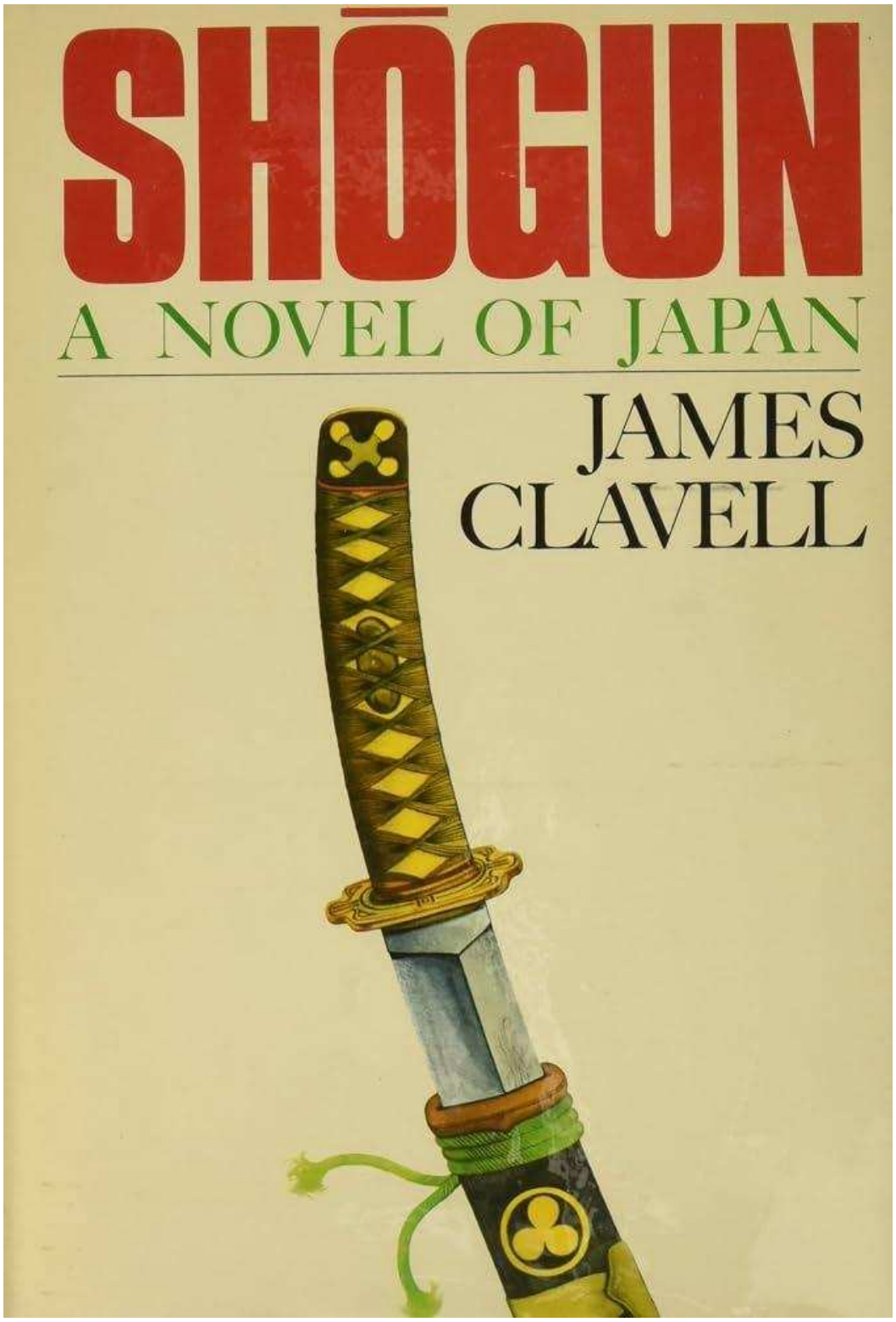
Shogun: A Novel of Japan Jump

Version 1.0.0



The 16th century was a time of war for Japan. The island country had fallen into a period of warlords and bloody clashes which would only end when the warlord ~~Nobunaga~~ Goroda began to consolidate power under himself, only to be assassinated by the arch-traitor ~~Akechi Mitsuhide~~ Akechi Jinsai. One of Goroda's generals, a peasant raised to samurai status on the field of war, would kill Akechi and unify Japan under his rule becoming the Kampaku, the grand advisor to the Emperor and the possessor of true political power. ~~Toyotomi Hideyoshi~~ Taiko Nakamura as he came to be called, would rule Japan for years as a land of peace, if one ignores his failed wars to conquer Korea with the goal of taking China afterwards, but he would die with only a child as heir.

To rule in the place of his child heir, Taiko appointed a council of five regents. These were five powerful daimyo who all hated each other. The most powerful were ~~Tokugawa Ieyasu~~ Yoshi Toranaga and ~~Ishida Mitsunari~~ Ishido Kazunari.

The Taiko has not been dead even for a full year, and already the regency council seems ready to tear itself apart into war between these two heads. The heir is still but a child, with several more years before he can rule in his own right. The peace that Japan has enjoyed seems doomed to fail.

Into this mix a dutch sailing ship will be arriving, bringing with it an English pilot ~~William Adams~~ John Blackthorn. The first Englishman to reach Japan, he serves as a potentially destabilizing factor, upsetting the balance of power between Ishido, Toranaga, and the Jesuit priests who control the trade with the island, and keep all routes to East Asia a carefully hidden secret.

The English pilot, soon to be known as Anjin-san, because his name is unpronounceable to the natives, will no longer be the only one arriving here. On the same day that the Anjin-san arrives, you too will be arriving in Japan. You will stay here a full decade – less time than the Anjin-san would if you don't change things – and perhaps you will be every bit as disruptive as he would be if not more. Though to help ensure that in the great game being played you're a castle and not a mere pawn, you will be provided with a means to acquire skills, talents, and capabilities. For that purpose please take these:

+1000 Choice Points

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.

Sailor: You have arrived on the shores of the Japans from somewhere far and distant. This may have been the Netherlands – either as part of Blackthorn's ship or another of the ships he was separated from in the storms – England as an Englishman on the ship, Portugal or Spain as one of the Southern Barbarians like Rodrigues, or somewhere even further, simply having been washed up across the shores from another dimension entirely (and taking this as the Drop-In option).

Samurai: You are a samurai, part of the warrior-nobility of Japan. You possess a landed household, holding the legal right to what its peasants produce, and a steady income though in exchange you are expected to serve your lord with your life, living and dying by their command. Without other purchases, you're one of the lower level samurai – like Bunshiro or Omi – and not one of the major lords or daimyo.

"Peasant": You are a peasant native to these lands. Or maybe you're a merchant, or even one of the untouchable eta. You are Japanese, but you are not part of the ruling nobility. You might be a farmer, a fisherman, a craftsman, or even a merchant; a class below peasantry on the scale of honor. Or maybe you are a courtesan or a madame of the Floating World.

