



by Taiyaka

Welcome to Nippon, a land much like mythical Japan. For all its beauty, it is a land rife with gods and monsters. You begin at the moment Okami Amaterasu raises the sun in Kamiki Village, and will remain for ten years.

Take **1000 CP** to aid you on your journey.

Origins

Any of these can be taken as a Drop-In.

Human

You're a standard, baseline human. You grew up in a family of commoners and probably learned a trade, or maybe you went to the capital and became a guard.

Roll 16+1d8 for your age.

Poncle (+200)

You are a Poncle, one of the inch-tall people of Ponc'tan. You have been taught how to paint by the village elder in preparation for the return of the gods to Nippon. It's your duty, after all. However...

You are small. This is a problem; animals will try and eat you, travelling takes forever unless you can hitch a ride, fighting is almost impossible, and people find it harder to take an inch-tall person seriously.

Roll 15+1d8 for your age.

Moon Tribe (100)

You are one of the golden-haired people of the Moon; though you fled it long ago upon its attack by demons, it still looms large in your thoughts.

You can be anywhere between 50 and 300 years old, but roll 17+2d8 to choose the age of your physical appearance.

Brush God (200)

A refugee of the Celestial Plain and one of the eight million gods of Shinto. The thirteen Brush Gods in the game are based on the Eastern Zodiac with the cat included.

Choose a mundane animal or non-unique creature from Japanese folklore to be your divine form. You are now a white version of it marked in crimson patterns. You will not be able to speak in this form, but people understand you anyway - even if they lack the faith to see your divinity.

If you choose the animal form and signature technique of an existing Brush God, you will take their place during your stay here (see Divine Zodiac under Drawbacks).

Demon (200)

You're a demon. A creature of darkness. A being that spreads misfortune and disease throughout the lands of mortals. While you're no equal to a boss monster like Orochi or even the Spider Queen, you're capable of causing plenty of trouble on your own.

Age doesn't matter for demons. You could have crawled from your master's shadow yesterday, or perhaps you were an animal that lived a hundred years.



Location

Roll 1d8 to leave it up to the Dice Gods, or choose to begin in an area associated with your origin.

1. Kamiki Village

A little village in the mountains with many, many cherry trees and a bloody history of sacrifice to Orochi. Home to the sacred tree Konohana.

Humans and Brush Gods can begin here.

2. Moon Cave

A lair of demons, currently inhabited by Orochi. Should you make your way outside, be prepared to be confronted by the Tao Master Waka, who has guarded it day and night for the past hundred years.

Demons can begin here.

3. Taka Pass

A great plain in the mountains that connects the Agata Forest with Ryoshima Coast, this is the location of Kusa Village and the Gale Shrine.

4. Sasa Sanctuary

Location of the Sparrow Inn, where only the pure of heart can enter - and the name isn't just a colourful turn of phrase, as it is run by a clan of human-sized sparrows.

Moon Tribe and Brush Gods can begin here.

5. Sei-an City

The capital of Nippon, seat of the Emperor and of Queen Himiko. Many fine craftsmen live here, as do the members of the Tao Troop.

Humans and Moon Tribe can begin here.

6. Oni Island

The other major demon lair in Nippon, this time ruled by the Demon Lord Ninetails. Oni Island changes its location every sunset, but is always in the sea off North Ryoshima Coast.

Demons can begin here.

7. Kamui

Far to the north of Nippon, Kamui is a frozen land said to be the home of all demons. It is also the home of the Poncles, who have a village hidden deep within the endlessly shifting forest of Wep'keer.

Poncles can begin here.

8. Free choice.

You can go anywhere from the above, or indeed anywhere in Nippon.

Perks

General:

Painted Screen (free)

Ever wanted to live in a moving ink wash painting? Now you can! You can even switch between other sorts of animation if you so desire - and toggle it off entirely, of course.



Kagura (free)

You now have semi-traditional Japanese music as background music wherever you go, whether in your head, audible to those around you, or switched off altogether.

