he claims his family is under a dread, death causing curse which will kill him unless he destroys the yokai that placed it and thus he needs an heir to carry on his noble task of destroying the yokai – that has been causing so much of the wars and chaos wracking Japan in this era – if he fails. Given yokai probably don't exist in this world, it's most likely just a really bad pick up line, but he keeps trying it.

Liar King (Musketeer): This man's massive nose has earned him comparisons to the legendary yokai, but it's his glib and easy lies that have earned him the title liar king among those who have known him long enough. He has something of a green thumb, and an inquisitive mind, but it's hard to say whether his greatest talent is his marksmanship or his ability to somehow take credit for others' work.

Schoolgirl Archer (Archer): This young woman claims to be from modern Japan. Her school uniform even helps confirm it. Something about falling down a well, and finding herself in the past. If it's true that's pretty weird, but then again you're from another world as well so it's not too unbelievable, is it? Still she was part of archery club, and whatever modern high schools in this verse are teaching in their sports clubs it really does seem to do wonders as she's a very skilled archer.

Succubus (Female Ninja): This young woman has strange, almost inhuman black on black eyes. She's also surprisingly strong, forgoing the use of weapons at all and instead focusing on unarmed combat. Part of an ancient ninja clan of assassins, she's not weak, despite her relatively small size and beautiful body, and seems quite resolved to her duty to the clan to find a strong warrior to join her genes too.

Thousand Man Slayer (Samurai): His title is probably hyperbolic, or aspirational, even for an officer around these parts, but this youthful samurai is a truly potent warrior – if not at the level of the greater officers around here – still if he reaches his full potential he's likely to be a real demon on the battlefield with his nodachi and his striking, red eyes. He's something of a tsundere, though, playing up being the dangerous lone wolf killer to keep people away from himself, despite having a strong streak of loyalty and care for his friends.

Yakuza Chief (Sumo): Once he was the ruler of a criminal empire in Osaka, before the civil wars tore it apart. Now he's determined to rebuild, but for the moment he is willing to work for you as a bodyguard. This man is massive, but despite the jiggle of his belly he claims it's all pure muscle... and given how he moves and fights well maybe it's true as he has enough force and power to throw officers around even if he's somewhat slow on his feet. He also seems to have the cold, cruel genius of a criminal mastermind, though he knows to keep his hands personally clean.

Drawbacks:

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

Series (Toggle): This jump is based on Samurai Warriors 2 because it was the one I had to re-play. Still the main games in the series are pretty interchangeable. The events in story mode change (Musashi only shows up in 2, Yukimura's power of friendship theme is toned down or absent in others, Tokugawa starts off trying not to die due to Yoshimoto's incompetence in one) and some mechanics are tweaked or different – bodyguards only show in 1 and 2, the r1 specials can shift or be reduced to one, etc – but they are generally 'close enough' so if you want to use this for another Samurai Warriors game that doesn't have a jump of its own (or even I guess a Dynasty Warriors game) go ahead and feel free.

I Will Give You a Beautiful Death (Free): Kojiro Sasaki has decided that he wants to fight you to the death. Somehow he is strangely good at getting away after his attempts to murder you with a sword, or army of hired vagrants, and hard for even you to deal with permanently. And each time he tries to kill you he does seem to learn a bit more about how to fight you. Of course, if you don't manage to permanently kill him by the time this jump ends, he'd be more than happy to join you as a companion. This won't ensure he doesn't try to give you a beautiful death afterwards, but maybe you can convince him.

Age of the Gun (+100 CP): Your enemies seem to favor the gun, given how many musketeers and gunmen they bring to battle. You encounter gunmen far more often. Making it worse you'll find that no matter how powerful you are bullets will knock you flying or leave you stunned and dizzy when they hit you and they hit you instantly when the trigger is pulled meaning that while you can dodge their aim you can't dodge once the trigger is pulled. Also despite being arquebuses that predate rifling, their bullets fly impossibly straight.

Another Ambush! (+100 CP): Your enemies always seem to have more troops than you expected. Thankfully these extra troops aren't there at the start of the battle, but they'll show up from hidden positions and attack during it, having somehow remained completely undetected no matter how thoroughly you scoured the area. And if you're not fighting on the battlefields of this world, you still have enemies; they're called bandits.

Clan Rivalry (+100 CP): A major commander in this world has decided you are their hated arch-nemesis, and sworn your destruction. You will be their primary foe and

enemy, and they are not above building alliances or even serving another to get your head.

