

Samurai Seven Jump

Version 1.0.0



Welcome to the world of Akira Kurosawa's Seven Samurai. Set in Japan in the late 16th century, in the dying days of the Sengoku period, and the first of Toyotomi Hideyoshi's rule, this is a rather mundane world that you are going to Jumper, one without... wait did Kambei just cut a battleship in half? Why are there flying machines? Where's Toshiro Mifune and why is Kikuchiyo a robot?

...

Alright. This seems to be a rather different take on the story. In commemoration of the 50th anniversary of the original film an anime adaptation seems to have been made. As a 26 episode anime the plot had to be expanded upon somewhat. And as an anime it appears there had to be giant robots and people parrying energy beams.

Years ago the Great War ended, and what was once a technological civilization capable of supporting fleets of air - potentially space - battleships, and transferring the minds of literal armies into robots has been reduced to feudal technobarbarism. The once mighty samurai now starve for lack of purpose, and the merchants now rule trading in energy cells to keep their cities running.

And the farmers live as they have for generations with medieval technology and backbreaking labor. Just now they have to deal with mechanized bandits and their flying harvest fortresses extracting as much rice from them as possible. But when they are pushed just a little too hard they will reach out for saviors to protect them. This is the story of such a rebellion from the starving and downtrodden.

But is that your story? Or will you do other things in this world? To help you make your way in this story take these:

+1000 Choice Points

And good luck and good jumping.

Location:

We ultimately see little of this world. One city, one shikimoribito settlement, a few villages, and the imperial capital. But there is more. Ukyo's adoptive father was a magistrate, but other magistrates exist implying other cities. And when talking about the capital, they mention there being other airship cities. You may begin in any location appropriate for your background and origin. If you're a drop-in you instead appear in a non-secure area of your choosing - in this case the Imperial Capital is off limits.

Age and Gender:

If you are a drop-in your age and gender are the same as at the end of the last jump. If you are not you may freely choose your age and gender as appropriate for your background.

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.

Drop-In: You are a stranger in a strange land. You arrive with neither memories nor background, appearing in the world with only what you have brought with you.

Merchant: While in an earlier age the samurai warriors were the elite, in this age it is you. You are a mover of wealth, and situated to enjoy your position of power and authority. At least if nothing shakes things up.

Peasant: The lowest of the low in the social order, born to root around in the muck of rice fields and to be exploited by merchants, samurai, nobuseri, the emperor, and really everyone else who can. It is not an easy life, but if you keep your head down it ought to be a survivable one, right?

Samurai: Elite warriors, now discarded like a dull and chipped blade. Unless you are particularly young, you may remember the Great War and when you and your kind were honored highest above all. But now the merchants have taken that position, and as samurai you are left begging for scraps to survive.

Perks:

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

Ninja? (200 CP): You possess impressive agility and maneuverability. Like a veteran samurai you can leap several times your own height, and run up walls. While unlike an experienced samurai you don't possess excellent combat skills you possess many things they don't. You're skilled in stealth and approaching quietly and unseen. This isn't as superhuman as your leaps and agility, but it is still a valuable skill. But speaking of how superhuman that other is, you aren't limited to running up walls. You are able to run down them as well, and to stand and walk on nearly vertical surfaces, as long as they aren't truly vertical or absolutely smooth. You can even manage to hang from ceilings by your feet, though you'll need something to hook onto or catch hold of to actually move and not just stick yourself in one place.

Sword Engineer (500 CP): You are a mechanical genius. Easily the match of Heihachi - of the giant tree launching, battleship destroying ballista - or Masamune - who maintained and may have built Kikuchiyo's impressive mechanical body. Besides possessing a great aptitude for mechanical engineering, repair, and maintenance, you are intimately familiar with the technology of this world from the miniature mechs used by the lowest nobuseri foot soldiers, to the technology used to place their leaders into mechanical giant mech sized bodies, building flying battleship palaces, swords that can cut through all of the above in the hands of a skilled user, and even the secret means of making the shikimoribito's energy cells.

Drop-In Perks

Indefatigable Spirit (100 CP): You're hard to get down. You just seem to have a wellspring of hope and self-confidence which doesn't fade easily. This won't prevent you from correctly estimating your chances, but it will help you to avoid dwelling on past failures, or allowing them to drag you down instead of using them to grow and move ahead in life to something more and greater. You will find that you are more resistant to feelings of envy, sadness, or dread. You can still feel such things, but their pangs, and excess heights are reduced so that while you can feel it they are less able to rule you.

