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Inuyasha

Story

Hundreds of years ago, there was a powerful priestess named Midoriko. Her holy power to purify evil was so great that she was the terror of yokai all across Japan. So feared was she that countless yokai conglomerated into one being to kill her and they fought in a legendary battle. This fight had no victor, as Midoriko could only end it by removing the souls or the yokai and herself, which merged together into an incredibly powerful crystal in which her soul fights an endless war with the yokai. This crystal is known as the Shikon jewel.

Centuries after this event, a priestess named Kikyo and a half-yokai named Inuyasha fell in love. Kikyo possessed the Shikon jewel and with it they planned to wish for Inuyasha to become human so they could spend the rest of their lives together in peace. A horribly burned bandit named Onigumo that Kikyo had been caring for had other plans - he allowed an army of yokai to take over his body so he could fulfill his desire to have Kikyo for himself, being reborn as the yokai Naraku. Burning with jealousy, he turned the two lovers against each other and Kikyo sealed Inuyasha to a tree with a sacred arrow, while she died and had her body burned along with the jewel.

Over five centuries later, in modern Japan, a young girl named Kagome runs a shrine with her family, mysteriously having the Shikon jewel despite its presumed destruction. Upon entering the odd well on her family's grounds, she found herself transported five hundred years in the past. As a yokai attacked her, coveting the jewel, her only hope for salvation was to wake Inuyasha from his slumber. With teamwork they managed to defeat the yokai, however the jewel was shattered into countless pieces and spread across Japan. Inuyasha and Kagome will work together to reassemble the jewel, lest it fall into the wrong hands.

Your time in this world will begin just after Kagome has shattered the jewel and its fragments spread across Japan. Despite this, certain options will allow you to start off in Kagome’s time as the two periods are running “parallel” in time rather than the well returning to a fixed point. Regardless, take this gift to help you shape your destiny.

+1000 JP (Jewel Points)

Origins

Pure Priestess
You're just an ordinary gal/guy with an ordinary life. Although that's been your experience thus far, you're likely to be pulled into the dangerous supernatural events to come. You have the potential for great purifying power hidden within you that could purge spirits. It may end up your duty to fight these wicked beings. If you wish you can start in Kagome's time, the modern day.

Noble Descent
You are no peasant, rather you've descended from some sort of nobility, possibly even royalty. For a human this means being the child of wealthy landowners with their own standing military forces, but for a yokai this means your heritage can trace back to a powerful daiyokai such as Toga, the father of Inuyasha and Sesshomaru. In either case great expectations rest on your shoulders.

Yokai Slayer
You've been trained from a young age to battle spirits, having your spirit, body or both refined day after day for this one cause. You could be a demon exterminator like Sango or a wandering monk like Miroku but in either case your life has consisted of many battles with yokai and that's unlikely to change any time soon.

True Evil
You have lurked in the shadows for quite some time, possibly since time immemorial. Whether you're a yokai or not, you've spent most of your life up to now tormenting others for your own wicked pleasure. The world will only get more chaotic now that the jewel is free, leaving the perfect playground for someone like you.

Race

Human
Just your average ordinary people. Humans are constantly being slaughtered by yokai in the Sengoku Jidai, though some through either great spiritual power or raw physical strength become strong enough to fight back against the evil monsters.

300 - Yokai
In the Sengoku Jidai, yokai plentifully roam the land. You are one of these yokai, also sometimes called demons or just spirits. Yokai are fantastical and come in any shape and form you could think of - from humans with pointed ears, to flying serpents, giant bats, living mountains, conscious skulls and far too many more types to list. Generally, yokai are far more powerful than ordinary humans (with some exceptions) and have magic powers that humans lack, though they are in turn vulnerable to the holy power used by priestesses and monks. Your form and abilities will be expanded on in the Yokai abilities section.

Perks

Perks are 50% off for matching origin. 100 JP perks are free for matching origin.

Pure Priestess

100 - Saintly Beauty

There once was a woman named Kikyo who wandered the lands destroying evil yokai and tending to the needs of the weak and sick. She was so beautiful both inside and out that both men and yokai coveted her - you might as well be her spitting image. While you might not literally be her reincarnation or look like her, you are extremely beautiful, and along with that beauty you've been given a talent for comforting those in need. You can easily tell when the people around you are suffering, be that physically or emotionally, and you can help either by treating their wounds or comforting their sorrowful hearts.

100 - CRAM!!!