Do Not be Satisfied with Meager Accomplishments (+100 CP): People just won't give you respect. Oh your enemies will still plan around your power, but you could take out every enemy officer in the opposing force single-handedly, and kill half their army as well, and your allies would still tell you that you need to be doing more. Expect to be passed over for reward and promotion a lot, though if you really shine and excel enough you might occasionally get some. Even the bribes your enemies might offer for you to turn sides will be low. This won't even stop if you become someone's lord, even then you'll find it a struggling difficulty to get their respect.

Easily Distracted (+100 CP): You need to go stop the enemy from taking your main camp, why are you fighting that Reserve Commander? No! You don't need to slaughter that group of 100 enemy soldiers milling about somewhere strategically unimportant!

Sigh. You seem to be easily distracted in battle, forgetting orders, commands, and larger strategic points to stop and personally defeat foes that are unimportant. Whether it's stopping to clear out every clump of enemy ashigaru, or just fighting unimportant officers scattered everywhere across the battlefield instead of breaking the enemy main base and taking their commander's head to end the battle once and for all.

Empty Stomach (+100 CP): You have to eat like any normal person, and the more active you are the more you'll have to eat. You also have lost any ability you possess to create food through supernatural means (hunting and farming are fine), and any sources of infinite or automatically resupplying food. Finally you will find that armies you serve in and places you go tend to be hit with food supply issues.

Historically Illiterate (+100 CP): You have lost all your knowledge or memories of Japanese culture and history after your arrival date, and even that from before your arrival date is limited to your in-jump background's knowledge. You have no foreknowledge of Honnoji, nor do you know who the three great unifiers will be, nor are you aware of anime as an art form.

Honorable (+100 CP): You are honorable to a fault. You will not perform such dishonorable tactics as using traitors among your enemies, assassination, or surprise night attacks. You will perform with the honor expected of a samurai – even if (tens of) thousands of your troops must die as a result.

King of Thieves (+100 CP): Ichikawa Goemon has become aware of you and your treasures. Something about you has really irritated this king of thieves, because he's decided to focus his exploits on you and robbing you blind. If you catch him in the act you can expect a fight, but while you might be able to stymie his efforts, he always seems to eventually come back to try and rob from you again, and if you keep your treasures in a single storehouse – even some extradimensional one – he will find a way in eventually so make sure to move them about and keep an active guard over your treasures.

Leave Him Be For Now (+100 CP): There is an enemy who, whenever they appear on the battlefield, is more akin to a force of nature than a man. Allies might manage to slow him, but not to stop him, and even if you go to face him yourself you will always find that it is a battle that will press you to your limits to try and beat him. Maybe if you gang up on him, but there is another option that is to find another way to your strategic objectives and defeat his side which will either see him fleeing or losing this benefit.

Should Tadakatsu Honda be arrayed among the enemies against you this will be him, but even if he is not you will find other individuals bearing this power, not necessarily in every battle, but often enough. You will know who it is when you see them... or the carnage in their wake. They might even be Lu Bu for some reason.

One Man Army (+100 CP): It feels like you are expected to be one. Whenever you find yourself on a battlefield, you will find that you need to more than pull your own weight even for a commander, and that you will be needed here, there, and elsewhere upon the battlefield as while allies can hold areas for a time, you will be needed to perform any significant tactical action to gain an advantage, and they will eventually lose strong points if you don't come and rescue them. It's like your allies suddenly can't do anything without you aiding them or coming to save them. They can be plenty competent outside of battle, or in battles where you're not there – at least if you engage in a decent number of the battles your allies fight – and even sometimes on the field of battle where you're at though only when you've got several other places to be already. Maybe you should invest in a good horse.

Peasant (+100 CP): You were lowborn. While it's possible for peasants to rise to samurai, or even kampaku, in most of this age – until the peasant born Hideyoshi Toyotomi makes that illegal – there's still a stigma associated with it, and samurai and daimyo will look down on you no matter how high you rise. And no matter how well you conceal it, you will never be able to truly hide that you are a peasant by blood. You are also illiterate and unskilled at noble arts and pursuits such as poetry, calligraphy, tea

ceremony and the like. While you can learn to read, you will never be skilled at art, and your hand writing will be terrible.

Masamune Date - Samurai Warriors 1 (+100 CP): Masamune Date has a strange tendency to arrive on the battlefield, and begin to fight both sides as a simple force of chaos¹. If you kill Masamune Date or otherwise make him submit to you permanently, then you'll find another daimyo – or someone from further abroad – will replace him.

Must Protect the Commander (+100 CP): In every battle you fight there will be a commander, and is guaranteed significantly inferior to you in combat, who if they are defeated spells defeat for your side of the battle. You must ensure they are not routed or slain, or you will find your armies crumbling and the field of battle being lost even by forces you could singlehandedly defeat.