Calling Out Society (200 CP): You are excellent at calling others out, cutting to the heart of their pride and their hypocrisy, and doing so in a way that jars others from self-righteousness and complacency. This does require you to be heartfelt and honest in these attempts, you must really believe it and be emotionally invested if you want others to be, but you can shake people's ideas and force them to listen. They may not always end up agreeing with you, you still need a working argument, and they'd have to actually care about being wrong, but they will be forced to actually face and consider it and not just dismiss it out of hand based on their preconceptions, or their pride.

Cold Flesh Warm Heart (400 CP): You may be a mechanical samurai - or maybe you aren't - but even as a man of iron, your heart remains one of gold. This means two significant things. First you are capable of caring and empathy. Even if you grew up among peasant farmers twisted into immoral monsters by the higher echelons of society, you could continue to empathize with people from the lowest farmers to the mightiest samurai. This won't guarantee you care about everyone. Some people are just selfish, self-centered monsters, haughty and arrogant assholes, or have crossed lines which should never be crossed whatever excuse they can give. But your heart will not grow so cold and jaded you no longer can.

Secondly, you seem to warm the hearts of others, giving you a form of charisma. This is not the charisma that makes men follow you, or helps you to win arguments. Still when you earnestly care about people, and are not scheming against them or attempting to manipulate and control them, it does make you somehow quite likable. You could be a continuously failing buffoon who brought danger and mischance time and time again, and still earn a place as a dear friend and ally in the hearts of your traveling companions as long as you really did wish for their best. In fact your presence just seems to lighten the mood of others around you, and bring cheer to them even in the moments of greatest darkness.

Fullmetal Samurai (600 CP): You are a mechanical samurai. You're not a nobuseri, but something significantly greater. You now possess a mechanical body towering head and shoulders over ordinary humans. As a machine you no longer suffer the weaknesses of biology, though you do seem to still be able to eat (and enjoy doing so) - perhaps you can use it for whatever engine fuels you though you don't seem to need to be refueled or recharged either. This includes the need to be intact. Dismemberment only impacts you by removing your ability to easily use that limb, and decapitation is a nuisance. Your consciousness still resides in your head, though, so try and keep that intact. And decapitation is only a nuisance, because you can control your body by remote from your head.

Beyond the advantages of being a machine and not flesh and blood, this form does give you great strength and durability. While samurai in this world will cut clean through you like you were flesh and blood, less skilled warriors with lesser blades will be as likely to bounce off as harm you, and even high powered rounds designed to penetrate metal will have trouble punching through your form. Taking a few dozen such shots point blank across your body will cause some significant structural damage, though even that wouldn't put you down easily. You're not indestructible, but you are tough. And just like you're tough, you're strong. Swinging around a sword as long as a man would be nothing to you, you could pull a sword the size of a mech out of the sand with some effort, and - half-ready for the scrapheap - you could possibly hold it firm against a crashing airship.

Merchant Perks

The First Lesson (100 CP): If it advances your cause then lying is alright. It's a lesson you learned very well. You are an excellent liar. You can tell a lie without a hint of stress or physiological reaction, and you don't really have a tell at all. It's as if for you telling lies comes as naturally as telling the truth. You're not bad at coming up with lies on the fly either.

Magistrate (200 CP): You are a skilled civic administrator and governor. You could keep a large city, or maybe even an empire, alive and thriving. Or you could line your pockets and get rich. This won't give you some great understanding of your people, or anything more than mundane skill in administration, but you could make a good ruler, if you don't choose to be a greedy one.

Killing Your Way to the Top (400 CP): There really is no better way to rise than upon the backs of the dead. At least it seems that way when you're around. Opportunities to advance your purposes through cold blooded murder seem to have a tendency to fall into place around you. You might need to be careful not to get caught - this won't make you immune to punishment or reprisal - but whether it's collaborators who are willing to reward you for murdering someone else, or simply chances to gain promotion by getting rid of your superior the chance to further your goals by murder will repeatedly come to you. Though this also helps you find such opportunities to murder those who stand in your way; the emperor who has recently declared you his heir is more likely to take less precautions against the idea that you might act against him.

Depending upon the scope of your goals, the amount this will help will vary. Obtaining a promotion you're next in line for will be easy. If you were declared the heir to a ruler and wanted their position, you'd find it fairly easy to kill them to become the new ruler. If you were a peasant who wanted to rule the country, well you're going to have to kill a lot more people and probably show some competence outside of murder. If you want to discover a cure for cancer, this perk won't carry you all the way to the goal, but you'll get breakthroughs by unethical and deadly experimentation on healthy patients.