Saving the Sengoku Jidai from ancient evil is nice and all, but what about your studies?! With how much you're falling behind can you even pass?! Well, somehow you can! Not only are people excessively willing to excuse your absence, but you're very good at making up for all the material and work you missed even if it was the significant majority of the work you should've been doing all year. I doubt you're looking at straight A's but you can at least pass! Hooray!

200 - Crack Shot

One might not guess it by looking at you, but you're quite the archer. You could precisely bullseye a tiny target on a quick or erratic enemy no problem and your aim only gets better the more tense and high pressure the situation. If the fate of the world, or at least the person you love most, is on the line it's unimaginable that you'd miss your mark.

200 - Sacred Heart

Even in these dark times, within you is not a speck of the world's darkness. You are truly pure of heart, being unhindered by the evil thoughts and feelings that weigh down almost everyone. This purity protects you from corruption and powers which ensnare you through your own wicked desires or negative emotions. You are not truly immune to such evil thoughts - something as simple to fall into as jealousy towards your lover's former flame might snatch this protection away from you, but with effort to overcome such thoughts you can become pure once more. Don't give in to hate.

400 - Bonds
In this world of evil spirits and legendary holy warriors, love is the force that conquers all. The love that grows between you and those you care about is an incredibly powerful thing. Your love can actually save those you care about, pulling them from the darkness. When overcome by evil forces mentally or spiritually, be it being trapped in an illusion which holds you by your inner sorrow or being taken over by the murderous nature of their yokai blood, just thinking about you and what you mean to them could free them and keep them from losing themselves. Their love for you in turn gives you an iron will through even the worst suffering. Never let them go.

400 - Sacred Barriers
In this land ravaged by evil spirits there is one mountain, Mount Hakurei, that remains pure and clean. That is because of the massive holy barrier created by the monk Hakushin which surrounds the entire mountain, making it impenetrable for nearly all yokai lest they face certain death. You've attained this same degree of holiness, able to manifest incredibly powerful barriers that can cover whole mountains. The barriers you erect are so potent they can repel virtually all spirit powers; not only are yokai either destroyed or forced to flee, but any aspect of such power is either destroyed or negated with few exceptions. Yokai artifacts such as the robe of the fire rat lose their supernatural powers and are reduced to mundanity, the poison of spirit insects is purified, half-yokai will be left fully human while in the barrier and even humans with impure thoughts are rendered unable to move when those thoughts strongly manifest. Even a yokai as powerful as Sesshomaru would be hindered, though not in real danger.

600 - Purifier
Naraku may have more than Kagome to worry about now. You have a holy power matched only by the likes of Kikyo or even Midoriko. Your spiritual power is so immense that even evil spirits as powerful as Naraku could be purged with one touch of your hand or an arrow imbued with your sacred power. Not only is your innate power massive, but you've trained to harness it, learning many techniques. You can create spiritual barriers and maintain them even in your sleep, paralyze regular humans with a touch, attract all the low level spirits for miles to you like a pied piper, and even create shikigami with portions of your power to serve as agents. Beyond all that, you've mastered the trump card ability of Midoriko - removing the four souls of any being to purify and crystalize it, rendering it powerless. This is how the Shikon jewel came to be.

600 - Second Coming
It's funny - you look just like a certain someone who's long dead. You have their same appearance, demeanor and even the same general talents that they did. It's almost as if you were some sort of reincarnation. Indeed, you've been given the ability, before the start of this jump and every future jump, to choose to be the reincarnation of someone who's been dead since before you would've been conceived in the world. This not only gives you potential for the same abilities they possessed, but binds you through destiny to the people they knew. Both their allies and enemies that are still around will be drawn to you just as they were your previous self, forging similar relationships and allowing you to fill whatever destiny was originally theirs. Unlike them, you've learned and grown so you're not forced to follow this destiny and can forge your own better path through wisdom and determination. If all else fails, you have your loved ones.

Noble Descent

100 - Bad Boy
People tend to think you're a jerk - always swearing and bad-mouthing and doing whatever you want. Everyone has different sides to them, though, and you're no exception. If you spend time with people they're able to look past your negative qualities and focus on the good in you - your love for your friends, your willingness to sacrifice and all that sappy stuff. Having such a rough exterior has the bonus that some people find it very attractive. They will try to fix you.

100 - Dignified
There are peasants and nobles in this world - those who don't matter and those who do. Being in the latter category means you carry yourself with the nobility your stature entails. You've been properly groomed and trained for all the etiquette and rituals needed to fit in with the upper echelon. It's as natural as breathing for you by now. So long as you act the part of a refined and stuck up noble, others will treat you with due respect, lest they incur your wrath. Even in the world of yokai where social status is based on strength, others will tread lightly if you make your superior lineage clear.