Test Your Skill Against My Experience (+100 CP): You are old. You won't have to worry about aging further, but your body isn't as young as it used to be, and you have the aches and pains of age. You can expect to have to deal with being slower, weaker, and having less stamina than you used to.

Unfit For Command (+100 CP): You, and your companions, are not samurai. You do not gain the Officer, Bodyguard, or Fighting Style perk until the end of the jump, and will each find yourself completely incapable of using musou during your time here or any power (from this world or otherwise) that is fueled by your fighting spirit, soul of a warrior, or the like, as well as being completely incapable of accessing ki, or ki by another name (qi, chi, chakra, reiki, etc).

Demon's Cruelty (+200 CP): You are unnecessarily and excessively cruel. Even your followers and most loyal friends will be made uneasy by your viciousness and cruelty, and you will find that your tendency to slaughter peasants and those who have opposed you will win you enemies as well.

Fixed Moveset (+200 CP): You possess a fixed moveset born from your fighting style. This will function exactly like a character's move set in the game. Your enemies will not be so limited; this is a real world not a video game after all. If you bought multiple fighting styles you will only have one until this drawback is lifted.

I Have Never Lost a Battle (+200 CP): You are a fighting idiot. This doesn't actually make you stupider, but you love to fight, and will seek out desperate and hard fights for their own sake. You will rush into battle even when it is obviously a trap, betray your side

because a warrior on the other impressed you and you want to have a good fight at his side, and pick battles not for tactical reasons but because they might be a good, hard fight.

Incident at Honnoji (+200 CP): One of your closest allies and friends will betray you during your time here and attempt to kill you with all their power and resources. You will forget you took this drawback, and even if you didn't – or find out they're planning it – you will be strangely unwilling to avoid this battle or work to stop them.

Is Killing All a Sword Can Do? (+200 CP): Like a good buddhist you refuse to kill or take the life of another. Somehow you will still find yourself getting caught up in the battles of this era and expected to fight or die. Maybe you can find a way to bring peace to the land.

Never Learned to Block (+200 CP): They say the best defense is a good offense and when it comes to personal combat you certainly seem to believe it. You've never learned to block, parry, or dodge attacks, and you won't be learning it here. You forgo all defense in your fighting style, leaving yourself open to any attacks that can make it through your offensive onslaught. Sure you don't have to use the block button to beat the game on normal, but the harder difficulties...

Ninja Tricks (+200 CP): Your enemies seem to like to employ ninja. Time and time again you will find yourself facing off against ninja and they will often have some mysterious trick in store for you such as infinitely respawning shadow clones each fully capable of fighting on their own until you find the hidden original and dispel the magic, armies of lesser ninja ready to pop out from nowhere, dozens of body doubles to confuse you as to the real location of your main foe, doors that magical lock, or even stranger things.

Why Are You Letting Him Walk Away (+200 CP): For some reason no matter how thoroughly you defeat your enemies you have a tendency to let them escape from you alive. Maybe you thought they were dead, maybe they slipped away from you, maybe you just stood there and watched them walk away, but no matter how thoroughly you have defeated an enemy they have a tendency to simply escape you in the end, and they always seem to be able to lick their wounds and return to the battlefield later or build back their forces and come at you for another round. Maybe if you beat them often enough you can finally kill them or at least teach them to stop opposing you.

Loyal Vassal (+200 CP/+300 CP): Like Hattori Hanzo and Tadakatsu Honda you follow a lord and will serve him loyally to the point of being willing to die for him, or to follow

his orders despite protests you may have or make. If your lord dies this loyalty will pass to his heir but never a companion or follower of yours, and if their line is wiped out you will fail the jump.

For +200 CP like Hattori and Tadakatsu you serve a capable, and reasonable lord. They may not be a saint, or particularly brilliant, but they are not incompetent or outright sadistic. For +300 CP you serve a lord who is unworthy of service. They are incompetent, absolute morally repugnant, or both.

Era of War (+300 CP): Japan will not be unified during your time here. War will tear through this world, and no matter where or what you do you will find your life one of constant war during your time here. Oh there's still seasons where armies don't march – the rainy season washes them out – but you will never know a period of peace, always being at war. Even if you go somewhere that no one else should be able to enter, or kill everything else in this universe, war will find you.