Priest: You are a Jesuit priest of Portugal, or maybe a Spanish friar. You could even be one of the boys sent from Japan to the Pope, but you are a man of God, someone trained in his word and in teaching it.

Location:

You will of course arrive in Japan. Where will depend upon your origin. As a Sailor you will have washed up on shore and will wake up where the natives have placed you, or half-drowned on the beach. As a Samurai you will begin in attendance to your lord, unless you purchased **Big Name** where you will begin in your fief, or the center of power of one of the regents – such as Yedo – where you are being kept to keep you from

causing mischief while they are at the meeting of regents in Osaka. As a “Peasant” you will begin in a village, or city, in Japan, either the village of Anjiro, or one near Osaka or Yedo (this could be Osaka or Yedo proper as well). As a Priest you will begin in Osaka.

Age and Gender:

If you chose to drop-in your age and gender are unchanged from the end of the last jump. Otherwise, your age and gender can be any that fits your origin. As a female priest you are probably a nun or maybe a Japanese woman who, like Mariko, has gotten deeply tied to the church.

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.

In the Boot and the Hat Band (50 CP): You're good at hiding weapons. This isn't perfect, you still need a place to hide them, but your weapons hide themselves more easily in a sleeve, or a boot, or under a sash without being outwardly visible. A thorough search can still find them and you won't be hiding a killing sword in your boot or sleeve, but most samurai would never even think of looking for them in some of the places you could store them and the outward signs of such weapons will be reduced.

Arts of Peace (100 CP): Not all samurai possess the knowledge of proper ritual and the arts of peace that they should. You are not one of these samurai, however. You are fully proficient in the arts of calligraphy, poetry writing, flower arranging, and tea ceremony. You may not be the best in Japan, but you are skilled enough that you could compete in Osaka castle in a poetry competition and have no fear of being shamed; no even if you did not win you could expect to receive face for your excellent performance. You're an expert with a talent for performing them on the fly when necessary.

While these skills will not update in future worlds and settings, there is some cross compatibility to them. The rules of Japanese poetry don't necessarily apply to elvish poetry, but the skill at thinking through highly structured and intentionally restricted language to create wit or moving verbal artistry on the fly will generally help at such things. Beyond this you seem to be adept at developing skills in 'high' art, and ritual vocations.

If you're European you can choose to have experience and skill in European equivalents and artistic skills that might be expected of European aristocracy.

Good Death (100 CP; free with State of Zen): To commit seppuku is a hard task, even for one who has been raised from birth to see it as an act of honor and a duty they can expect to one day face. To face death is not easy, even with the discipline given from zen. But you have the sternness of character to do so. When your honor, your duty, or whatever reasons you place value on demand it you could commit seppuku, even without a second to give you a clean, quick death, and even when you still wish for life. And if one can face absolutely certain death at their own hand, they can face death from an enemy even more easily, neh. Even if the odds are certain defeat you can face them without flinching, or hesitation, if you have decided that honor, duty, or whatever else it

is you value more than your life – even if it is just a quick death in battle over a slow and painful one by torture – is worth it you will not find your natural fear or aversion to death and danger holding you back in a battle or other situation.

Now this won't make you simply throw your life away. You still value your life. It is just the willpower and discipline needed to do so.

Home Economics (100 CP): You'd make a wonderful wife for some samurai. You are excellent at the, traditionally womanly, skill of household management. This includes things like making certain the house is in order, but largely this means managing finances. And you excel at managing a budget. You understand how to scrimp and save to minimize expenses, how to put away money for a future need, when it's time to spend big on something social, and so much more. Of course this is talking about samurai households, so stop thinking about a nuclear family and think more on the budgets of entire provinces, and things like 'how do I fund 5,500 troops on a budget that's supposed to be for 4,000.'

Charismatic (200 CP): It's really the only word for it. You have that certain je ne sais quoi which draws people to you. The sort of thing that makes people want to like you, respect you, and perhaps even follow you. Like Blackthorn, you could be a barbarian who makes a fool of yourself time and time again, or an enemy which they know they'll have to face, but still people would find themselves liking you as a person because you are kind and brave. The exact form this takes will vary based on your other qualities – Mariko's nature as a perfect Japanese lady won her quite different forms of admiration than Toranaga received – but it is easier for people to find reasons to like, respect, and follow you. Also, this won't always make people like you; Toranaga was certainly charismatic but many people who loyally served him did not seem to truly like him and his treacherous cunning made him enemies who were not his admirers.

Foreign Fool (200 CP): You possess an unusual leeway for rudeness or misbehavior that can be accredited to ignorance… or mental disability or madness. This won't be enough to save you on its own if you do something like physically attack a local lord, or save you from a backhand if you just accost them, but even in a place where life is cheaper than face and a man might cut down another for some small act of humiliation you can get away with a surprising amount as long as it can be traced to ignorance, mental disability, or madness. This can even get you out of legal consequences and punishment, not merely just immediate retribution from your victim. This isn't just avoiding direct punishment, though it does a lot to prevent that, but people are unusually accepting of, and willing to forget, your social faux pas and missteps as long as you have the veneer of ignorance or

madness. Just remember you can only make the same misstep out of ignorance so many times before it starts to be obviously wilful.

Flux Free (200 CP): Europe in this time is a filthy, disgusting, mess of uncleanliness and disease where baths are thought to put you at risk of diarrhea. Japan is honestly much better, but compared to the modern era it is still an era of dangerous and deadly diseases to which even the nobility are not immune: Toranaga's eldest and most promising son has been removed from succession due to what sounds like syphilis; one of the regents is a leper; and there's a smallpox outbreak in western Japan during the events of the novel. 10 years of survival is far from assured with these diseases.

Now, though, you don't have to worry much. Your immune system is unusually resilient. You are effectively immune to regular diseases. A smallpox epidemic or the black plague could hit your town and you'd either resist it entirely or catch a mild case that your immune system could fight off.

Volunteer Nothing (200 CP): Sound advice, though sadly something Blackthorn was not as good at as he might have wished. You, though, are good, closer to Yoshi Toranaga himself. You are very good at not giving away any unnecessary information. Whether it's answering questions in a polite but obfuscating manner, phrasing things in a way where it seems you answered in full, but ultimately giving little to no information, or just ensuring that your true thoughts don't show on your face, you excel at volunteering nothing that you can help. This does work better the more you know about what others know, and the more you can get into their head and understand how they work, but you are adept at choosing your words to reveal as little as you can get away with, lying through omission, and maintaining an excellent 'poker face' which reveals nothing. More than mere skill you seem to practically have an instinct, or a little whisper in your mind, guiding you away from saying something that would reveal too much on accident.