200 - Human Heart
It's tempting to think that being human is a weakness - they can't fly or shoot lightning or even rip a tree in half with their claws. But humans have the power of love in them and that power can overcome anything. By thinking about your loved ones you can control yourself even when overcome with bloodlust like that experienced by a hanyo temporarily accessing their full yokai power. Nothing so petty could ever make you hurt someone you love!

200 - Aura
Power is what rules the world of yokai, but in almost all cases power has to first be proven through showing one's strength. Your power is different - it can be felt emanating from your very being. Your strength is projected in every tiny movement. It shines in your eyes and permeates the air with your breath. Without anything being tested those around you can feel just how strong you are and will either cower and submit or flee rather than face your strength. Of course, that's assuming your strength surpasses their own.

400 - Kagome!
Losing someone you love is the worst thing that could happen to you. That's why you're not gonna let it happen. When those you love are in danger you just know somehow and you can run like hell to get to them in time to save them. With how motivated you'll be you could reach them anywhere, even if they were stuck in another dimension. You fight harder and better when you have someone behind you that you want to protect. That's what true love is.

400 - Favored Child
Some people really do get all the luck. For whatever reason, be it a deep love or pity, when it comes time to divvy inheritance around you get practically everything. Not only are you bound to get the wealth and artifacts of your ancestors, but those who were friends or servants of your parents will go out of their way to help you time and again when you have a problem you can't solve on your own. They pop up a lot more than you'd think.

600 - Demon Heir
The blood of rulers flows through your veins. Not the rulers of humans, but of an incredibly powerful Daiyokai such as Inuyasha and Sesshomaru's father. You've inherited their immense power and potential as a yokai, putting your yokai abilities and raw physical might vastly above nearly all others. If you're a human this means you're a hanyo like Inuyasha and despite having human blood you'll be able to make purchases from the Yokai abilities section. The downside is that as a hanyo your true potential is slightly hindered and on the night of the new moon you'll be reduced to a regular human. Under extreme threat of death your full yokai blood may take over, giving you even greater strength but also losing control of yourself in the process. If you train enough, perhaps you could even rival Sesshomaru himself.

600 - Inner Blade
You don't need an inheritance. Rusted Hand-me-downs are worthless when the greatest power has always dwelled within you all along. Inside you is a weapon that is the essence of your being - it fulfills everything you are, manifesting your full potential. You and the weapon are one and depending on your own strength, your weapon will have its own incredible mystical abilities otherwise unknown to you. Imagine a blade that can steal the power of those it defeats or one that will prevent all regeneration and cause whatever it cuts to decay into nothingness. Such a weapon dwells within you and the more powerful you are the greater it will be, growing alongside you. If you have another weapon tied to your very essence you can import that weapon into this one. To unlock it you'll need to fully embrace your true nature and accept yourself fully - only then will you have your perfect weapon.

Yokai Slayer

100 - Playboy
You really are shameless. Using your trusted status as a monk and your natural charm you've taken to manipulating others to get what you want. Tell the local noble their daughter is possessed by a spirit and suddenly you've got both some nice lodgings and even nicer company. With your charisma, seducing people is trivial too, though those who see through your “helpful monk” routine aren't gonna be so easy. Lecher.

100 - Bigger Is Better
Some would say weapons as big as your body are “unwieldy”. We call those people quitters. You've learned to handle ridiculously big and heavy weapons as easily as any ordinary weapon, using their size and weight to your advantage. Something as ridiculous as a giant boomerang doesn't sound effective until it's ripping the head clean off a 20 foot tall demon’s shoulders

200 - Monk’s Duty
Even if you are a lecherous monk, you're a monk nonetheless. You were born with a degree of spiritual power and have been trained in the arts of repelling, exorcising, sealing and destroying yokai, also known as spirits or demons. Your main tool is sutras - magic talismans that can destroy, bind, exorcise or seal away yokai depending on the type used. Simply throw them at the target and most lesser yokai will die in an instant. Slap them on a possessed person and the possessing spirit will be expelled. Cover a building with them to keep one sealed within or keep others from getting in. You can create these charms and with your natural ability to sense nearby yokai it makes your job simple. You have other talents too, like creating decent spiritual barriers and purifying an area of corruption through ritual. Your job is never done.