Expert Mode (+300 CP): Did that ashigaru's spear just take you down half your life? Yes. Yes it did. Every enemy you face has just gotten a whole lot more dangerous. The average troop is the equal of what an officer should be, with guns that scale to them, and officers are far more powerful cutting them down in droves like they did before than they should be and immaculately skilled, able to block nearly any attack, or exploit any opening you show. The likes of Tadakatsu Honda, and enemy commanders, seem to scale even further still, becoming gods among men. Your native allies don't seem to scale up quite so far, but they can at least put up a fight against enemy troops and officers, though your personal involvement will be all the more necessary now. Your companions and those you brought with you are entirely on their own however.

Would You Like to Play Kemari (+300 CP): You are incompetent, and however competent, capable, and intelligent you were before you can expect all of these qualities to have declined sharply and leave you a naive fool and an idiot, unfit for the battlefield or rule. Perhaps if your raw power, weapons and armies, or advisors are sufficient or capable enough you can still prosper and rule, but left on your own you will be but a fool and an oaf. Is it that you hope your sheer incompetence will cause your foes to have mercy on a harmless fool?

Empire - Scenario:

Taking this scenario locks your start date to 1560, shortly after Nobunaga's victory over Imagawa Yoshimoto makes him the rising star in the west. Similarly it fixes your end date 60 years later in 1620. Your goal and task during this time is simple: unify Japan under your control and establish a governing dynasty which could endure at least a few decades once you leave it. The dynasty does not have to necessarily be ruled by your blood descendents, a step-son or adopted child can do, but it must be your dynasty; no simply handing off the empire to the ambitious underlord who would take it by civil war if you leave it. And Japan must be unified; no splitting the nation in two even if one of them is much smaller than your domain.

This gives you no special start or benefits to help you there. You will find that the other warlords are resistant to your otherworldly perks and powers that would force them to peace. They are warriors, and it will require real work, or superior physical force, to get them to yield.

Succeed and as a reward you will find that in future worlds that, should you wish it, you will be remembered in history as the great unifier of Japan, along with, or taking the place of Oda Nobunaga, Toyotomi Hideyoshi, and Tokugawa Ieyasu. Your more supernatural powers will only be minor legends if even that, and whatever changes this involves you making will naturally gravitate towards meaningless in the grand scheme of things, but you will be there, remembered in history for your achievement.

You may choose to bind your companions and yourself to lose access to your warehouse, and everything brought with you from other worlds whether perk, power, item, follower, or something else. You will have nothing save what you purchase here. Should you succeed in these conditions you can take a greater reward: this version of Japan will follow you, existing either as a pocket world attached to your warehouse, or inserting into new jumps. It will retain modifications good or bad, including population, but at the start of any jump can be reset to a 16th century Japan unified under your rule; in case it gets destroyed or runs out of natural resources.

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

Musou means unrivaled or peerless.

I've only played 2 of the Samurai Warriors games and 2 was the one I have instead of borrowed so it's the one that got a jump. SW3 would have gotten a reduced focus on mounts (I'm not 100% if it's accurate but comparing feeling playing them, your on foot speed seems to be closer to mounted in SW3), no Bodyguard stuff, no Friends and Honor since Yukimura's story wasn't so heavily focused on it in SW3, and no Musashi stuff (though some of the Musashi abilities might show since absolutely none of them were unique to him). Not sure what all would replace them, but I can't remember it as well is why it's not SW3.

With just Officer you're pretty much a Generic Officer with pretty bog standard stats. You're not even Naomasa Ii. You can use Musou Attacks but they'll be short and extremely basic; more just an augmentation of your normal attacks. Other perks will help round you out into a playable character with Unrivaled Spirit being player character Musou.

Fighting Style is a guarantee you can easily develop a full move set and to put it in a somewhat less game mechanic-y thing than just 'you get X Normal Attacks with Charge Attack that forks off from 0, 1, 2, and 3 with 3 long chains.' Other abilities that would be included in Special focused movesets assume that you can *eventually* learn them through study without this; just it'll probably take a long time since people with an affinity for it and a great, abnormal talent for combat still take a lifetime for it. And this perk is the affinity for learning it. Still if you have say Demon King with a Power Fighting Style you might see more passive use of dark energy in attacks and less reliance on actively charging your weapon with it first or use of it for tricks. And yes combined with Officer this actually puts you somewhere between a generic officer and a playable character.

Unrivaled Spirit gives you PC Musou instead of a generic officer's. At this point while you do not have all of the bells and whistles of a playable character (say special stance attacks or a particularly good movepool/stat progression) you're closer to one of them than to a generic officer.

Awakening gives you all the Musou boosting skills (except Self/Special Skills).

Beautiful Butterfly = Fiat backing how in the game musculature hardly/doesn't matter as shown by Oichi and Ranmaru Maru.