But this isn't strictly limited to hiding information. You would make a skilled noh actor as you are proficient in pretending emotion as well as hiding it. Similarly your skill at the controlled release of information could be used to help intentionally slip out information, making it seem natural and accidental, so that your enemies 'figure out for themselves' exactly what you wish them to, though that would take a great deal of cleverness and social and political genius.

First Rule Patience, Second Rule Patience (300 CP): You are patient, able to wait and bide your time, and practice restraint. You know how to delay gratification, though it is not enough to merely delay it and wait. You know how to pursue a goal, slowly,

methodologically, and patiently without making the mistake of rushing and risking everything with haste. Perhaps this is connected to how you are adept at long term planning. You might not be able to plan for everything that will happen – karma is karma and natural disasters, diseases, and a thousand other variables are beyond human prediction – but you know how to craft plans so that your tiny movements of preparation now can pay off in a dozen ways later, excelling at foresight and long term considerations in your plans. If you were sufficiently clever, planning something that would require guiding the politics of a nation for decades as merely one of the more powerful lords could easily be within your reach.

Ninja (300 CP): You are a fully trained, and highly skilled, ninja. You know how to move silently, and hide well enough to be fabled as being invisible, how to scale and climb to make it over castle walls quickly and unseen (tools such as grappling hooks help but aren't necessary), to remain perfectly immobile for long periods, how to infiltrate locations, to swim long distances underwater through a breathing straw, surreptitious gulps of air, and being excellent at holding your breath, possess a skill in poison, unarmed combat, a large array of weapons, the use of gunpowder explosives, and how to kill quietly. This is a whole slew of skills. Some seem to be taken to more impressive levels than others; your stealth is legendary and with surprise and tactics you might take one several times your number in samurai and win, but in a straight up sword duel you'd not be a match for one. Of course you know how to use weapons like kusari-gama which are more complicated than a sword and designed to disrupt a swordsman, and should never really be facing a samurai in a fair fight. Still something like sneaking into a castle to assassinate someone or onto a ship to burn it is definitely within your skill set. Just remember while your skill at stealth is enough to spread rumors of invisibility you're not actually invisible and none of these skills reach the supernatural or more than lightly *exaggerated* human feats.

Samurai's Right (300 CP): If you kill someone of lower social status than you it's considered your legal right and socially and legally acceptable. This won't stop people from being personally angry, because they liked the guy or consider your choice one that flies in the face of pragmatism, but the stigma of wanton murder won't be there and you won't be arrested even for cutting a man down in broad daylight and in cold blood. You wanted to test your sword as is your right.

Sailor Perks

Survivor (100 CP): The life of a sailor can be harsh, especially if you're lost at sea or captured by barbarians whose idea of hospitality is to throw strangers in a pit and keep them on the edge of dehydration and starvation. You do better in these situations than most. You are able to survive through levels of deprivation and hardship which are impressive; you can still starve to death or catch scurvy but you'd survive on somewhat less food than a human should and go longer without scurvy (on less fresh nutrients) than normal. Simply put you seem to be one tough individual, and a little better at surviving through starvation, dehydration, disease, injuries, and anything else that'd shut down your body.

Pilot (200 CP): You are a fully trained shipwright and pilot. While you're merely a fully trained shipwright, as a pilot you are one of the best in the world, and fully trained to navigate open water with 16th century technology and a decent rutter. Proper charts help, but you don't need them if you can get a good rutter, or the like. You are among the top men in the entire world if one needed to bring a ship through a storm, and being the first Englishman (or Dutch, or just non-Portugese) to circumnavigate the world would be a possibility for you.

Of course being a pilot is not just marine navigation, or piloting a ship through a storm, things such as predicting the weather through the feel of the breeze and a glance at the clouds and commanding men in an emergency (as a necessary part of piloting a ship through a storm), but perhaps most noteworthy is that it has made you generally highly observant, especially of minute visual details. The color or slightest movement of the seas can mean life or death at sea and you won't miss them, but this has left you generally with a quick mind, and excellent memory, when it comes to details, easily able to notice visual cues, or fleetingly seen things, that others might miss and with a good memory to retain details (visual or otherwise) even if you don't consciously take note of them at the time.

A Quality That's Rare (400 CP): Your travels to other worlds has left you with a viewpoint of the world that's necessarily unusual. This shows in the way you think and behave, a certain flexibility of thinking and behavior, and a certain ability to see things from a different mental angle than most and come up with unusual solutions. They won't always be better, just different and unusual, but this helps give you a certain element of unpredictability which makes it hard for even great political schemers to be certain how you will act, and a knack for coming at problems from new and unexpected angles.

And of course developing these viewpoints in the first place, or just having them, necessitates being able to adopt and adapt new angles from places you go. You are highly adept at adapting to new cultures, and assimilating into them. When in England you could easily learn to act English, and then even transition to a society as different as Japan in this era and learn how to make your place within it. And once you're gone… well it'll be up to you to choose and maintain the elements you like; you can cherry pick the elements you like after all.

More Lives Than a Cat (600 CP): Blackthorn tells us more than once that while a cat makes do with only nine lives, a pilot needs at least 10. He stopped counting after nine, but had several brushes with death afterwards – some he never even knew – and like Blackthorn you seem to have more lives than a cat.

This won't actually revive you if you die or something like that, so don't go committing seppuku thinking your head will just pop back on. But you do seem to possess extraordinary luck when your life is on the line. Like a protagonist, death that seems to be careening towards you seems to veer away. A storm drives your ship ashore just as you're becoming too starved and sick to go any further. A sudden turn of a ship that should knock you overboard happens when you're in a position that you can just barely stay on deck. You just happen to accidentally say something that makes an enemy decide not to execute you. An enemy's shot goes a little bit astray and you survive. Someone decides you're more useful as a pawn than dead despite the potential danger you represent. And a hundred other ways events flow to keep you alive. This isn't all-powerful, and you can still die, you can still get someone to kill you, or a bullet or arrow can still hit you, but they're far less likely to do so. Just don't push your luck too far; you have at least 10 lives, not infinite ones.

Samurai Perks

Warrior (100 CP): To be a samurai is to be a warrior. Oh, not all samurai women are trained in the art of combat, but even they often are. You are highly proficient with spear, sword, and bow. This won't make you remarkable for a samurai, but like Yabu you're likely above average; a group of men could kill you, but there are few men who could face you in single combat without knowing they risked their life.

For an additional 100 CP, not free or discounted to Samurai, you are at a level of skill to rival Buntaro, and like him show a natural aptitude for personal combat. You could fire 5 arrows in rapid succession so that they all passed through the same hole in a paper door, and all struck almost the same point in a post too deep to be pulled out with ease… while being drunk. You could be expected to fight off four samurai, each a highly trained warrior from a warrior culture, at once and win. You're one of the greatest warriors in this land.