The Prince (600 CP): You have the makings of one. You find it easy to recognize means with which to gain, consolidate, and/or keep political power and authority. In fact you seem to be a master in the field, with a talent and insight which would make many so-called great men of history proud or envious of you. You have an eye for public relationships and ensuring you get good press, as well as a talent for saying what will sway the masses to your side even as behind closed doors you ensure that they are

oppressed to a level where revolution would be impossible. Just realize that this perk's insight cares not for your moral limits, and many of the means with which to obtain power it will help guide you to are those completely lacking in moral compunctions. Also this is about political and pr steps you may take; it won't help you govern effectively or grant you battlefield tactical insight even if those things would help you gain power.

Peasant Perks

Perseverance is Our Birthright (100 CP): The life of a peasant is a hard one. Long hours of work, and living on millet gruel is not an easy combination. You need less food, and water, to survive now, suffering less detrimental effects from malnutrition, or exposure to the elements. You're in general able to survive and thrive in worse conditions than normal. This protection from exposure to the elements also extends to comfort; you could wear, show, a crop top, and a skirt while kneeling in the snow to break the ice over a frozen lake and not only be in no particular danger of hypothermia but actually be mostly comfortable. It only extends so far, so try and avoid arctic conditions unless you can layer a bit, though even then you'll cope better than a normal human, but maybe wear a coat.

Jewel Lost in the Dirt (200 CP): You are beautiful. Even without make-up or any artifice to enhance your appearance, you are lovely enough that someone could be surrounded by their pick of beauties from a city, or even a country, and you'd stand out as clearly superior to them all at a glance.

This goes a little beyond that as well. Your dirt and calluses? The sweat on your brow? These won't necessarily improve your appearance, but they don't seem to hurt it much either. Stinky odors your body would produce or which you'd acquire from proximity seem to stink less than normal. Labor will leave your hair almost perfect. And dirt is more likely to come off as cute than truly hindering your appearance. Though given you look this good in peasant grime, imagine what you'd look like if you actually did use make-up and artifice.

I Knew You Would Save Me (400 CP): When you are in danger your allies seem to have a knack for saving you. They're faster, stronger, and just plain better when they are acting to rescue you, and they have a way of arriving to your aid just in time. This can even apply to your allies who haven't accepted that they are your ally yet. When you're cornered by goons, you're liable to catch a glance of a friend, and be able to jump off knowing that they will manage to save you.

Village Elder (600 CP): You have a deep understanding of human nature and behavior. This understanding helps you to be able to recognize a person's qualities quickly, and with time to grow to really know them you can develop quite a sophisticated idea and understanding of how an individual thinks. This will help you to understand how they will act and react in a great variety of situations, as well as what they need, and how to

guide them without overt commands. It's not absolutely foolproof, but your grasp of the psychology of those around you is excellent.

Samurai Perks

Young Warrior (100 CP): You are a samurai. Even if you've not necessarily seen combat. You know how to use a sword, bow, the various weapons of this world including guns if you are that sort of individual, and basics of unarmed martial arts. You even have the physical fitness expected of a warrior. By the standards of the real world you'd be a very capable combatant even if you haven't fought a war, though this will only put you roughly comparable with Katsushiro at the beginning of the series.

Castle Building (200 CP): You are an expert in defensive fortifications, and preparations. You could look at a farming village and determine immediately how it would need to be modified to be defensible against an attack, what fortifications need to be built, where, and what choke points you could create. Imagine what you could do with the proper resources to build a proper fortress?

But defending a castle isn't just about designing its walls. You are an expert at drilling and training soldiers. You won't be turning peasants into samurai able to leap several times the height of a person, or cut through mechs, but you could teach them to be an effective fighting force and soldiers with mere days, and instill in them a sense of military discipline.

Vibratory Blade Technique (400 CP): The samurai in this world sometimes show a rather special technique. By vibrating their blades in their hands they are able to use them to disperse, deflect, and sometimes even reflect the energy weapons of even such mighty machines as the Imperial Capital's main cannon - at least in its lower output. You seem to have mastered this technique. It takes a little bit of focus, but when using it you may use an ordinary blade to deflect energy beams of all sorts, even those larger than you are. It won't help with more mass based projectiles, so don't try and use this to deflect an artillery shell. Some energy beams might be too large for you to parry this way, but at that point we're talking about waves of energy large enough to destroy fleets of mechas and even then you'll never know till you try.

As an additional benefit this technique makes for a good lock picking technique. Just vibrate a hair pin in the lock and if it doesn't break the lock open it ought to pick it.

Veteran of the Great War (600 CP): You seem to have survived the Great War, or at least anyone who saw your skills would believe it. You possess the agility and physique to keep up with the seven samurai themselves and with **Young Samurai** you will also possess combat skill to match Katsushiro at the end of the series when he can fight almost as their equal, able to cut down towering mechanical samurai though not without some

effort, and possessing the skill to parry projectiles out of the air or catch blades with your bare hands.