Fire Ninja = Bodyguard unit type/historical ninja proficiency with explosives.

Cutthroat = Skill of same name. I am unsure how much the heal is, but it's enough to be useful in battle.

Chaos = Chaos skill. I don't know how it maths, the game isn't that transparent.

Flower of the Battlefield = Oichi's way of having people fall in love with her when she's whooping their ass.

Friendly Fire: Off = Fiat backing the lack of friendly fire from the game (which isn't narratively a thing inside of the game's setting).

Ambush Unit Advance = mundane skill at preparing military ambushes because of how often enemies can just appear in places you've already cleared out at story triggered times, but not made into full ninja teleportation because the game treats them narratively as different.

Battlefield Awareness = Map and the messages screaming at you what to do. With Greedy Mercenary you also get the Plunder skill.

Combat Marksman = Ina/Saika fighting style, and a guarantee you can eventually learn the Pierce personal skill. It's a bit more Magoichi than Ina as it doesn't have her elemental charge ability (that was put in her bow).

Elemental God is Ginchiyo's lightning powers, but you can choose wind, ice, or fire as options. It's priced to be equal to discounted Demon King because Nobunaga's dark energy is more impressive, he seems to be able to shape it more, and can make force fields with it as well as attack with it. Some of that is he is a Special Moveset, but I tried to write the perk with the assumption and implication that yeah Demon King lets you do more/have more control of your energy and it can do more stuff if not necessarily possessing more raw offensive power.

No Shame in Retreat = The way enemy officers are just allowed to walk away.

Incarnate God = Kenshin's reputation and special attacks.

Priest = Monk/Shrine Maiden bodyguard ability or Oichi's ally buffing. If you go Special you'll probably develop a lot more control naturally or AoE (like how Oichi's ally

buffing is always a buff, and you can weight the odds by spamming the button). If you go Normal or Charge you might develop attacks at the end of your chain which automatically apply it to a nearby ally. If you assume X-Treme Legends extra final Charge attack is a thing (as it often incorporates an R1 special in it) this becomes more likely for any Fighting Style.

Ronin/Drop-In is just a mix of things, tried to base it on the characters who don't really fit with being in the game at all (Kojiro and Musashi, Gracie who fights completely differently, the expansion characters), as well as mercenary characters, with some stuff for growing skills since Drop-In. Weapon Projection comes because Kojiro uses it and I wanted to give it some move set perk.

Discerning = Discerning Skill with a large bit of an expansion for de-gamifying it.

History Will Remember My Name: Motochika, both his managing to even have a character at all, and his quotes. If you need a stricter, more precise 'what does this do' it ensures you won't be forgotten by history easily. It doesn't directly ensure that what you do/make/create won't be undone, but it will help your message or story continue which can help maintain social changes or ideas you introduce.

Battle Consumption = Gluttony + Fitness skills. If you need a more specific 'how much is significantly' Gluttony adds +20% per level (max +60%) to amount healed/musou gained from items, and Fitness adds +20% per level (max +60%) to duration of them, so +60%.

Greedy Mercenary = Gold reward for completing missions + Greed skill. If you need a more specific 'how much extra do I get paid' Greed is +20% per skill level, to a maximum of 4. As a rare skill you might not have level 4 from the perk, but somewhere up to +80%.

Folk Hero = Musashi's way of just getting sucked into things in Story Mode/Okuni's way of wandering into events.

Weapon Projection = Kojiro's ability to summon a huge sword in his charge attacks. The part about Specially skilled is hinting that if you have the Special Fighting Style you might learn those techniques naturally, though Kojiro is a Normal character who uses it via his Charge attacks, so it is not intended as a locked in 'this is what you learn with the Special fighting style.' It's intentionally vague to let you build your own moveset based on the weapon(s) you fight with.

Acclaim = All Growth skills especially Acclaim. Acclaim adds +20% Exp gain per level (max +80% at 4) meaning it helps you level up significantly faster, while the Growth skills, even at only 2 for most of your character growth sees you reaching base game max stats in the low 40s instead of level 50, and with a 3 for most of a character's use could reach max in the mid 30s. Given how each level up takes more than the one before it, you'll be learning combat abilities and growing in combat-relevant capabilities several times faster.