Fighting Skills (free)

It's a beautiful land, but not without danger. Here's enough basic skills to tide you over.

Wandering Artist (free)

With this, you are a virtuoso of the ink brush. Your calligraphy is exquisite, and your painting even more so.



Two to Tango (100)

Sometimes even a Jumper finds themselves in a fix. Ask for help from those around you and you will be given what you need, if not necessarily what you want.

Leap Before You Think (100)

Taking this perk guarantees that recklessness will turn out in your favour, most of the time – but when it doesn't, expect it to fail *hard*.

Spiritual Power (100 to Human, free to all others)

Perhaps you are a priest, long trained in the traditions of Buddhism or Shinto. Perhaps you are a member of the capital city's Tao Troopers. Or perhaps you are simply naturally gifted. In any case, this grants you the ability to see spiritual matters hidden from the clouded minds of mortals. Such as, perhaps, the telltale markings of the gods...

Resolve (200)

Fix yourself on a task - any task - and you will have the willpower to see it through to completion. No matter what.

Human:

Greatest Warrior Ever (100)

Pick a weapon available in ancient Japan: sword, spear, bow, fan... You are now an undisputed master.

Craftsman (200)

Pick a craft available in ancient Japan. Whether it be brewing sake, pottery, crafting bamboo, or cooking, you are now a master. Can be taken multiple times.

The Amazing Pyrotechnician (200)

You have an instinctive knowledge of fireworks and of explosives in general. The proportions of ingredients, the correct length of a fuse, how to make a clear image in the final explosion... all these are now in your grasp. The gods can step over, because you're putting new constellations in the skies.

Sticky Fingers (200)

You are an amazingly skilled pickpocket. So amazing, in fact, that you can steal a mask off someone's face and they won't even notice until they get home.

Dangan Express (200)

You have effectively limitless stamina, and can run like an Olympic-level sprinter more or less indefinitely - with no worries about tripping up.

Jumper-Sensei (200)

Even gods need teachers, and you're good enough at it to hammer knowledge into the most determined of blockheads.

Konohana Shuffle (200)

By dancing with enough fervour, you can funnel your energy into the healing and growth of living things. Also dispels curses, which is handy if you have a possessed tree lying around.

Priest/Priestess (400) (requires Spiritual Power)

You may be trained as a priest, a member of the Tao Troop under Captain Waka, or simply have learned through experience. As such, you possess the knowledge and skill to slay demons and deal with other spiritual issues, which updates as you enter future jumps. Such issues include healing, exorcism, and putting up barriers against evil.

Oina (400)

You are a blood relative – or indeed an outright member – of the Oina tribe. At will, you can transform into a wolf and back, retaining your mental capacity. In future jumps, the wolf will become an alt-form.

Poncle:

Talk to the Animals (100)

You can now understand what animals are saying, and they will understand you in turn.



Disproportionate Strength (200)

You are far stronger than you have any right to be for your size, to the point you can carry something fifty times your weight with little effort.

Little Bouncing Friend (400)

You get away with being outrageous – sneaking into people's clothes, making comments about their figures, or even just insulting everyone you meet; you actively have to try to make people take offence. And when it comes to the crunch, people will listen to you about how to solve the current crisis – provided you actually have the right answer.

Celestial Envoy (600)

In any universe that has deities, you will have an easy time earning their aid. In fact, they will be downright eager to help you, provided you in turn do your best to spread the good (or bad) word and gain them worshippers.

Moon Tribe:

Moonlight Beauty (100)

You are beautiful in a way rarely seen in mortals; the Moon's light is reflected throughout your entire being. And like moonbeams on the surface of water, it's the sort of thing people notice.

Immortal (200)

People of the moon are exceptionally long-lived; now you cease to age entirely.

(Half-Baked) Prophet (400)

You are given glimpses of the future whenever you choose to look. With time and practice, these become full-blown visions.