Falconer (200 CP): You are an experienced falconer, and highly skilled in the sport. You understand how to train falcons and hawks so that they will obey and listen, and how to identify the nature and character of your birds to recognize which has natural inclinations which run in support of its task, and what species of bird should be used for what prey and purpose. You even have a wonderful eye for when it is time to finally let a bird free.

And like Toranaga you're something of a falconer of men as well as birds. You are an excellent judge of individuals and the tasks that best suit them. You can learn quickly to recognize that an individual lacks the political subtlety and skill to be a great schemer or manipulator, but is loyal and forthright, that an individual is treacherous and best suited to where their betrayal can serve your purposes, or that an individual is cunning, skilled, and focused so much on a singular hate that all you can do is choose when to point them at a foe to fall on them like a hawk on its prey. This won't give you the social acumen or charisma to necessarily break a person into (unwitting) obedience like a hawk to the hand, nor the long term foresight or social acumen necessary to predict a man's action in every situation, but you excel at understanding and quickly recognizing the basic character of an individual even if they try and hide it and how you could use it.

State of Zen (400 CP): You are highly trained in the practices of Zen. Beyond that you possess extraordinary self-control. You will not explode in an act of rage or fury, even if you foes hurl the most grievous and disgusting insults, or naked shows of their own disdain for you and hostile intentions. In fact you can act civilly, and amicably in the face of such taunts, or despite a great, deep, abiding hatred of another, as long as your goals,

or face, demands. You are capable of not acting on emotional desires when your reason says it is better not to, and even putting your emotions to the side to dispassionately decide what to do. Even physical hardship and injury won't break your self-control, able to unflinchingly take torture or other such agonies. Though be careful as while pain won't make you scream out despite yourself, you could sit on burned legs against the hard ground without pulling away even as they screamed in agony, and you even have the self-control to hold your hand in a fire even as the flesh burns off of it if you were given a reason to, it can still break your body and this won't make your hand fully functional after such an act.

This doesn't mean you don't feel emotion, or pain, or even that it won't show on your face or in your eyes, but that you are capable of controlling it, and putting it to the side, and looking at things without allowing it to cloud your judgment or control you. They inform you of what you want, and what you want to do, but it is a mistake to think that what you want to do is always what you should do, or that what you want is always the same as what reality is, and it is a mistake you won't make.

As Clever as a Machiavelli (600 CP): Well maybe not necessarily that clever, though despite the comparison, Torunaga probably went a good deal beyond Machiavelli. Even so you are still very socially clever and politically cunning, with the nature of a strategist. Not necessarily a military strategist, and this definitely won't be giving you the tactical acumen to lead a field battle; no, you're no military genius even if you have an undefeated record. What you are is a political strategist, able to understand how people will act and react, and plan around it, recognizing how to pursue your ends in the great interplay of individuals of power and authority, and how to position yourself to win your goal not through violent force – though that might be an element used – but by political positioning and social pressures. You know how to use information, how to manipulate and guide behavior, how to weave and set a trap for another individual, and you excel at incorporating black swan events – such as the arrival of the first Dutch ship to Japan – into your plans. Where a general moves and commands armies, you possess the skills and talents necessary to move and command the generals themselves. Where a military genius could win a battle against the odds, you have the talents to help ensure you don't fight a battle where the odds are against you in the first place.

On its own this will not make you the equal to Toranaga himself. While it will, naturally help with long term planning (for what else is strategy) it will not give you his patience, or foresight. While it will, naturally, help you recognize people's behavior and nature – for how else does one manipulate them – it will not give you Toranaga's full, keen insight that allowed him to do so with minimal information. Similarly you do not inherently gain

his self-control and ability to detach himself from his emotions to act as needed, his skill as a noh actor and ability to hide his emotions, or his natural charisma which holds his men loyal. And while talent, and natural skill will get you far, and this does include some upload of knowledge to make up for experience, it does not give you decades of experience in this role.

As such with just this you are closer to Omi, or one of the regents other than Toranaga, than to Toranaga himself. You are skilled and adept enough to play the game, but you lack his great experience or many supplementary qualities and there are better players. Still you are certainly better than Yabu, and certainly good enough to be a potential threat to Toranaga and his long term plans even as merely a minor daimyo.

“Peasant” Perks

Producer (100 CP): You possess a lifetime of skill at some form of resource extraction, farming, or a trade which creates items with a utilitarian or non-purely aesthetic value. You might be a farmer, a miner, or even a swordsmith or shipwright. This won’t make you the best in the country, but in most provinces in the country you’d be the best in the province and a contender for the best in Japan if you’re from Japan.

If you are from Europe this will be a European trade or profession instead of a Japanese one.

You can take this perk multiple times. Additional instances give you a new trade, and cost **50 CP** each (not discounted or free to “Peasants”).

Heart of an Abacus (200 CP): This perk doesn’t reduce your heart only to a thing of greed and profit, but it does give you the mind to do so. You excel at recognizing the value of goods and services that you can provide, and how much they’d be worth to others, allowing you to eke out at least something akin to the maximum profit out of what you have to trade. To be clear this does not give you some magical sense of how much people value something, so you can be wrong, but you are good at reading situations to determine how much someone would be willing to pay for something. This does work best with money, but does help with knowing what favors someone might provide in exchange. You could excel as a greedy merchant, or the madame of a tea house.

Mistress of the Willow World (400 CP): You may not be officially registered as a courtesan of the first grade, but you possess the skills and abilities necessary. Besides an extensive knowledge in how to give pleasure while pillowing, you possess several other skills. You are an excellent dancer and musician, and masseuse, and know how to move with an elegant grace, able to entertain with a skill to make you a natural choice for one of the first geisha.

While the elegant grace of your movements is certainly worth noting, it is not your greatest skill. You are a master of body language. Whether it’s reading it, controlling your own, or the use of subtle expressions and movements to convey hinted meaning, you are a master of it all. You know how to use the smallest little expressions, small enough most people wouldn’t even consciously note them, to imply emotions, feelings, or a message to others, or to read them to get a view of what is happening inside their head.

And in case you were worried, yes this will make you naturally beautiful, in addition to giving you skills to maintain and maximize this beauty.

Spymaster (600 CP): You certainly have the making of one. You possess the skills of a spy, especially in the role of information gathering. Whether it's how to develop informants, how to take on a role such as a peasant or servant so as to get close to an individual to overhear or simply an area, how to organize information networks and securely pass on information – though the details of this one might need some work to keep relevant in changing technological landscapes – and so forth.

Beyond these basic skills, you have a real ear for when information is valuable and relevant. Whether that's to pass on to your boss, to use as blackmail, or something else, you excel at recognizing information that is pertinent and relevant to a set of goals, and shifting it from the unimportant chaff. You're also good at recognizing how valuable it is, and whether it's best to sell it, keep it, or even to let another know you had such a headsman's axe and chose not to let it fall.