Prodigy = Fiat backing the mechanic for learning skills from enemies and Prodigy 3. Some intentional vagueness so you can argue for it teaching you things. Generally speaking it has to be something that you could feasibly learn or develop the ability to do on your own, or at least if the way of doing it was implanted into your brain you could do it with your physiological capabilities. It'd not teach you a bloodline release in Naruto; even if you knew everything about using a sharingan if you don't have a sharingan eye you don't have a sharingan eye. It might teach you a Cursed Technique in JJK; they're based on brain structure, but neural structure can change, and while people can't just study them it is possible to copy them through a naturally flexible neural structure and to imprint them by changing it. It could probably teach you spells in D&D; wizard spells definitely can be learned, and how much study can influence a sorcerer's spells known varies from source to source even inside of individual editions.

Samurai is the warrior background based on characters who are primarily retainers as opposed to daimyo. It also has a surprising amount of stuff from Musashi.

Dashing Attack = Yukimura Sanada's, Akechi's and special attack where they dash forward and damage enemies. Alternatively Tadakatsu Honda's and Shimazu's ability to charge themselves with force to smash through enemies.

Musou Charge = Tadakatsu Honda/Musashi special that charges your musou bar.

Omniscient = Omniscient self-skill (block attacks coming at you from behind), with some de-gamifying, and attempt at extrapolating the narrative reason it can work.

Resolute = Resolute skill.

Equestrian = Keiji/Yukimura's horse call ability, Equestrian skill, and Cavalier skills plus being actually good at the controls for fighting on horseback.

Reversal = Musashi/Keiji's self-skill of the same name as well as Musashi/Mitsuhide's special ability for an automatic counter-attack stance. This perk bothers me slightly as both halves only show up together on Musashi.

Friendship and Honor = Yukimura Sanada's ability to make friends, and seemingly fight at near/above Tadakatsu Honda levels/become some of the hardest fights in Story Mode in service of them. The default assumption is that at full boost this will do less than Authority Equals Asskicking at full boost, and will scale better with your overall power growth than Peerless Might once you've generally eclipsed this world's power level.

Peerless Might = Tadakatsu Honda with the big fat boost he gets when the game wants to go 'fighting him isn't worth the trouble go around instead.' Or being the player controlled character compared to an AI. Simply put it's a big all around fighting boost. Assuming this is a first jump this should put you as stronger than Friendship and Honor or Authority Equals Asskicking. How well this boost scales with your power level... ask your Benefactor, but the default assumption is that at full boost those will both eventually eclipse it (but this will be a more reliable, always active combat ability boost).

Lord is for the daimyos, the big names, Oda Nobunaga, Ieyasu Tokugawa, the Hojo, Shingen, Uesugi, Mitsunari Ishida. Toyotomi actually would be elements of Ronin/Samurai/Lord because he's a low ranking mercenary who becomes a warrior retainer and then takes over Nobunaga's ambition. As it focuses less on the combat aspect and more on the narrative aspect these perks are less directly gamey.

Ambition's Drive = The element that causes people to push to play the game of thrones even knowing they'll either win or they'll die. It won't lock you into a sunken cost fallacy, but it means you are not controlled by the immediate emotional response to hardship and not easily discouraged by things that if you had the self-discipline to push through would in the long term be worth it.

Step by Step = Ieyasu's talent for patient maneuvering. It's not intended for rube goldberg device plans, but you are good at long term and large scope planning and maneuvering. Less perfectly planning out the next 20 moves in the game of shogi called politics and more identifying moves that are generally helpful to you and will create more options down the line.

Supply Chains = Mitsunari's story mode mentioned it offhand once as what actually made him critical to Hideyoshi's campaigns. It gave an excuse for a logistics perk, and logistics are actually really important to warfare.

What Do You Desire = Nobunaga's knack for pinpointing desires and somehow stunning people with the question and getting them to rethink their life. His knack for either ignoring this or actively using it to sabotage himself is not included. Unlike him you can actually use it if you want.

Demon King = Nobunaga's dark powers. You don't necessarily have his moveset, but you can do similar things to it. Compared to Elemental God you can expect this to be more versatile, and easier to control for specific effects, and somewhat more powerful. Sorry to the Tachibana clan, but you're just not Nobunaga.

Wargod or Fool = Uesugi Kenshin was called the God of War for his religious devotion and military genius. Nobunaga was called the Fool of Owari until people caught on that his feckless foolishness was at least partially an act obfuscating his era defining military genius. You're on their level now. This does include an understanding of logistics, even if you're not as good at them as someone with Supply Lines.

Authority Equals Asskicking = The perk already points it out. Peasants given the Officer status are much stronger than normal peasants. It could also be thought of as the boost given to enemy commanders in a lot of stages. Not quite as disproportionate as that given to Tadakatsu at his highest, but this one will very explicitly scale with your overall power, so while it shouldn't be equal to Peerless Might even if you're the Shogun on this as a first jump, it should be greater than it (or Friendship and Honor) at its height if you have other abilities.