200 - Demon Slayer
Humans have often been seen as helpless fodder to be fed on by the spirits of these lands, but one village of humans rejected that idea entirely. You've undergone the intense training of the village of demon slayers and would rank as one of its top warriors. You've become extremely skilled in both hand to hand combat and the use of weapons, but even more impressive is your physical ability. Even as a regular human you would have the strength to send large yokai flying with just punches and kicks, the reflexes and agility to dodge a yokai’s blows and leap dozens of feet in the air and the inhuman endurance to survive the blows of yokai and heal from them in short periods of time. You've even been trained in the knowledge of countless types of yokai, especially their weaknesses, how to kill them and make effective poisons against them.

400 - Can't Die Yet
Recklessness in the protection of those you love is admirable, but it's also incredibly foolish. A If you're gonna act the fool, though, at least be able to take it. You're surprisingly hard to put down. Grievous wounds that by all means should kill you will only keep you bedridden for a while and soon enough you'll be back on your feet. This is especially pronounced with poisons and toxins both mundane and spiritual - an evil miasma that would kill even one thousand regular men could be absorbed into your body, and though it might be touch and go you'll be assured of survival and recovery with any level of treatment. Take care of yourself, okay?

400 - Free Will
They thought they could control you - that let you'd let yourself become a puppet for their schemes. That's not happening. Your sense of self is incredibly powerful. It's so powerful that even if revived by someone's magic or placed under mind control your will can assert itself to break free, even if such a thing shouldn't be possible. You're nobody's tool.

600 - Wind Tunnel
Once, your ancestor battled a powerful spirit and as a result his bloodline was cursed. Now that curse passes to you. Your hand has a hole in it which must always remain sealed. When the seal is undone, the hole sucks in anything it's pointed at with incredible force and obliterates it. Be it people, buildings or whole legions of yokai the hole can easily consume and destroy them without a trace. Even incredibly powerful yokai like Sesshomaru could be threatened by your wind tunnel. Beware, however, for if you suck in anything toxic such as yokai miasma it will be absorbed into your body and could easily kill you if you absorb too much. The tunnel doesn't discriminate either so you'll have to be very careful not to kill your allies. Normally the wind tunnel would continuously grow until it consumed you, but in your case the curse has been halted, leaving you to use this weapon as you please. May it be a last resort.

600 - Second Chance
Some lives are snuffed out cruelly and far too soon, especially in this era of war and violence. Young women die before they can have families and young boys are ripped from their loved ones in an instant. This isn't your fate, though. Through some miracle, if you happen to die you'll be brought back to life. It could be the doings of a witch, the machinations of an evil yokai or even a priestess sacrificing her life to restore yours but whatever the case you'll be revived from the dead, given one more chance at life. This will happen the first time you die in each jump or once a decade, whichever comes sooner. Cherish the second chance you've been given.

True Evil

100 - Friendly Face
What a trustworthy person you are. Surely you have only good intentions! That's what you can convince people of, anyways. You've become an expert at playing the role of an innocent and sympathetic figure. People rarely seem to suspect you of any wrongdoing until your blade is already at their throat. Even better, you can blame your misdoings on someone else and turn even skeptics into temporary allies to be used against your victims. It's child's play, really.

100 - Hidden Darkness
Lowly yokai galavant around like they own the world only to be cut down. You're not so foolish. You've learned how to avoid detection and pick out the perfect spots where your enemies would never find you. Without advanced tracking like a superb sense of smell it'd be nigh impossible to find you when you hide out. You can even hide in plain sight - nobody would suspect you're taking the guise of a random merchant or the local lord. If you've reached the point where you don't need to hide, that means you've already won.

200 - Flee!
Battles to the death are fun and all, but the dying part really isn't. When things aren't going your way it's best to make a quick escape. You're a master at this, as not only do you flee surprisingly fast but you can cook up some way to stall your enemies long enough to make a getaway almost without fail. Let them celebrate their temporary victory - you'll be back soon enough.

200 - Substitute
Let me pose a question - why put yourself in harm's way? It's true that if you want something done right you should do it yourself, but who decided that to do it yourself your actual body would need to be present? You don't need to entertain the idea of showing your face, as you've mastered a form of magic that lets you remotely control dolls to do your bidding. These aren't just ordinary dolls. Once the spell is activated the doll takes on your form, becoming a virtually perfect copy with even the same abilities as your regular self. You can remotely control and share senses with the doll, puppeteering it from the safety of your own lair. Unfortunately, the doll is a decent bit weaker than you are and notably less durable so anyone who's a threat to you should have little trouble destroying it. No matter - replacing them is trivial. Your enemies are about to get VERY sick of killing you.