Unlike Katsushiro you seem to possess one of the specialties of the other samurai. Though which one is your choice.

- **Danger Sense:** Like Gorobei you possess perception and awareness of danger which far excels even the other samurai. This seems to go beyond mere mundane perception and towards a sixth sense for killing intent. Even in dense fog you could feel someone preparing to fire their gun in time to leap in to intercept the shot. This sense for killing intent doesn't seem to possess a true range limit - if someone attempts to fire at you from beyond the horizon you will sense it as the shot is fired. It isn't even limited directly to yourself, you can sense attacks towards those around you as well. This comes with an excellent sense of the timing of attacks helping you to catch or parry them.
- **Sword Play:** Like Kyuzo you excel in swordplay and combat beyond even the other samurai. Enough that even Kambei would have to admit defeat against your skill. Where other samurai struggle against the larger nobuseri, you are able to make defeating them look nearly effortless, leaping and running across their bodies with ease, as their limbs fall away from their bodies, or cutting through their heads and torsos effortlessly striking at their joints or the weak points in armor. You are also able to wield two swords with the ease of one.
- **Tactical Genius:** Like Kambei you are a master of tactics and plans. While you are not the best manipulator in the series, when it comes to battle - both psychological and otherwise - you are an expert, able to match Kambei himself. Whether it's freeing a child - safely - from a hostage taker, defending a village from bandits, or freeing women from the emperor's harem you find plans come to you naturally. This is best for short term manipulation and battles, and your knowledge of psychology is best for short term duplicity and throwing enemies off for a few moments; it's tactical genius not strategic after all.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. Additional copies of an item which costs 100 or more CP are discounted even if the first was not.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

All vehicles/mechs/weapons purchased here will have their energy cells recharge when not in use, and their ammunition replenished over time.

Durian Tree (50 CP): This patch of garden exists as a warehouse expansion, or else appearing attached to some dimension or property you possess (failing that just appearing near your start location in a jump). In this patch of garden is a terrible smelling durian tree which will regularly bear fruit. Despite the odor, the fruit is quite delicious, and the tree seems to be able to grow and thrive without care in any sort of environment from the most desolate desert to verdant rainforest where the canopy chokes out all sunlight to an underground cave or even on an asteroid in the vacuum of space. Trees grown from its fruit will not possess this special advantage.

Tortoise Express (50 CP): This is a bipedal tortoise of a proper size for a human to ride. This reptilian creature is faster than a horse with greater endurance. If it dies or is lost it will be replaced within 24 hours.

Trash Can Mech (50 CP): This is a small mech shaped like a giant trash can. It's only a little larger than a human, being shaped like a giant trash can a human can sit in. Besides its main cylinder and lid, it does possess a pair of stubby legs that it can walk on, and a pair of longer arms which can wield the large, cleaver-like sword it comes equipped with. Its greatest value is probably its ability to fly. It's not super fast, no faster than a human, but it is a flying, piloted machine capable of wielding weapons.

Each additional purchase of this item triples the number of these so-called mechs you receive.

Nobuseri Mech (200 CP): Normally this machine wouldn't be piloted, but the body of a mechanized samurai. In your case, however, we'll be giving it a cockpit so you can fly it without leaving behind your - likely highly augmented - body. Approximately the same

sort of scale as a gundam, towering several times the size of a human, these mechs come in a few different varieties and weapon configurations. You can choose from a massive two handed sword easily the size of the mech itself with a head mounted lightning weapon, or a shield and smaller sword, along with a large gun which holds six rounds and shoots bullets larger than men's heads - large enough that even a samurai would have trouble deflecting them.

Energy Cells (400 CP): The shikimoribito maintain their independence due to their monopoly on the creation of these massive electrical energy cells. While they might not be as useful or necessary to you, as any vehicles you purchase here already possess a recharging power source, they can still be used to trade, power cities, or other machines.

You receive an abundance of these energy cells, enough to power the Imperial Capital for a year. And you will receive a similar amount every 4 months. You are also given instructions and blueprints on how to build more, modify machines to receive energy directly from them, and 10 of the protective suits the shikimoribito wear to handle them and their deadly energies.