Furthermore, information just seems to come to you. Whether it's a priest sleeping with a courtesan in your employ and letting slip secrets from the confessional, happening to overhear a conversation, someone offering up information to you in hopes of a reward, or something else you seem to serendipitously acquire information of value. This might not always be what you want to know – you can't pinpoint a specific secret for this to draw you towards – and will be more about current (or at least recent) events than some lost treasure or ancient secret, but you are strangely lucky in acquiring useful information.

Priest Perks

Seminary Trained (100 CP): You have been thoroughly schooled in Christian theology and in the tactics of religious debate. You also have enough awareness of Shinto, and Zen Buddhist teachings to make some form of theological argument against them (and likely elements of Confucianism and Taoism which Zen Buddhism absorbed before reaching Japan). While this information doesn't update for future religions, you do have a knack for recognizing and picking up on potential theological arguments that could be made, and the weak points in the arguments of others.

Interpreter (200 CP): You know Japanese, Portuguese, Spanish, Latin, and quite possibly some other languages; maybe you know Dutch and English if you're from Europe, or perhaps a Chinese dialect and Korean, or maybe something else. Beyond this knowledge of these languages, you know how to serve as an interpreter, something that goes beyond simply speaking multiple languages. You are adept at picking the proper word in a language to capture the nuance and meaning when there are multiple possibilities to conserve maximum fidelity of information transfer, figuring out how to translate difficult cultural concepts and recognize times where a literal translation of the word loses the cultural context and meaning, highly skilled at continuous translation in which you translate their early words even as they speak, and are good at gauging how much you can change what is being said without getting caught doing so.

You are also excellent at learning and picking up new languages, naturally learning them in a fraction of the usual time. You could learn a language that is entirely foreign, such as Japanese to an English speaker, through an intermediary language you already know, and do so with astounding speed.

Christian Kings (400 CP): You excel at divide and conquer as a strategy. Like the Spanish and Portuguese, you excel at convincing ambitious members of a group to turn against their leader, subverting them to your cause, and using them to both destabilize a country/society/organization and to legitimize your own foothold within it. Some cultures, or groups, will be harder to subvert this way, but you are adept at it.

Even more so you seem to have unusual success and aptitude at convincing people to focus on the elements you have in common with them – say a shared religion – and against enemies who do not share those traits but share other, arguably more important ones – such as being from the same culture and ethnicity. This works better when they have a reason to be enemies with individuals in their second grouping, but in general you

are unusually successful at focusing someone's in-group/out-group tendencies towards identifying with your shared in-group over other ones.

Prozelytor (600 CP): You excel at one. You are gifted in the conversion of heathens and non-believers, at convincing individuals and populaces to accept your religion as their own. Given time, and perhaps some temporal *incentives*, you could convert a nation. Your word and preaching seems to be especially effective towards the small people, the peasants and lower classes who individually hold less temporal power. These individuals seem to be converted in droves by your words and message. The exact ease with which it spreads will vary; it's easier to spread some messages than others. A religion that demands extreme asceticism and self-sacrifice will not spread as easily as one that promises free rewards with no effort.

While your word spreads more easily among the lowly, it is perhaps more rewarding to convert the powerful. When you convert a lord, a ruler, or a leader of people, you will find that their followers and subjects are much quicker to take up your teaching. Convert a daimyo and their province will convert in short order. Convert the kampaku and you can expect Japan to become majority Christian within a generation even if you have to leave after a few years. Convert the Emperor and kampaku both and it might only be a few years to convert the rest of the country.

Items:

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

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

Cha (50 CP): This is enough tea leaves to make tea for an individual for a day. You'll need to add hot water and steep it, and you know, make tea, but this is the tea part. You'll receive this amount daily whether you've used it or not.

Grog (50 CP): This is a large jug containing grog, beer, rum, or some other western alcohol. There's more here than an individual should really drink in one setting, and the jug refills over time.

Sake (50 CP): This is a small bottle of sake, along with 2 sake cups. It is always heated just perfectly when you pour it from the bottle. The bottle will refill over time.

Carrier Pigeons (100 CP): This is 2 dozen carrier pigeons, with cages. Yours are odd, they don't seem to need to eat. However when you (and specifically only you) feed them they will come to see the location where you fed them as their new 'nest' and seek it out, unerringly returning there when released from its cage.

Lost pigeons will be replaced within a week to a month.

Murasama Sword (200 CP): This is a katana immaculately made by the legendary swordsmith Murasama. His blades are said to have an enmity towards the Yoshi family and be a curse upon them, and two of Toranaga's elder relatives were killed by such blades in his lifetime, and such a sword once nearly cut off his arm, seemingly by sheer accident or lunging at him from behind while no one wielded it. Even this sword seems to shake a little, yearning to be drawn, in the presence of the Yoshi clan. If you do draw it, you will find that when you fight a member of the Yoshi clan the sword seems to move more quickly, bite deeper, and even guide your hand to make you a more skilled and capable fighter.

In future jumps it will instead hold an enmity against another powerful family, and apply these benefits to fighting them.

Ninja Weapons (400 CP; discount with Ninja perk): This is a set of ninja weapons. There's a hollow, collapsible spear, a scythe-like-knife-connected-to-a-long-weighted-chain, a collapsible blowgun, and several small throwing blades known as shurikens. There is also a small supply of black powder, as well as several black powder explosives.

The blowgun darts and shurikens are poisoned with a poison which will slowly recover itself, but you can always handle them safely as if the poison appears and disappears to avoid threatening you.

You will also receive a foldable grappling hook, some breathing tubes made from natural reeds, black skin paint to darken your flesh to better hide in shadows, and a black taba with black clothes. When fully dressed in this black outfit – and your exposed skin blackened with the paint – it becomes unnaturally easy for you to blend into shadows especially if you're not moving.

All these tools and supplies will maintain themselves, and used supplies will resupply over time.

Sailor Items

Still (100 CP): This is a still designed to make alcohol. It seems to work pretty much on its own with no oversight. All you have to do is put organic matter and water in, and in half the time it should take some form of alcohol will come out. You want wine? Put grapes and water in. You want whisky? Put some grains in. You want vodka? Put some potatoes in. Whatever it is it won't take as long as it normally would to make it, or age it; something like half the time.

Pistol (200 CP): This is a late 16th century pistol. While it's not unerringly accurate, its accuracy and power are comparable to a modern handgun instead of a 16th century one, and in fact it does seem to improve your aim a little. It comes with a resupplying stock of powder and bullets, and will load itself at a rate half the speed of a proficient user when needed.

Magical Rutter (400 CP): This is a navigator's journal in the language of your choice. Unlike many, this one doesn't have any intentional errors, and its descriptions are thorough, and accurate. It's exactly what a navigator would want to guide them through an unfamiliar region.