400 - Demon Magic
Priestesses and monks wielding holy powers roam these lands, yet there's also the flip side of that coin. Dark priestesses and even some yokai like Naraku have mastered evil magic to make their will a reality, and you've now done the same. The magic you've mastered is mostly used to afflict others. You can place powerful curses on people and even their bloodlines like the curse on Miroku's bloodline, giving each male descendant a wind tunnel that eventually consumes them alive. Perhaps your most impressive spell is the spell of illusory death. You spread out tentacles over a wide area; when someone comes into contact with the tentacles they're pulled into an illusion that manifests the negative aspects of their hearts, trapping them until their soul is consumed. While someone can't be ensnared if they have no negativity in their heart, once they're ensnared it takes an incredible amount of willpower to break free.

400 - Puppetmaster
Humans are incredibly weak and their greatest weakness is their heart. Control the heart and you can make anyone do exactly what you want. Toying with people's hearts and manipulating their actions is child's play to you. Your talent for deception combined with your intelligence makes it trivial to not only manipulate others, but completely control them. In one night you could get two lovers to hate and kill each other without understanding you were even involved. Even as your enemies think they're getting closer to your defeat you've ensured every step they take only moves you closer to your ultimate goal. Everything is according to plan.

600 - Night Parade
Once you had a wish. A desire burned so brightly in your heart that you were willing to give anything to have it even if it consumed you. Thus you gave your body to merge with and became a living legion of countless yokai, though with only your one original mind truly in control. If you were a human you're now a hanyo and are able to make purchases from the Yokai abilities section. As a legion of Yokai you have the unique ability to consume further yokai to gain their abilities and raw strength. Not only can you continuously grow more powerful through this method, but you can create powerful minions of your own design with their own unique abilities by severing off pieces of yourself, or shed off smaller pieces to create weapons imbued with your own abilities. This process will only refine your own body and make you even more powerful. Like other hanyo you have one night a month where you're powerless, but you can choose which night each month and use that night to refine your body.

600 - Essence of Evil
Within the Shikon jewel is true evil. Pure evil, blacker than black and more hateful than hate. Now you too are pure evil. Your true form is not physical, but an incorporeal mass of floating darkness. Though you can use physical bodies, they're just shells to house your true self. As you are incorporeal, no physical weapon or attack no matter how powerful can harm your true form. Only a celestial weapon able to harm beings from the underworld like Tenseiga can harm you. Your evil far outweighs even the holy power of priestesses like Kikyo or Kagome - so much so that you could seal someone's spiritual/holy powers away with but a glance. Your darkness could corrupt even a jewel shard imbued with all the spiritual power of Kikyo and as incorporeal evil you can easily leave and possess new bodies at will. Your corruption will devour this world.

Undiscounted

200 - Necromancy
Certain witches and yokai have mastered a powerful magic art - the ability to bring the dead back to life. Using this magic you're able to create a small army of clay soldiers by baking human bones into the clay. These minions are nothing special, but by putting in more effort and calling a deceased soul to animate your created body you can bring the dead back to “life”. Their soul will inhabit the body and regain their original appearance along with at least their spiritual abilities, practically identical to when they were alive. It's still an unnatural existence, however - they need to regularly consume souls to keep their dirt body animated. If for some reason the soul you attempt to call has already reincarnated you'll need to extract the soul from the reincarnation first. It's exhilarating to wield the powers of life and death in your hands.

300 - Legendary Smith
Tessaiga and Tenseiga are among the most prized and acclaimed weapons to ever exist. Their might and craftsmanship are that of legend and both were created by the yokai smith Totosai. Your skill in crafting mystical weapons now matches Totosai himself. You can forge and repair weapons with special abilities such as the Tessaiga which can steal the powers of demons and weapons it destroys; Tenseiga, which can kill spirits of the underworld and revive the dead; Tokijin, which has power rivaling the likes of Tessaiga and can fire concentrated blasts of energy; and Dakki which can steal the powers of yokai and their weapons through clashing with them. Though you generally need exceptionally high quality materials like the fangs of Inuyasha and Sesshomaru to forge such weapons, these are some examples of the kinds of weapons you could make. You can also reforge weapons with more materials to enhance their power further, or even separate certain aspects of a weapon into its own blade without destroying the original weapon - for example separating Meido Zangetsuha from Tessaiga to make Tenseiga.

Yokai Abilities

This section is exclusively for yokai and hanyo, allowing them to choose their form and purchase supernatural abilities to determine what kind of yokai they are. Yokai and hanyo both receive **+600YP** to spend in this section and one discount per price tier (100,200,400,600) with 100 point discounts being free. JP can be converted into YP at a 1:2 ratio. Keep in mind that all your yokai abilities are massively amplified if you have the Demon Heir perk.