Harvest Fortress (500 CP): This is a replica of one of the Harvest Fortresses used by the Nobuseri. It is a floating battle tower, and while it lacks the heavy weapons of the Imperial Capital, it is a troop carrier and unlike the Capital available here it comes fully manned. The exact numbers are unclear, but it has a dozen or so full sized nobuseri, along with numerous smaller trash can mechs, robotic foot soldiers, and the scout units used by the nobuseri. While normally the trash can mechs would be piloted by flesh and blood humans, these have been fully mechanized. All of these mechanical warriors have had their souls removed leaving them as nothing more than obedient machines - though this does impact their combat abilities somewhat.

Lost soldiers will be replaced over time, taking a year to fully replace them if they are all wiped out.

Drop-in Items

Family Scroll (100 CP): This scroll you stole 'found' demonstrates that you are, in fact, a samurai, born from a long and distinguished line of samurai. And unlike that of a certain farmer turned mechanical samurai, yours doesn't say you're a tween girl.

In future jumps this scroll will update to be a local form of identification. It will always be good enough to pass legal inspection, and claim that you are part of a tier of society above the common people. This ID will not present you as high nobility, or the highest rungs of the upper classes, but it will put you in a privileged class if there is one below such lofty peaks and even if there is not it will identify you as coming from a 'good family'.

Flag (200 CP): This nobori, or Japanese style banner, bears a design indicative of you and your allied forces. When you go into battle under this banner, you will find that differences within your allied forces - whether cultural, social, physiological, or otherwise - seem to be smoothed over in a way to allow you for at least the time of the battle to work together with your capabilities harmonizing with each other and supporting each other, instead of allowing your differences to cause unrest or a loss of battlefield cohesion.

Engine Powered Sword (400 CP): This is a large sword, almost too large for a person to wield. The back is serrated, and there is an engine in the hilt which can not only cause these serrated teeth on the back to move somewhat like a chainsaw - which it sounds like - but also to greatly increase the power, force, and destructive impact of your swing. A normal person might be able to cut through a wall without much effort, and if you were as strong as Kikuchiyo you could destroy a small building, or cut through a large support pillar in a single blow. Who knows how powerful it would be if you were significantly stronger than the mechanical samurai.

Machinist's Workshop (600 CP): This isolated and unassuming building seems to be a scrap or junk shop. Of course appearances are somewhat deceiving. This building is fully equipped to serve as a mechanic's garage as well as a swordsmith's forge, possessing a strangely schizotech mix of tools and machinery to help with both space age and medieval constructions. In addition to tools and worksites, it possesses a steady supply of junk and scrap to help you repair or build what you need, and in case you're not the engineering type yourself, there is an old mechanic here who is good at fixing up any technology or weapons you bring him, at least as long as an ordinary (but well trained) human could fix it, or if it was purchased directly from a jump doc. And when it was

called isolated and unassuming we meant that. People seem to pass by it without noticing it, or just to ignore it. This effect won't stand up to a well maintained or disciplined search of the area, but people are less likely to bother you here, and they'll take longer to check it than normal in such a rigorous search.

Merchant Items

Macha Making Robot (100 CP): This is a small wheeled robot designed for the purpose of making and serving green tea. It makes excellent green tea in proper tea ceremony fashion - at least as much as a tower shaped wheeled robot can - and comes with a replenishing stock of supplies with which to make it, as well as several tea cups and the ability to clean them. It could be programmed to make other hot beverages with machine-like precision and care for excellence, but would not possess automatically replenishing supplies to make these drinks.

Life Support System (200 CP): This is a large, wheeled, machine which rises up in the center as a (thick) glass cylinder filled with bubbling green fluid. If a macroscopic living organism is placed into the cylinder tubes within it will immediately attach themselves to the creature and keep it alive. This life support could indefinitely maintain the life of even a disembodied brain, or brainless material as long as it was alive when placed within it. However if the fluid is drained - such as by shattering the glass - or the power supply of the machine is disconnected it will no longer function. Its power supply is built in and because you're paying CP for it, as long as it's only used to power this machine it will never run out, but someone could open it up and turn it off. So maybe don't let people who want to kill whatever is inside mess around with the machinery.

It also possesses speakers allowing the individual inside to speak to the outside world - or perhaps think at them as it doesn't seem to require them to be able to move their mouth or even have one - and audio receptors to feed them audio information.

Paradise (400 CP): This warehouse attachment is several chambers and bedrooms filled with beautiful women (and/or men). Don't worry about them being fed, or needing to leave these chambers. They never seem to do either, and in fact can't leave these chambers. They are however extremely fond of you, all of them rather devotedly in love with you, and eager to serve your needs or just help make you feel more comfortable and at peace.

If you don't have a warehouse they may attach to a personal dimension you possess, or some other property you own.