High Tech (600)

The Celestials were a people of magic; the Moon Tribe, a people of science. You have the knowledge and understanding to operate and craft Moon Tribe technology ranging in size and power from the Water Tablet to the Ark of Yamato. Don't expect to build Yami's power suit.

Brush God:

No Hands (100)

No hands to use a weapon? No problem; now you can just float it beside you and use it as intended - but you're only as good with it as you are while wielding it in your hands.

Praise Be To Jumper (200)

Do good, and be worshipped out of gratitude. Do evil, and be worshipped out of fear. Being prayed to grants you power.

Hidden in the Stars (200)

Lets you hide as something innocuous until someone comes along and fulfils whatever condition you set to break your seal. And it will be broken, though not always by an ally.

Great Divine Intervention (200)

You can force evil influence such as a curse into a shape you can beat up. Kill it, and whatever it was affecting will be freed.

Guardian Sapling (200)

Not necessarily a tree, but you can designate an object as a guardian of an area. As long as it stays in place and remains whole, evil will not approach it, and anything under its aegis will be resistant to corruption.



Golden Gate (400)

Once per jump, you can set a checkpoint. Upon death, you will respawn at the time and place you set the checkpoint. You can only respawn once per jump.

Celestial Brush (400) (first free to Brush God)

Allows you to use one of the thirteen Brush Techniques carried by the Brush Gods in canon (see Notes). Alternatively, choose a power that can reasonably be performed through drawing a symbol with only a few strokes of the brush. Can be taken multiple times. Runs off a metaphysical pot of ink which runs out as you use your brush; overusing any brush technique leaves you unable to use the brush at all for one hour. The ink refills slowly when not being used.

Of All That Is Good (800)

You embody life and light in all its forms. Flowers grow in your footsteps and your light chases away the corruption of darkness (both of these can be toggled if you want them off). Only things of evil essence can truly harm you now.

Demon:

Dungheap Slimebucket Goulash (200)

You now have a demon's iron digestive tract. Rotten meat? Bits of other demons? Human flesh? You can stomach it, no problem! Doesn't necessarily mean it tastes *good*, though...

Human Sacrifice (200)

You can demand regular human sacrifices from a community and they will be given willingly, if not gladly. Note that this does not preclude a wandering hero coming along to sort you out.

Darkness Upon The World (200)

You can corrupt an area of land so thoroughly that all humans in the area are turned to stone, and all vegetation withers and dies. Naturally, this can be reversed if you choose.

Imp (400)

You're hard to kill, to the point you can be cut in half and spring back together with no ill effects. Take too much damage, however, and you will still die.



Shapeshifter (400)

You can take the shape of any human you have personally killed, and impersonate them so convincingly that even their closest friends will be fooled.

Ruler of Darkness (800)

You are the very epitome of evil; so evil, in fact, that even space and time distort around you, and you cannot be harmed by any non-holy weapon. You can also spawn lesser demons which return to you upon their death, including any power they have gained while separate from you.

Items

All items are discounted and 100-point items are free for their origin. However, only the first purchase counts; subsequent purchases are full price.

Anything broken, stolen or lost will respawn in your warehouse a week later.

General

Presents from Issun (free)

You receive a copy of the original game that runs on any hardware you so desire, a copy of the artbook, and the full five-disk soundtrack, along with a plushie Amaterasu (or Chibiterasu, if you'd prefer) complete with paintbrush tail. Isn't it cute?

Treasures of the Study (100)

A lacquerware box containing several fine ink brushes of varying sizes, a jar of mundane ink that refills over an hour once emptied, and as many blank scrolls as you could ever desire. It also contains your personal seal, a water-dropper, an inkstone, and ink sticks in varying colours for if you prefer to grind your own pigments.

The scrolls and ink sticks replenish over a week once used.

Golden Lucky Cat (200)



A golden, or at least gilded, maneki-neko figurine. Carry this, or have it in your house, and money and valuable items will seemingly fall into your hands.