Free/100/200 - Form

Select what form you'll take as a yokai. The options are as wide as your imagination, including bizarre things like a living evil comb or a screaming flaming wheel with a face. Your form shouldn't provide you any notable advantages such as flight or control of an element and your size should be at most slightly bigger than a warhorse. For 100 YP you're giant, able to hold a human in one hand like a doll. For 200 YP you're the size of a mountain.

100 - Hair Control

You can manipulate your hair to combat your enemies. This is a deceptively versatile and effective ability as your hair is not only surprisingly durable and sharp, able to bind and slide apart your enemies, but your control is so fine that with practice you could perfectly puppeteer many bodies at once even without giving your position away.

100 - Illusory Arts

Like a kitsune, you have the ability to create illusions that feel real. Primarily you make illusory objects like a statue that feels impossibly heavy and immobilizes someone or a spinning top that feels extremely painful. You can even make fake doppelgangers of yourself for a distraction or mimic others' appearance. Despite your illusions not being real, their effects feel real to others and these abilities can be extremely versatile. Your illusions are as wide as your imagination.

100 - Flight

You can now soar through the air. Normally you'd need wings or some ability to manipulate the elements to fly, but you can freely flit about through your will alone. Or just float in midair above your enemies if you feel like showing off your superiority.

100 - Vanishing

You have the ability to disappear and reappear in a separate location, also able to bring others with you. The range isn't especially far, but it's far enough to escape from a fight you can't win. That's the primary purpose of this ability, though it could also be used to sneak attack an enemy if they don't see it coming.

100 - Human Form

Regardless of how powerful you are, living amongst humans is quite difficult while in the form of a monster. You have the ability to switch to a form nearly identical to a regular human, letting you blend in with them easily. Be warned that though you look human you may still smell like a yokai, so those with incredibly sharp smell or spiritual senses can figure you out.

100 - Poison
Your body is filled with deadly toxins. While you're obviously immune (and more resistant to poisons in general now), they can be wielded against your enemies to incapacitate them. If your poison is potent enough it may even liquefy their insides. The poison can be applied through any sharp part of your body such as teeth or claws, or through saliva.

100/200 - Possession
Like many yokai, you can possess humans and control their bodies. Regardless of your size you can compress yourself to fit inside a human and then use their body as your own. This is much more difficult or impossible if the enemy has too much spiritual power and those with spiritual power like monks and priestesses can banish you from your host. For 200 YP not only can you possess others, but you can create tiny offspring that obey your will and each one can be fed to a human to possess them as well.

200 - Bestial
Not only are you a spirit, but an animal as well. Your form is based on an animal and you've received greatly enhanced abilities depending on the type you are. A dog would have fangs and claws strong and sharp as steel with a ridiculously acute sense of smell, a bat could fly and fire powerful sonic blasts while having incredible hearing, a spider could weave nigh indestructible webs and so on. The abilities can be more loosely connected to the animal as well, like a dog launching blades of blood or raw yoki out of their claws. You can purchase this option multiple times, becoming a sort of chimera with two additional purchases being discounted.

200 - Element
Select one of the following - fire, water, earth, wind, ice or lightning. You've gained the ability to generate and manipulate that element. A wind user could send invisible slashes of air at their enemies, fly on the controlled wind and create deadly tornadoes for example. All elements have their own benefits and disadvantages, but when used correctly each is very powerful. You may take this option multiple times, with additional elements being discounted.

200 - Raw Energy
Rather than an element, why not use raw power? You can directly manifest your demonic power as spheres and beams of energy to fire at will. These are extremely powerful and destructive, at least relative to your own power, and take very little energy to produce.

200 - Soul Manipulation
You can touch the soul and the heart. By making contact with someone you can see into their heart, learning all their secret emotions and desires. If there's even the tiniest bit of darkness within their heart you can grasp onto it to control their mind, though those with strong willpower can resist your control.

200 - Superiority
Some yokai are simply more powerful than others and you fit into that category. Choose strength, speed or durability. That physical attribute has been massively enhanced for you. Become strong enough to rip apart steel with your bare hands and kill powerful yokai in a single blow; become so fast that you can move quicker than the eye can detect; gain a body harder than steel impenetrable to nearly any weapon. You can purchase this option multiple times, both to increase your other stats or to double, triple down and so on in one attribute.