Capital (600 CP): This is a large flying battleship which has been repurposed as an imperial palace. Yours doesn't come with courtiers, or a crew, though it does seem to be largely automated so it doesn't require that large of a crew, but you'll have to find a way to man it yourself. Still it possesses richly appointed living spaces, imperial throne chambers, and of course weaponry. While it does not have a great number of guns, those

it does fire energy blasts large enough to mostly cover the body of a larger nobuseri - easily several meters wide - with a forward main cannon capable of firing a beam which can blast through an entire swarm of such mechs, a beam which at close range and full power has a diameter measured in the tens - possibly more than a hundred - meters though from extreme range such as the very edge of the horizon as a flying palace would be seen from a mountain top it can be reduced to merely larger than a man is tall. This beam is also slow enough that people could observe it wiping out enemies on its way towards them, seeming to be closer to an arrow - or thrown spear - in speed than to a bullet or much less a laser. It's big and powerful enough that that shouldn't usually matter, but beware some samurai can parry energy beams.

Peasant Items

Nobuseri Gun (100 CP): This is a large handgun. Large enough to rest it across the backs of three men, and firing projectiles larger than heads. If you couldn't tell this is a gun designed to be used by a giant robot. Given the recoil could knock down the three men supporting it, and the man firing it, you'll have to be a bit inventive if you want to fire it, but as one of their weapons it could take down even one of the larger nobuseri mechs.

White Rice (200 CP): This is a large bundle of rice, enough to feed 20 men for a month. And you'll find that it refills once a month. Guaranteed to be the most delicious rice you can find.

Giant Ballista (400 CP): This is a massive, and I do mean massive, wooden ballista, designed to launch sharpened pieces of wood. Or perhaps it'd be better to say sharpened redwood trees, as given the massive size of these projectiles other trees are definitely too small to provide them. The canon version of this ballista needed to be positioned at the edge of a cliff to launch its projectiles by breaking off parts of the cliff and using the falling rocks as counterbalance. Yours thankfully doesn't have that requirement, and can launch redwoods miles through the air without that. It doesn't come with a crew or a means of moving it, though. It does, however, come with a sharpened tree to launch, which will automatically replenish itself after 1 day if used as a projectile or it's lost to you; if you use the wood for other things though it won't replenish till the next jump. It does come with sled runners on the bottom, and ropes to allow a team of beasts of burden to pull it and position it in place.

Dowsing Crystal (600 CP): Really more of a medallion or pendant than a crystal, though it does seem to contain some crystals inside of it. This pendant possesses an ability to detect energy flows, at least within the hands of a proper user which you now are. The easiest energy flows to detect are those of water, allowing it to detect groundwater reserves, flowing water, or the like. Still with time you can learn how to use it to predict upcoming weather, to feel the energy of the world giving you vague vibes as to the nature of distant places, to detect things like the stench of battle on individuals with it, or possibly detect other things about people.

In addition to this general sensitivity to energy allowing it to be used as a detector, if you hold it over water you may use it to observe distant events in a place you have long dwelt in and see in your heart as home.

Samurai Items

Firefly Gruel (100 CP): While rice prepares the body, this gruel prepares a warrior's soul for battle. You don't get much of it, only a single bowl of the gruel once per week, and it's not exactly delicious or filling; it's not something you could live on eating as your primary meal over and over again. However when you eat this bad tasting, thin gruel the eve before battle you will find that your heart is strengthened for battle. You are braver, your nerves a little more firm, your senses a little sharper, your sword hand a little quicker, and your skills a little more true. It is not some massive empowering, but it's a good meal before going into a potential life or death battle.

Anti-Tank Sword (200 CP): The Great War ended once weapons were made which surpassed the nobuseri. We're not given details, but this sword may be such a weapon. This is an ordinary seeming katana, at least on the outside or at a glance. Its effect on vehicles, and robots, though is something far more. It simply seems to be more effective against them. Even an unskilled warrior could cut down a nobuseri with this weapon, as it cuts through reinforced metal with the ease of cutting through thin cloth, and has some property which seems to spread out and maximize the damage inflicted to machines struck by it. If you had sufficient speed and force behind you, and hit with great skill at the right spot you might even be able to cut an airship out of the sky with this sword.

Assault Vessel (400 CP): This is an interesting vehicle you've got here. Half-sword and half-attack craft, it is shaped like a massive sword with a hilt almost half the entire length of the weapon. And by massive we're talking about a weapon longer than nobuseri are tall. The 'blade' is wide enough for a man to stand on the reverse side of it, and long enough that several people could. A single-person cockpit controls the flying vessel, and it is a fast and agile attack craft - at least as this world measures such things. It lacks ranged weapons, but its giant blade is at least good for ramming. And if you had the strength, or maybe a mech of your own, it could be used as a giant sword. The thruster on the back ought to help with those super robot attacks.