Dragon Orb (600)

This is the treasure of the Dragonians, or at least a very good imitation. Hold it. Focus. Turn into a sea dragon large enough to be used as a bridge.

Human:

Weaponmaster's Prize (100)

It's a regular two-edged straight sword, closer to a tsurugi or jian than a katana. What more could you want?

... or you could pick any other weapon that would conceivably be available. Either way, it's the pinnacle of the maker's art.

Millet Dumplings (100)

A small bag of tasty dumplings, that is always full and always at a perfect temperature. Great for the aspiring warrior.

8 Purification Sake (200)

A jar of excellent sake which can pull double duty as holy water. Get a creature of darkness to drink this and they will get drunk far more quickly than they would with normal booze. It's also golden and sparkly, and refills over a week once emptied.

Prayer Slips (200)

One hundred and eight slips of paper that banish, or at least severely discourage, ghosts, demons and other malevolent spiritual entities. You also gain the knowledge of how to make more when you run out.

Crystal Ball (400)

A crystal ball roughly the size of a human. Gaze into it and focus, and it will show you whatever you ask. Speak while focusing on a person, and they will hear you as clearly as if you were standing beside them. It also throws up a holy barrier while being used, so you don't need to worry about being ambushed. Not much, anyway.

Dojo (600)

Within the walls of this small dojo, you can teach any martial art you understand well, even if you are not yourself physically capable. Comes with an endless supply of training dummies.

Poncle:

Denkomaru (100)

A sword fitted to your stature. Grows and shrinks to fit whatever body you happen to be inhabiting at the time, be it small as an ant or large as a mountain. Also serves double duty as an ink brush. Can be imported into, if you have a sword you really don't want to give up.



Travel Guide (200)

A series of scrolls containing useful information about the land of Nippon. In future jumps, these update to include whichever world you happen to be in.

Lucky Mallet (400)

Upon being smacked with this mallet, you can become small enough to fit through the eye of a needle, grow back to your normal size, or any point in between.

Forest of Deception (600)

This forest, like Wep'keer, changes endlessly, and any living thing that spends too long inside will find themselves wandering out at the same point they entered. All except for you. At the centre of the forest is a small house that no-one can find without your invitation. The forest can be imported into future jumps or left as a warehouse attachment.

Moon Tribe:

Water Tablet (100)

Seemingly a blue stone tablet that allows the bearer to run across water like it were solid ground.

Pillow Talk (200)

It's a bamboo flute. That becomes a lightsaber. You can also have it be a polearm like a spear or naginata.

Fire Tablet (400)

Like a red version of the Water Tablet. While carrying it, you are immune to fire, to the point of allowing you to swim in lava with no ill effects. Also gives you a nifty halo.

Ark of Yamato (600)

A massive sailing ship seemingly made of iron that can fly through the air, and even into space. Guaranteed to have no demons on board.

Brush God:



Divine Instrument (100)

Gekigami's bow, Kazegami's fan, Tachigami's sword – all the Thirteen Brush Gods have an item that is emblematic of them. Now you do, too. Pick a thematically-appropriate item; it is now indestructible and can be used as a holy weapon. Should you possess a unique Brush Technique, using the item as a channel allows you to use the technique without using ink.

Alternatively, you can have a Reflector, a Glaive or a Rosary, connected to Sunrise, Power Slash and Blizzard respectively.

Can be imported into; swords count as Glaives.

Feed Bag (100)

Four canvas sacks containing an infinite supply of animal food: herbs, seeds, fish and meat. While humans can eat the contents with no ill effects, any animal fed from these will be much more amenable to you.

Straw Mat (200)

A thin tatami mat. Go to sleep on this and watch your injuries fade away. Be careful, though - while minor wounds will be gone in minutes, anything serious could take days or even weeks of sleep to heal.

Golden Ink Pot (400)

Refills your source of ink for the Celestial Brush twice as fast, and the penalty for overuse is reduced by a third.