Charisma of a Dream = Ieyasu's or Nobunaga's lordly charisma. You can expect to sweep up even daimyo and mighty warriors with it, though if you're a sociopath like Nobunaga you won't quite see the sort of loyalty demonstrated by Hanzo or Tadakatsu towards Ieyasu unless you treat them well and can demonstrate that you're wise as well as brilliant. To a lesser extent other major lords show this, but Nobunaga and Ieyasu show it the most.

Ninja is the background for the ninja characters like Hattori Hanzo, Kotaro Fuma, and Nene. Some of the items go further afield, though.

Acrobatic Combatant = Most of the ninja have movesets with a lot of movement, kicks/unarmed strikes, and some not quite ninjas (namely No) do too. This is for that. Especially since No's special/musou attack are a Ninja item for some reason.

Double Jump = Ninja ability to double jump. Also possibly the Agility self-skill to jump more easily while being knocked through the air.

Kagemusha = Ninja ability to serve as a body double. Nene has an in combat ability to use something like that, but I didn't include it in the perk because it was too powerful for 200 CP.

Modified Body = Kotaro Fuma's stretchy arms and option for his unusual height.

Ninja Vanish = Cutscene ability for ninjas to appear/disappear, and retreating teleportation. It might be possible to learn how to disappear in the middle of combat by expending musou like Sasaki Kojiro does.

Wind That Brings Chaos = Kotaro's ability to know what's going to happen... and just be a disruptive dick.

Ninja Magic = Various AI/narrative battle abilities like how Kotaro can magically close and lock doors at a distance, or how a ninja in one mission turns a trio of generals into copies of Ieyasu at a range, or how they can just appear next to your main camp halfway through a battle after you've beat them, or how Nene was able to have infinite fully combat capable shadow clones in one garrison/Hanzo and Fuma both show up in multiple places at times in story mode with the explanation of shadow clones (as opposed to other times where it's body doubles), coupled with Hanzo's useless elemental attacks and the general ninja ability to dispel/combat ninja magic.

Shadow Clones = Hanzo/Nene's special ability. Specially skilled is again a hint that if you have the Special Fighting Style you'll pick that up, though again you might manage to learn it without it, and it could manifest in other ways for a Normal or Power type fighting style; perhaps similar to their Charge 5 attack that was introduced in X-Treme Legends you'd have attacks that spawn shadow clones without the need for an initial slow spell, or otherwise incorporate them. This is a starting point, not an end point.

Items

Officer Grade Weapon = Basic weapon. Theoretically it's probably the 1st level weapon, but maybe it's the 2nd or 3rd level. Just don't expect it to have special elemental effects or give you buffs.

Kemari Ball = Yoshimoto Imagawa's weapon.

Spearman = Just a basic group of soldiers. They're cheap because you're expected to be able to tear through them with ease.

Ofuda = Kanetsugu Naou's weapon (taken with Special Fighting Style and you could just casually copy his fighting style).

40,000 Koku = Mitsunari mentions it as his salary, after 15,000 is presented as a very high salary for a samurai. It's also approximately what the Oda domain was evaluated at before Nobunaga began to take over. So it's enough wealth and resources to actually become a major player in things. In modern terms this is... well it depends upon buyer and type of rice but a lb of rice can be from half a dollar to a dollar and a half whole sale. You have 15 million pounds and the same yearly. It's no Microsoft, Google, or Walmart money, but it's enough to make a splash. Or to feed an army. That was originally why there was going to be a big koku item. Still this is enough to feed a sizable army for a year – the largest of Nobunaga's fielded armies would be larger especially including the Tokugawa forces and once Hideyoshi had momentum he got rolling with larger armies but that's when things start being an alliance of major lords and even Sekigahara the larger of the armies would only take about 3 times this to feed.

Domain = It's a round number that's approximately the Uesugi, Takeda, or Hojo domain during this time. It's smaller than the height of any of them, but they fluctuated during the period and it's close enough. It's enough to be a major player, though you're still far behind Oda Nobunaga at his height, and only about a third of what Ieyasu had under Hideyoshi before the Battle of Sekigahara. Still it's an option to simply buy your way to a very good start position.

Gold = Roughly 10 koku... in gold instead of rice. Enough that if you eat frugally you could eat for a decade, but you'll probably want more. Intent is in future jumps too for it to be enough if you didn't have living expenses except food, and you ate frugally, buying cheap stuff and prepping it yourself you could survive off of it.