Firefly House (600 CP): Well maybe it's not the Firefly House, but it is a similar establishment. This is an inn in the traditional Japanese style. There is a common room where entertainment and dining are available, as well as more private dining chambers, and of course rooms for people to stay at. The inn is fully staffed by several fine and respectable serving girls, who also help to entertain guests. A capable manager is included to oversee the staff and inn in case you don't want to run it yourself.

Though there is something a touch special about this place. It is a place where people let loose, sing and dance, and forget the cares of the world. Those who come here without ulterior motives will find themselves relaxing and enjoying themselves more easily than they normally would. Beyond that once inside social class doesn't matter, or at least it matters a lot less than it normally would as people find themselves all equal in the act of seeking freedom from worry... at least as long as they have the cash to afford it.

Companions:

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

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

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

Mechanical Samurai (50 CP): This nobuseri has decided against a career in state-sponsored banditry, choosing instead to follow you wherever you lead. More honorable than the norm for these mechanical samurai-turned-bandits he still seems to have vestiges of his samurai honor. And he has accepted you as his master to serve faithfully and loyally unto the death. He has, however, like most nobuseri had his body completely mechanized becoming a flying mech more than a dozen meters tall, and armed with mech sized weaponry.

If you wish you can import a mech you possess to serve as his body.

Drawbacks:

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

Adaptation (Toggle): There is apparently a novelization and a manga adaptation of the anime; with the manga having the great war have been interplanetary instead of just with 'air ships'. I lacked access to either however, so the jump was made around the anime. If you'd prefer to go to one of these adaptations however, feel free.

Harvest Season (Special): The series takes place over a fairly short period. It begins a few weeks before the rice is ready to harvest, and while it is harvested, even the final battle happens before the first snow. The final episode has several months pass until the planting season to show the village returning towards normal life once again. All in all even including that final portion the series takes place over less than a year. If you'd like you may reduce your time in this world down to merely from the beginning of the series till the end of the next planting season, or about 10 months. If you do so, you will receive ½ the CP reward from any drawbacks you take, however.

Adrenaline Addict (+100 CP): "I win: you buy me lunch. You win: I'm dead." You might make such a gamble. You aren't suicidal. You seem to instead be addicted to the thrill of knowing your life is in danger. You won't actively seek to die. But you will actively be seeking out dangerous situations which push you to the limits of your abilities to survive them. Hopefully this world can provide you with what you seek... or maybe it's better if it can't.

I Haven't Seen Food in a Week (+100 CP): You have to eat even if you normally wouldn't. Out of jump sources of food will not be there for you or simply do not function - even things like creating food with out of jump powers will fail - and even replenishing supplies of food purchased in this jump don't seem to replenish. The same applies to wealth and money too in case you were planning to buy your food that way. You will have to work for, or steal your food.

It's Dishonorable (+100 CP): You have become obsessed with honor and face. You refuse to act in a way which would be dishonorable for a samurai of this world, and you are keenly aware of when any action makes you lose face or social standing within it. You will not willingly act in a way to reduce your honor or face, and when someone has dishonored you or made you lose face you will go to extreme ends to avenge and correct this wrong.

I've Been Through the Desert (+100 CP): The Great War seems to have left many sandy deserts behind in its wake. Or something. You will certainly be seeing many deserts as when you go from one place to another you will find that the trip is always extended by a sojourn passing through the desert. The distance traveled through this desert will be reflective of what the distance you'd normally be traveling would be; the longer the trip the more extra desert padding to it. And before you decide to just teleport to skip it, you'll find that attempting to teleport or travel between dimensions takes you to the desert forcing you to traverse it without such means before arriving at your destination.

Man of His Word (+100 CP): You are a man of your word, honor bound to keep it faithfully under any circumstance. Once you have given your word you will do something you will do it or die trying.

Targeted (+100 CP): A powerful merchant, or even magistrate, has taken a personal interest in you. They are willing to ruin themselves in the attempt to claim your head, hiring mercenary samurai, making deals with nobuseri, and using all of their influence to try and turn the imperial court itself against you. And worse, they have a tendency to get away with things and somehow not only retain their power but gain more of it. It's not impossible to end them permanently, but you can expect it to take multiple tries and for things to escalate on the way.

Great War (+200 CP): The battles of the series are small compared to those few glimpses we are given of the Great War. Even the Imperial Capital is just one battleship from the Great War which saw entire fleets of such vessels, each with a guarding screen of nobuseri fighting along each side, warriors as capable or more so than Kambei as well, and implications of nuclear contamination. Now you will be arriving in the midst of the Great War instead of the present, and you will be guaranteed to get embroiled in it and its battles.