This rutter isn't for any specific place, however. Instead it seems to describe traveling through any region you are traveling through. It's not limited to sea journeys, either. It can include land, or even space journeys. It won't include full maps or charts, but it will include entries distance traveled and direction. It will be written as if by someone who has actually traveled it before, even if they did not write one, and will be fairly detailed even if the individual wouldn't normally have kept detailed observations. Still this means that if no one has traveled roughly along your path, there won't be anything, and if no one has survived it will run out a little before they die.

Not a Pirate Ship (600 CP): This is a European warship equipped with 20 cannons, and carrying 500 muskets along with a large store of powder. You don't get a pile of treasure looted from Spanish colonies, but it will be of recent English design. It's a warship, albeit not one at the upper end of the size scale, but a quick, mobile, ship intended for privateering use. It doesn't come with a crew either, you'll have to provide that yourself.

What it does, however, is fit the setting. In future jumps you may have this become a ship appropriate to the setting. It won't be the largest and most powerful scale of military ship, but it will be a modern military design from the setting, though in future jumps it will be part of the focal civilization if there are multiple. The guns likewise will update to 500 military personal-scale weapons. You can choose to have it stay a late 16th century

warship with 500 muskets instead if you want, and you can choose between this default form and the new jump's form each time, but it will not retain forms from other jumps.

Samurai Items

Two Swords (100 CP): This is a killing sword and a short sword or dagger of Japanese design. That is to say a katana and a wakizashi. These swords will maintain themselves and repair themselves over time if damaged, so you need not fear they'll go dull over the years and are very well made so they are very sharp. They come with scabbards and a silk cloth for wiping the blood from them.

Ritual Implements (200 CP): For the cha no yu, or tea ceremony. Performing a tea ceremony with these implements help to calm emotions, and bring everyone involved temporarily more in touch with the world and cosmos. This tea ceremony will help its participants with emotional balance and stability, aid them in clearing the mind, help ease tensions and interpersonal troubles between the participants, and open them to the guidance of insight. The better performed the tea ceremony, and the more perfect the environment, the stronger these effects, but even in perfection this is merely an aid; it won't for example fix deep rooted interpersonal issues and the participants will still need to work on it.

Legacy (400 CP): This is a hand-written manuscript treatise designed to instruct an heir (or underling) on administration of the realm, political theory, and most of all political strategy by someone as skilled at it as Toranaga. It is written with a great deal of time and care, someone obviously having spent a good deal of effort making certain that their thoughts, methods, and insights were recorded in a clear and illustrative manner to successfully pass on to an heir. If you're more skilled in these disciplines than Toranaga it will instead automatically update over time to be written as if you had done so while devoting great time and effort.

Big Name (600 CP): This is a province similar in scale and size to Kashigi Yabu's province of Izu. You are now the daimyo of it, recognized as its rightful lord and master. You are not one of the great powers of the empire, but you are no low ranking samurai, and powerful enough that you potentially matter to the power balance of the country. Just remember while you're not the lowest of daimyo there are two hundred and sixty four so you are just one among many. If you're a European you can instead be a feudal lord in your home country with a similarly influential and powerful province.

This province will not follow you in your chain, instead in future jumps you may choose to receive an equivalent position of authority in a local country, kingdom, or polity. This may be simply part of your background, or a series of unusual events that places a random drifter in command.

“Peasant” Items

1 Koku (100 CP): This is 1 koku (about 330 lbs) of rice, plus another delivered annually. Enough to live off of if you need to. If you’d like you can change the delivery rate to have 10 koku delivered once a decade, half a koku every 6 months, or even down to daily deliveries. It will appear somewhere convenient for you when it is delivered, and you can change the delivery rate between as slow as once per decade and as quick as once per day at any time.

Family Registry (200 CP): Long before European countries were registering every citizen at birth, Japan was. This is your family registry which serves as proof that you were born, where you were born, and to what family. If you’d already have a family registry, say because you were born in Japan and aren’t some barbarian washed ashore from the aether, this is a second one which in all ways seems legitimate, but either is simply back up paperwork or is a functional legal identity ready for you to assume should you need.

In future jumps this will be setting appropriate legal proof of your existence and identity; a birth certificate, SSN, photo ID, etc.

Teahouse (400 CP): This is a simple, but high quality teahouse. It is a place designed to allow wealthy men a chance to relax, and enjoy themselves, closing out their worries and enjoy a night of fantasy and dream. For a price.

It comes fully staffed with the necessary servants, cook, managing madam, and highly trained courtesans (or early, proto-geisha if you prefer). This staff counts as followers, though as the staff ages out of their roles they will be replaced and cycled through with newcomers or in the case of the managing madam a courtesan who has aged into the task. It can insert into future jumps, or take on a local equivalency maintaining the same role but with all local staff, or exist as a warehouse add-on. In the first two cases they will perform business in the setting, and have to make money as normal to maintain, buy food, and so forth. If it’s a warehouse add-on the staff will seemingly not require these things, but you will have to provide food for any guests you bring. In all three cases you will have a standing contract for using it for your own pleasure, and the staff will not be above delivering information they have overheard.

Amida Tong (600 CP): The amida tong are a secret organization of killers. Existing in 10 groups of 10, each with a leader and 9 disciplines, with never two groups in the same area, they dedicated themselves with secret oaths to Lord Buddha Amida, the Dispenser of Eternal Love, to obedience, chastity, and to death, and train their entire lives to become

the perfect weapon for one kill. They kill only at the order of their leader, and should they fail they commit suicide at once.

You have knowledge of how to contact these religious fanatics and seem on unusually good terms with them. The leader will still demand a price to kill, but they'll give you a free assassination a year. They're not infallible, especially against targets who keep themselves well protected like Toranaga, and work one at a time, but they are extremely proficient and feared assassins.

In future jumps you will have the means to contact a similar organization of assassins – including the free assassination – though they will be individuals fitting the local setting, albeit obsessively trained killers, potentially with relevant powers and abilities.

Priest Items

Golden Crucifix (100 CP): This is a very fancy golden crucifix. Besides being gold – which is valuable if you wanted to sell it – it seems to hold an air of sanctity around it. It's not inviolate, and someone could still get angry and smash it despite this feeling, but it stirs just a touch of religious feeling when it is displayed even if an individual does not share your religion. Easy enough to dismiss as just what you'd expect from a natural streak of superstition and a well crafted religious icon, especially if they know it is one, but more than a golden crucifix would normally reliably inspire even in the unreligious.