Celestial Plain (600)

A floating island where the weather is always perfect and plants bloom all year round – sounds like paradise, right? You now have an island the size of Kyushu to call your own, complete with whatever landscape, animals, and buildings you see fit to place on it. It will follow you into future jumps, whether as a warehouse attachment or placed in the world.

Demon:

Thief's Glove (100)

When wearing this, any attempt to take a physical item from an enemy will succeed. But don't expect to go unnoticed, especially if you're going for something they're holding or wearing.

Demon Gatekeeper (200)

A scrap of paper that serves as your butler and discourages unwanted visitors. He's quite good at it. If destroyed, he can be easily remade.

Goldnail (400)

A sword old enough to have developed into a tsukumogami. Its edge brings plague; if commanded, it will leave a little of itself in its victim, who will then become deathly ill. It can also take a ghostly form (known as Blight) and possess a human, who will begin emitting a toxic fog across the region until the victim is exorcised or dead.

Fox Rods (400)

A set of nine bamboo tubes, each containing a spirit fox. Enlist their aid, and any demonic powers you have will triple in strength.



Oni Island (600)

Every self-respecting demon has a secret base and Oni Island is yours. It has everything for a properly dramatic setting; the many-storeyed castle has pits of lava as a moat and lightning storms coil eternally in the sky overhead. To cap it off, it moves its location every sunset within a region you designate, so finding it becomes a trial for your enemies.

Post-Jump, it becomes a warehouse attachment, or can be placed anywhere in the world that has room for it with no effects on the climate or the surrounding seas. And it won't show up on satellites either.

Companions

Canon (200-400)

Want to take any of Okami's colourful cast of characters along on your travels? With this, you're guaranteed to meet them on good terms and convince them to come along.

Humans, Poncles, Moon Tribe and low-level demons cost 200 CP. Brush Gods and boss-level demons cost 300. Amaterasu and Issun can be taken as a single companion for 400 CP.

Import (50-200)

For 50 CP each, import or create a single companion up to a roster of eight. Each companion gets an origin and 600 CP to spend.

Envoy (200, discounted for Brush God)

A ponce with the Rejuvenation technique and the perks Wandering Artist, Talk to the Animals, Disproportionate Strength, and Celestial Envoy, travelling with you to spread the word of the gods across the multiverse. Thankfully, they're less of a pervert than Issun.

Minion (200, discounted for Demon)

A Black Imp with the perks Imp and Dungheap Slimebucket Goulash. He's utterly loyal to you and a surprisingly good cook - even by human standards.

Drawbacks

100 Years Ago (+0)

Begin one hundred years earlier. Orochi is still terrorising Kamiki, and Amaterasu-as-Shiranui is roaming the streets, waiting for Nagi to get his act together.

Small Sun (+0)

Take this if you want to make Okamiden canon.

Divine Zodiac (+0) (requires Brush God)

You become eligible for this if you take the animal form and Brush Technique used by any of the fifteen canon Brush Gods (see notes). Instead of waking when Amaterasu raises the sun over Kamiki, your journey begins when she restores your constellation.

If you choose to be a monkey with Bloom, pick one of the Hanagami triplets to replace.

If you are a wolf or dog with Sunrise, see the scenario The Sun Rises.

Pervert (+100)

You can't ignore a beautiful woman - more accurately, you can't ignore a set of beautiful assets. And you will be compelled to make comments about said assets. Better hope she's easy-going.

Drunkard (+100)

Sake, sake, sake! This most glorious elixir is one of your primary motivators, to the point where you'll put off semi-important tasks if it means delaying your next drink.

God's Gift to Man (+100)

You are compelled to ham up everything you say to a ridiculous degree. While you can (probably) walk the walk, your self-aggrandising irritates everyone around you.

So Many Blockheads (+100/+200)

Seemingly everywhere you go, you will find at least one nurikabe of the Blockhead clan blocking your path. For 200 points, every single one will be equal in ability to Blockhead Grande.