Parasol = Okuni's weapon.

Ball and Cup = Oichi's weapon.

Saika Mercenaries = Unit group. Arquebuses because they're one of the few base units that are meaningful against the characters if only on the harder difficulties and/or at lower levels. 100 of them is enough to be meaningful in a battlefield and given they usually come in much smaller units than that and can still tear through a low level character enough you have to deal with them before a commander they can be meaningful in an officer duel.

Shamisen = Motochika's weapon along with his specials. He's a Power type focusing on charge attacks so if you're a Special type (or given enough time and practice) you might be able to find more powerful versions of its musou costing specials.

Bracelet = Gracia's weapon bringing with it her self-skills, specials, and explicitly her charge 1 attack (you could easily develop her moveset at this point, but it kind of sucks outside of those). It might express its abilities in a somewhat different way for you, and depending upon your fighting style you might need combos to use them instead of the special stance.

Future of Warfare = Magoichi's weapon/the way that the riflemen can knock you off your horse and are plain deadly on harder difficulties or with low level characters. Dual pistols to give you something Date-esque even though he uses a sword and pistol giving you a pair makes it less of a downgrade.

Mount = Basic Horse.

Riceball = Basic small healing item.

Massive Weapon = Several characters' weapons notably Shimazu, Sakon Shima, Tadakatsu, Keiji.

Stylized Armor = A lot of warriors have fancy armor. It doesn't really have a game mechanic effect, but narratively it should in fact make them harder to hurt so yeah yours does.

Bladed Bow = Ina's bow. The bit about Specially skilled is that Ina can use 3 different elements (fire, electricity, or ice) based on how charged the final shot is, but if you have the Normal or Power style who knows maybe it can use elemental attacks somewhere in your combo without charging it so it applies to all.

Elite Cavalry = Just another unit option. The cavalry isn't as annoying or damaging as the gunmen, but I had to give you a Yukimura squad.

Legendary Mount = Matsuhaze or one of the other mounts of that level. Scales with you because... mounts get useless fast if they don't.

Top Tier Weapon = 4th or 5th weapon. You can copy someone else's if you want, but this won't include the stuff to make the more non-functional ones function, or special abilities like how Magoichi Saika's gun can rapid fire despite being a single shot rifle, and Ieyasu's spear cannon being a spear cannon.

Fan of War: Mitsunari/Shingen war fans.

Rich Silks = Characters who don't have armor tend to have these. Admittedly the main major lords tend to have a mix of these and armor, but their wives, and some of them like Mitsunari mostly just have silk. Look I needed a 100 CP item and sick threads fit.

Siege Equipment = Hideyoshi is always ready with Summon Siege Ramp.

Warship = Nobunaga's warship in the one stage (and Hideyoshi has some in X-Treme Legends).

Engineering Team = the big ol' engineering teams. What do you mean they only show up in like one level? Still instant castle was nice.

Famous Castle = Osaka Castle/Odawara Castle.

Army = What kind of lord lacks an army? 12,000 men was chosen because it is smaller than most major battles see on the smaller side, but enough men that as a resummonable supply, even if it's unclear if they will fully replace numbers before you can summon them again, it should have a very major impact, and 12,000 loyal men as a pocket army can do stuff even if they're powerless in a real fight that'd matter to you.

Cannon Spear = Ieyasu's spear.

Handclaws = No's weapon... for some reason. Somehow she got shoved into ninja.

Ninja Gi = Hanzo/Fuma outfit.

Flying Blades = Nene's weapon.

Kusari-Gama = Hanzo weapon. It seems to stretch out in length for some of his attacks so I had an excuse, even though Hanzo's move set is *less than good*.

Ninja Clan = Small army of ninjas. It's the ninja troop item; it's smaller than the others of the same price, but they are ninjas they can be sent to spy, to assassinate, to sabotage places so they can do a whole lot more stuff man for man.

Remote Explosives = Mitsunari/No special/Fire Ninja weapon. At least this one was used by a ninja unit type.

Body Doubles = The way Hanzo and Kotaro Fuma use them to appear to be in multiple places at once.

Combat Drugs = The attack/defense/speed boost items. How they ended up as vials of ninja drugs... I was stretching badly. The as much as 2x is because they double them in the game, and it lets it be interpreted in a way where if you feel an item from a jump for a setting this weak shouldn't double a kryptonian-saiyan-god-demon-kaiju's attack strength it can be explained as scaling only partially to you so that as your power grows you get diminishing returns, without making the item specify that so if you want it to double you super duper special op form's attack power it still can.

Changelog:

Version 1.0.0: Released.