Grammar (200 CP): This is a dictionary between any two languages of your choice and a functioning grammar guide with instructions for learning the language. Using this grammar will greatly increase the speed that a student working from it learns either of the languages in question. Copies of the text will lose this special speed boost but will still be masterfully written guides to learning the language, and to facilitate copying in addition to the bound, printed grammar, you receive a loose leaf manuscript ready to be scanned or used by printers to recreate the original. Like copies this loose leaf version doesn't give the student any special boost to learning speed, but it is usable and it is ready to be copied.

At the start of a new jump this grammar can update to 2 languages of your choice, or automatically update to your native tongue, or another language you speak well enough to be considered native, and a language from the setting that you don't know yet.

School (400 CP): The Jesuits may not yet have set up their schools in Japan, but they are famous for them. And this is a fully functional Jesuit school. It teaches reading, writing, history, literature, science, religion, and all the arts that any man of class so as to be free from having to labor daily at subsistence should know; the so-called liberal arts.

The school is staffed by a group of followers, and will generally maintain and keep itself, the staff will claim it is funded by charitable donations from the church. These are skilled teachers, at least for general education. For deeper understanding or vocational training students will need to go elsewhere, though this school can perform fully as a seminary to train new priests. Besides being good teachers, the staff are also very good at indoctrinating students; usually into religious beliefs but they'll follow your commands here.

In future jumps you may have the school insert in its turn of the 17th century form with the staff remembering new subjects you have taught them to teach, though with turnover

over time that may require refresher courses, or have it fit itself to the setting teaching a setting appropriate curriculum of generalized liberal arts education.

Converts (600 CP): No matter how good one is at carrying the word of God it is difficult to spread it across a whole country, much less a world, alone, especially before mass media. Well, if you are to spread the word of God (or your god(s)) this may help you. These are religious individuals faithful to any established religion you have encountered in your chain. They are spread out across a region, or regions, in the jump, ready to accept you as a teacher of the word of their god(s), and to help you spread it. They won't worship you directly, though, unless you've managed to make that an established religion before.

These converts aren't the same people each time. Instead they are natives to the region and the world, but have already been taught and converted to the religion of your choice as if to prepare the way for you. They are not absolutely loyal to you either, while most will be true believers, some will only pay political lip service. Don't expect the mightiest princes and kings to have converted due to this, but you might get some lower levels of nobility.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 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 (even if they'd die) other than Yoshi Toranaga.

Anjin-san and Mariko (50 CP): In case their love story touched you and you'd consider it too cruel to take one without the other, you may take both Anjin-san and Mariko, even if one or both of them died, with you as a pair of companions. They won't share a slot.

Yoshi Toranaga (100 CP): You'll probably need to do an extended stay if you want him to be willing to leave without abducting him, at least long enough to securely set up his dynasty, but if you want Yoshi Toranaga it will cost you 100 CP instead of 50 CP. His sheer political genius and skills at long term strategy make him simply more valuable than anyone else here.

Yabu (Free): Kashigi Yabushige, or as it's normally shortened to Yabu, is the lord of Izu. He is also a treacherous snake, always seeking to profit himself, with a mind that is cunning and devious, if unfortunately short-sighted and untrustworthy. Should you wish it, you may take him along as a companion for free even if he dies. This won't make him loyal to you, merely ensure you can bring him with you.

Drawbacks:

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

Historical Accuracy (Toggle): This is historical fiction, but there's a certain emphasis on fiction. Ishida was not a peasant like his book counterpart Ishido, carrier pigeons weren't even in Japan at this time, and bushido with the culture it shaped was mostly invented during the Edo period and then heavily propagandized as a further back development especially in the lead up to WWII. But maybe you'd rather see William Adams's arrival in Japan and the culmination of Tokugawa Ieyasu's brilliant political machinations, schemes, and plots which led to his stunning victory at Sekigahara, and the foundation of the Tokugawa shogunate in the years that follow. If you'd rather go to historical Japan than the novel, feel free. You could also use this to enter an adaptation of the novel instead of the novel proper.

Long Stay (Toggle): You may extend your stay up to as late as 1870. Your drawbacks will begin to slowly drop off and fade after 10 years so that they'll fade completely before the end of your stay here. This will not on its own prevent you from dying of old age, and if you took the Ambition drawback you must become Shogun within your first 10 years.

Short Stay (Toggle): Outside of the final summation of Toranaga's plans and how the history of the country will go, the events of the book take only something under a year. As such if you want to you may reduce your stay to 1 year, arriving the day Blackthorn's ship arrives at Japan, and staying long enough to see the Battle of Sekigahara and its immediate aftermath. If you choose to do so, however, you will receive ½ CP from drawbacks.

Culturally Rooted (+100 CP/+200 CP): You are now heavily rooted in your native culture for this jump, and lose all familiarity with that of either Japan (and East Asia in general) or Europe; whichever you don't belong to. You will be fully entrenched in the cultural norms and society, seeing it as natural as if you had lived only in it and never experienced other cultures – such as the modern internet connected one. You can possibly adapt to and come to accept the validity of the opposite culture, but it will be not be easy and will be slow.

This is worth +100 CP if you're Japanese, and +200 CP if you're European because the jump starts in Japan and defaults to being in Japan; also because you live in disgusting levels of filth and think bathing will give you the flux.

Ambition (+100 CP): You must obtain the title of Shogun during your time here or you fail the jump. This ambition seems to be well known as well; you might be able to convince individuals you don't want to usurp the heir, and there's not yet any proof, but many people will already believe you do… even if you're a drop-in.

Cold (+100 CP): You do not smile. You do not laugh. You are not emotionless but you seem to lack human warmth, joy, and compassion. You can be cruel, you can be angry, you can be swayed by these things, and you can take pleasure, but you are without mercy or affection.

Historically Illiterate (+100 CP): You, and your companions/followers/etc, lose all memory of the events of the book, or of the development and events of Japan between the Heian period and the 1970s except for any in-jump memories of your past in Japan if you have a Japanese background. You will also lose any records of these things.

Lordly Hatred (+100 CP): You have made a personal enemy of a major daimyo; they need not be one of the five regents, but they will still be one of the more powerful daimyo still. They hate you, consider you an enemy, and will try to have you killed.

Miser (+100 CP): A samurai is not supposed to care deeply about money, and is expected to have a certain amount of largesse. Whether you're a samurai or not you care very deeply about money, and seem to spend it only through tightly clenched fingers, objecting to every expenditure even necessary ones, and always trying to squeeze out as much as you can with the least payment of gold or wealth. You seem a touch more willing to spend other things.

Never Leaving Japan (+100 CP): You cannot leave Japan. You can perhaps go out a few miles out to sea west of Kyushu, but you can't get further from the islands than that no matter what you do or what you try. You can't even go to Hokkaido as it's not yet fully integrated into Japan.

Sadist (+100 CP): Like Kashigi Yabu, you are a sadist. You crave the pleasure that you receive not only from the pain of others, but from inflicting it directly. You could boil a man alive and long remember with proud happiness the night you spent with a courtesan listening to his screams.