Begone, foul Jumper! (+200, +300 with Human Sacrifice)

Throughout your stay, you will be plagued by would-be heroes looking to slay a monster – you. If you took Human Sacrifice, the effect will double; take an extra 100 points.

Amnesiac (+200/+500)

Forget everything you know about the world of Okami; for an extra 300 points, you forget who you are and where you came from. You will have dreams leading you to strangely familiar areas, culminating in finding something from your Warehouse. This will restore your memory.

Bound in Stone (+300)

Do you really need any perks or items from outside Nippon? Whatever sent you here doesn't think so, and they've locked out all perks, powers and items not from this document or your bodymod.

Scenario: The Sun Rises (+200) (requires the Sunrise brush technique)

In place of Amaterasu, you are the one Sakuya wakes from stone. Your role is now to gather all thirteen brush techniques and slay the great demons that threaten Nippon. Once you've reached the Ark of Yamato and slain Yami, you must restore the Celestial Plain to its former glory.

Do all of this and Waka will happily become your companion for free.

Scenario: Eternal Darkness (+600)

Yami slew Amaterasu aboard the Ark of Yamato, and her light no longer shines in the heavens. Now Nippon is a shadowed land ruled by demons, where humans huddle in the faint light that remains. You, Jumper, must defeat the Emperor of Darkness, and restore hope – and light – to the world.

Succeed and you will automatically be considered an important religious figure – if not an outright deity – in all future jumps, should you so wish.

And Then What Happened?

You've been here ten years. Your Drawbacks have been lifted. Now what will you do?

Opening a New Scroll: more adventures await you in new worlds.

The Adventure Continues: Nippon's a beautiful place, and you want to stay.

The End Of The Story: maybe it's time to return home with everything you've gained on your travels?

Notes

No, you can't take Ruler of Darkness and Of All That Is Good together.

The thirteen Brush Techniques and the gods that bear them are as follows:

Sunrise (Amaterasu, the wolf): The sun rises, changing night to day. Performing this during the day resets the day to dawn.

Rejuvenation (Yomigami, the dragon): Allows you to fix broken or missing things.

Power Slash (Tachigami, the mouse): Cut things as if wielding an impossibly sharp sword. It can even cut diamond without too much effort.

Cherry Bomb (Bakugami, the boar): You create up to three large spherical fireworks, which explode when rolled into something or five seconds later.

Greensprout (counts as one technique) (Hanagami, the monkeys):

- Bloom (Sakugami): Restores withered vegetation. Also allows you to create trees which exude holy energy, but only exist for a few seconds.
- Water Lily (Hasugami): Creates lily pads on water which are large and strong enough to hold a human.
- Vine (Tsutagami): Creates a vine from organic matter, which pulls on whatever is attached to the other end; in other words, lets you play Spider-Man with vines instead of webs.

Crescent (Yumigami, the rabbit): The moon rises, and day becomes night.

Waterspout (Nuregami, the serpent): Allows you to manipulate water. The secondary technique, Deluge, summons rain. The final technique, Fountain, allows you to travel between any two bodies of water large enough for you to fit through.

Galestorm (Kazegami, the horse): Allows you to summon a gust of wind from any direction. Puts out fires. Its secondary Whirlwind creates a tornado centred on you.

Inferno (Moegami, the phoenix): Manipulate existing fire. Fireburst creates a ball of fire which burns strongly for a short time.

Veil of Mist (Kasugami, the sheep): Summon mist over an area which slows time for those within. You can also travel between patches of fog.

Catwalk (Kabegami, the cat): Walk up walls anywhere the appropriate symbol is drawn.

Thunderstorm (Gekigami, the tiger): Summon lightning and control electricity.

Blizzard (Itegami, the ox): Manipulate ice to freeze things. Icestorm creates a short-lived hail of icicles.

For those unfamiliar with the game, here's a video:

<https://www.youtube.com/watch?v=BRcfqu3hQkY>

Thanks to Esper on SB for their help and encouragement.

Changelog:

1.0: Completed and uploaded to the drive