Gun vs Sword (+200 CP): And you're on the gun side. You are completely unable to use any sort of ranged attack. Even something like a whip is too long ranged for you. You could probably use an ordinary spear, but you might not want to risk a particularly long one. After all, if you do try and use some form of long ranged attack despite this, you will end up hitting an ally, something you value, or somehow wounding yourself in the process.

It's a Part of Bushido to Help Those in Need (+200 CP): You feel the compulsion to help others. And people in need of help keep finding you. These people will need your protection and aid time and time again while you are here, against merchant's with their samurai bodyguards and mercenaries, against the nobuseri, against the capital itself, and potentially even worse and more dangerous things. There's never a decent reward - you're lucky if they can feed you while you help them - but at the end of the day you'll help them even if it's for free and means giving them your food. And they will always find you.

Nobusescalation (+200 CP): Nobuseri seem to have taken a personal affront to your existence. Wherever you go you will often encounter attacks by nobuseri and their harvest fortresses. No matter how many you kill there always seem to be more of them, and they don't seem to have a reason to attack other than to kill you. And when we say no matter how many you kill there always seem to be more of them, it might be better to say the more you kill the more of them there seem to be as their forces will grow slowly throughout the time you are here until you are facing truly epic scale battles the likes of which haven't been seen since the Great War.

If taken with the Great War drawback, expect these forces to be much larger from the start and only grow from there.

Superior Samurai (+200 CP): Whether you were once a great samurai, are a powerful merchant, or even are a lowly farmer who happens to be a jumper, you are better than those around you. You possess an overweening sense of pride and arrogance, considering everyone else to be beneath you, existing only to serve you and make your own life more pleasurable. They are things to be used. This will also lead you to underestimate everyone else around you. They could never truly match you.

Malfunctions (+300 CP): Something seems to be wrong with your body. From time to time it will just fail you. Well it's not just your body. Any psychic powers, supernatural abilities, magic, or what have you that you possess will fail at the same time. During these bouts of malfunctions you won't be able to walk on your own, maybe stand if you have something to lean on, much less fight, able to do barely more than think and talk. You will require rest and repairs... er medical attention... by a professional to recover from these bouts. It's difficult to predict when such a malfunction will strike, though intense activity or worse receiving damage in battle, will make it more likely to strike. Thankfully these malfunctions seem to strike after battle, not during it, but you may still be in trouble if you must fight twice in succession should it strike between battles.

Never Feel the Sun (+300 CP): Perhaps it is an after effect of something used in the Great War, but your body is stunted and shriveled and unable to survive outside of a life support system like that used by the emperor. Thankfully you will be provided with such a life support system. Hopefully you can make sure that no one stabs it or unplugs part of it, because should it stop functioning you will die.

If taken with **Malfunctions** the malfunctions will be more common than they normally would be given total bedrest, and often triggered by use of any powers you possess. Worse when you suffer one of these malfunctions so too will this life support system causing it to shut down, even as you lose access to all your more than human powers and abilities. Hopefully you have a good mechanic on stand-by to at least get the life support turned back on before you die, because they'd only need to be a little slow once.

Sold Your Companions to Nobuseri (+300 CP): And your followers too. Though it might not have been the nobuseri. It actually might have been a variety of merchants. Either way your companions, followers, pets, AIs, and any autonomous allies you would normally bring with you have been sold or given to various corrupt individuals throughout this world. You will be unable to retrieve them during your time here, though you might manage to see or speak to them briefly, and they will be forced into obedient servitude to these individuals, potentially even putting them into opposition to you. You must have companions (and not just followers/pets/AIs, etc) to take this drawback. Hopefully you can convince them to forgive you for doing so.

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, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Vibratory Sword Technique for beam parrying is not included in Veteran of the Great War. You might be able to learn it here, but if you don't pay CP for it the nonsense anime physics needed to make it function won't be there to let it work in future jumps.

So TVtropes said show notes stated Kambei's sword was an anti-tank sword. I couldn't find them. But the anime did state that they developed weapons which allowed samurai to destroy battleships and nobuseri and showed the scene from the beginning where Kambei cut the front of a battleship in half so I decided that probably meant his sword and it became the Anti-Tank Sword item.

Similarly Kikuchiyo's sword sometimes made chainsaw noises and in some scenes had serration on the back. Coupled with he doesn't do any big feats of destruction when wielding a random sword like he did routinely with it, that is until he wields a random giant mech sized sword, I made the Engine Powered Sword item to sort of explain the discrepancy.

Changelog:

Version 1.0.0: Released.