200/400 - Barriers
The greatest defense. You can erect a barrier of energy around yourself and the area around you which is incredibly hard to destroy or penetrate, also able to freely manipulate the size of the barrier. The more yoki (demonic energy) you have, the more durable your barrier. For 400 YP not only is the barrier even more durable but it can reflect an enemy's attacks back at them.

200/400 - Healing
You can regenerate from your wounds. Be it sword wounds, internal bleeding, burns or even poisoning your body will quickly repair and regrow the lost tissue, with the limit being fully destroyed organs or severed limbs. For 400 YP your regeneration is now practically instant and you can regrow any part of your body, though you can still be killed through the destruction of your heart or brain.

400 - Void
Despite being something, you are nothing. This paradox provides some unique abilities. First of all you are impossible to detect through the typical methods - you lack any sort of demonic aura or scent and are thus impossible to track or even identify as a yokai. This also means you're immune to the weaknesses of yokai. Spiritual power has no effect on you at all.

400 - Light
You can generate incredibly powerful beams of light to smite your enemies. As light beams they're extremely fast and incredibly lethal. The light is made of yokai that you generate from your body, which allows you to store them in jars as weapons that anyone can use. You can keep creating as many of these jars as you like.

400 - Miasma
You can generate an incredibly deadly and oppressive demonic poison. You can spread this poison over even an entire mountain to make the entire area uninhabitable for both ordinary humans and yokai significantly weaker than you. Your miasma is potent enough to melt through earth and stone and if you're powerful enough you can spread it in liquid form to release a deadly river of miasma. Not only can you release the miasma, but you ARE the miasma. You can turn your body into pure miasma at will, rendering it immune to physical attacks, and those who bite or even touch your physical body will be afflicted by the miasma. If you became powerful enough then no one would be safe from your miasma, not even someone like Kikyo.

400 - Mind Reading
You can read the minds of others. While a simple ability it's incredibly potent. You can read and process the thoughts of everyone around you simultaneously, which while useful for gathering info is far more powerful in combat. In a fight your mind reading is effectively precognition as you know well ahead of time what all your enemies are planning to do, reading not only their thoughts but their intentions before they act. This makes dodging and countering them child's play, with the only thing that could overcome you being a massive disparity in speed and power.

600 - Adamant
Your body is made of adamant crystals. These are some of the most durable substances in the world and so your defense is almost impossible to penetrate. Not only that, but can generate and fire off the crystals as an attack that can pierce through even the most powerful defenses and barriers. You have one more special ability - to generate pearls that can become portals to other realms such as the barrier between worlds. With practice you can tune them to other dimensions in future worlds.

600 - All-Hearing
You can hear all things in the world. This is not hyperbole - you can actually hear everything happening in the world, though your area of focus is usually 5 miles around yourself, simultaneously hearing and processing everything in that range. That's only because you tune out everything else, but by focusing and listening for something you want to hear you could hear anything happening anywhere, even hearing into another dimension like the border between worlds to find the “sound” of a Shikon jewel shard existing. Nothing is beyond your ears.

600 - Meido Zangetsuha
The ultimate attack. You've learned a technique to create portals to the underworld where people's souls and bodies are dissolved into nothing over time. You can launch these portals at your enemies like projectiles that then suck them into hell. The more powerful and experienced you are with the technique, the larger the spheres you can make and the more you can launch at once. If channeled through a blade you can turn the portals into crescent blades that not only suck up the enemy but cut them apart and suck up whatever remains.

600 - Immortal Blob
You can freely control and mold your body, which is just a vessel for your heart. You can change your appearance to mimic others perfectly, grow and shrink your body, rearrange your internal organs, stretch and squash your limbs to extend your range in combat and dodge attacks. You can create deadly claws, blades and tentacle-spears from your body to attack with as well. You can mimic the physical characteristics of practically any animal, such as the stinger of a scorpion or the wings of a bat to fly. Most significant of all is your heart itself - so long as your heart is intact you cannot die and you can freely remove it from your body without issue. Even if the rest of your body was obliterated it would regenerate from your heart, though without other regeneration options this process could take weeks. You will never die.

Items

Items are 50% off for matching origin. 100 JP items are free for matching origin.

Pure Priestess

100 - Bicycle

Travel through time in style. You've got a typical bicycle with a cute little basket. Despite the ordinary appearance it's exceptionally durable and handles the untread terrain of the Sengoku Jidai with impressive speed. Once again, it's also a cute bicycle. That's a plus.

200 - Doggy Necklace

Sit, boy! This magic necklace is attuned to your person. Upon putting it on someone's neck they'll find it impossible to remove and by uttering the command “sit!” you can make them fall to the ground as if crushed by gravity. Useful both for keeping your unruly boyfriend in line and tormenting him whenever he upsets you! Silly boys!