Starcrossed Love (+100 CP): You will fall in love with someone who will always remain at least somewhat out of reach. They may love you back, but still events and positions in life will assure you can never truly have them. Perhaps they are married to another and will not divorce them, or they're a courtesan whose contract is owned by a

lord, or they'll simply die. Whatever the reason you will love them passionately but while you may have their love you will never be able to hold a steady and true relationship with them, and they will be taken from you before the end of your time here.

Values Life (+100 CP): You put an inordinate weight on the value of the lives of others. You might risk your own life – even that of your lord – to save some serving woman, or a vassal, and Heaven help you if someone captures your men or holds the fate of a village over your head. It's quite easy to manipulate you with hostages even when you have no real connection to them.

Filthy Eta (+200 CP): You might not be an eta or one of the untouchables, but you are constantly filthy. You can't stand the act of bathing, and seem to have no concept of personal hygiene beyond cleaning your hands from time to time. Even if someone does manage to forcibly clean you, your stench will not be so easily removed, nor will you remain clean for long, managing at least a month's filth in a week's time.

Imprisoned (+200 CP): Somehow you keep finding yourself thrown into holding pits, dungeons, and prisons. Or what passes for a prison in Japan. Don't think of a pleasant stay in a modern prison, these are pits where the men are barely fed, barely given water, and often have to deal with salt water with fish guts being thrown on them or other disgusting circumstances. You will find yourself already more than half-starved and in one of these prisons at the start of the jump, and find yourself in (and hopefully out of) them for quite a bit of time while in this jump.

Naive Pawn (+200 CP): Every daimyo has a plot and a plan. Every daimyo is striving for power with their gambits and feuding. Even the Portuguese are getting in on the game, and court ladies. And you? You are the perfect pawn. You are naive, gullible, and extremely easy to manipulate and deceive. And you're just as inept at manipulating others as avoiding being manipulated. And people will recognize this as well. Expect to end up doing a lot of things because someone managed to convince you it was your own idea, and to have both your allies and enemies tricking you. After all, you can't be trusted with the real plan, you're just too naive to keep it secret.

Treacherous Snake (+200 CP; incompatible with Loyal Vassal): You have no sense of honor or loyalty. In fact you seem to actively look for excuses to betray, defect, and change sides, never able to hold faith or loyalty to another – whether lord or vassal – for long, betraying even when, if one looks at things rationally, it is just a bad idea. To add to your misfortune people seem to easily get this feeling about you, and if you're not newly arrived in Japan your reputation as a treacherous snake is already well established.

Wasting Disease (+200 CP): You have some wasting disease, like leprosy or the chinese sickness which is caught from women. This disease won't kill you during your time here on its own – though it may force you to rest and take things easy to avoid aggravating it – but will leave your body rotting and weakening across the decade, the pain and degradation of your body increasing month by month and year by year. You will not be cured of this disease during your time here either.

Bad Karma (+300 CP): You seem to have bad luck. It's not constant and it's not all the time, but reality seems to enjoy giving you a bad hand or an unexpected setback. You are especially prone to being hit with natural (or accidental) disasters such as typhoons, earthquakes, sudden floods, and of course fires.

Honor Demands Death (+300 CP): You're over eager to commit seppuku. It truly feels like you're just looking for an excuse, because if you perform any act that by the standards of this world – and its adherence to a later concept of bushido – would justify seppuku you will attempt to commit it. Even your lord's explicit command to not commit seppuku won't stop you if you owe it to another through a heavy means. Of course the truth isn't that you want to commit seppuku, you likely want to avoid it still, just that you will do so given the flimsiest reasoning. So make sure to live in all ways a life worthy of a samurai and never move against your lord.

Loyal Vassal (+300 CP; incompatible with Treacherous Snake): You are a loyal vassal to some daimyo of Japan, or the Father-Visitor of the Jesuits. You will loyally serve and obey them even to the point of death. Even if you knew they were sending you to your death, to let your death serve their purposes, you would obey loyally. Hopefully you will be more useful alive than dead. That shouldn't be too hard for one such as yourself, neh?

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

"Peasant" is in quotes because it includes the option to be etas or merchants (who are not part of the peasant caste), and stuff to be a spy merely pretending to be a peasant. Though the majority is based on Gyoko-san, the tea house madame.

If a perk would give you different knowledge/skills if you're from Europe than if you're from Japan, you can choose which you'd prefer if you're a Drop-In.

Good Death is free with State of Zen since I'm not sure it's not 100% covered by State of Zen already, and if you want elements of it made explicit you shouldn't need to pay extra; it exists as an individual perk because it shows up too often independent of State of Zen to only be available through it.

More Lives Than a Cat is, in simple terms, plot armor. It helps keep you alive in dangerous situations and makes people less likely to decide to just shoot you, but plot armor only goes so far so you need to give it things to work with.

Taking the Warrior perk as someone non-Japanese could give a similar level of familiarity with European weapons; yes this would include 16th century fire-arms.

As Clever as Machiavelli overlaps with a lot of more specialized perks. It has parts of Spymaster, Volunteer Nothing, First Rule Patience Second Rule Patience, Falconer, and more. Suffice it to say that the specialized perks make you better at that aspect than ACaM and usually covers some things not in ACaM (ACaM means you can probably set up a spy ring, but you won't know the details nearly as well as Spymaster and won't have the luck in overhearing things; ACaM definitely makes you highly talented with divide and conquer tactics, but even Toranaga doesn't have the narrative nudge to help along in-group/out-group dynamics and focusing that Christian Kings provides or even the skill at getting people to identify you by a shared in-grouping over an out-group), but that having both together will make you significantly better than either alone. Toranaga would have ACaM and several of the others (all Samurai perks, Volunteer Nothing, any general perk just obviously based on Toranaga, and maybe Spymaster) as well as a lot of experience.

As Clever as Machiavelli does not include battlefield tactics or military genius, because despite Toranaga being reputed to be a great general (40 battles without losing one) we don't get to see it, and we see him being concerned about having someone else to do field

command for Sekigahara… admittedly this is before the motive rant which indicates quite clearly that sections with Toranaga as the PoV have some element of unreliable narration, and the whole novel is ultimately him setting up a situation where he doesn't have to be a genius tactician to win the fight because his strategy already tilted things in his favor. Of course even if it doesn't come with knowledge of battlefields, or some revolutionary insight into how to fight a battle, being able to recognize how an enemy commander will act and preempt it is a major thing for military success.

The liberal education in the School has nothing to do with politics, and is referring purely to it in the older sense still preserved in the liberal arts. That is the education that every free man of Greece/Rome should possess. The school can teach whatever political skew you want no matter how noble or reprehensible; it is an indoctrination camp after all.

Changelog:

Version 1.0.0: Released.