400 - Sacred Longbow

High on a holy mountain, you acquired this powerful blessed item. This longbow possesses a great deal of purifying power. Even used by an ordinary human it would be incredibly effective at destroying yokai and clearing miasma, but the effectiveness is vastly greater when used by someone with exceptional spiritual abilities. Beyond its holy power, the arrows fired from it will only strike your intended target - it can pass through any barrier, wall or even other people to hit precisely who you were aiming at. This bow was made to slay evil.

600 - Bone Eater’s Well

Hidden within this dark and scary well lies an incredible secret - the secret of time travel. When you leap into the Bone Eater's well in the modern era you'll be transported about 5 centuries back to the Sengoku Jidai and vice versa. Time in the two worlds moves parallel so you won't be returning to the same day each time or anything silly like that. In future worlds, you can think about what time period in the past of that world you'd like to travel to and you'll be sent there with the well linked to that era up until the end of that jump.

Noble Descent

100 - Inheritance
Your parents have left you a decently hefty fortune, mostly in gold and jewels. Your wealth is comparable to a local lord in the Sengoku Jidai, meaning at the very least you could live luxuriously and not have to work again a day in your life. If you were born in the modern era you gain the same level of wealth, though most of it is in yen.

200 - Fire-rat Robe
This garment is both fashionable and functional. Woven from the fur of a Fire-rat yokai, despite being light and cozy this robe is immune to all heat and fire and highly resistant to anything else. Not only can no heat harm the robe or you while wearing it, but ordinary blades wielded by humans, explosives, miasma and even the blows of lesser yokai are ineffective against it, or at the very least their effects are mitigated. If the robe is damaged it will repair itself over time.

400 - Hidden Tomb
Hidden within your eye is a special black pearl. You can extract and insert this pearl at will and use it to transport yourself to the tomb of your ancestors located within the border between worlds. There's almost no way other than this pearl to reach the border normally, making the tomb a nigh impenetrable hideout and a perfect place to store your family's treasures.

600 - Tessaiga/Tenseiga
The Daiyokai Toga, once considered the most powerful of all time, took a fang of his and had the yokai smith Totosai forge a blade for him - the Tessaiga. Later, another blade was split off from Tessaiga - Tenseiga. The Tessaiga is a blade of immaculate craftsmanship and immense demonic power created to protect humans as pure yokai cannot touch it. By sensing the “scar of the wind” and slashing it, the user can launch incredibly powerful blasts of demon energy and with enough skill this move can be used at will without needing to slash the wind. Beyond the power of the wind scar is the backlash wave, a technique which redirects an enemy's demonic energy back at them far more powerfully, capable of killing an enemy in one blow that the wind scar couldn't put a scratch in. The true ultimate power of Tessaiga is to steal power for itself. It can absorb the powers of any material, substance or form of demonic energy to gain new abilities. By cutting apart a powerful barrier yokai it could gain the ability to penetrate nearly all barriers. Destroy a sword that can drain an enemy's energy with the blade and Tessaiga will steal energy from then on. The potential of Tessaiga is unlimited.

Tessaiga is known as a blade that kills 100 yokai in a single stroke, Tenseiga is the blade that can save 100 lives in a single stroke. The blade cannot cut anything in this world, but by wielding it you can see the messengers of death that surround the deceased. Beings not from the living world like these can be killed by the blade. If killed, the corpse they surround will be brought back to life if it was recently deceased. This can only be done once per target, however. The blade also has the ability of Meido Zangetsuha - to open a portal to the netherworld which sucks in and destroys your foes. You get one blade per purchase, but the second purchase is discounted. These are perfect copies of the originals.

Yokai Slayer

100 - Sutras
The most basic tools of a monk. You have a large collection of blessed talismans for the purpose of exorcising, warding off, paralyzing, sealing and killing yokai. These sutras require some know-how and training as a monk to use properly, but they're very effective against most spirits. They replenish each day so feel free to chuck them around.

200 - Anti-Demon Tools
To be a proper yokai slayer you need the proper equipment. You have many different weapons such as a kusarigama, swords, knives, bows and so on all of which are deadly enough to contest most yokai. You have specialized poisons for killing yokai, medical salves and a filter mask to protect from poison both mundane and spiritual. Be prepared for any battle.

400 - Hiraikotsu
It's massive. Too big to be called a blade - also too boomerang-like to be called one either. This weapon is a massive boomerang bigger than a grown woman forged from the bones of many yokai. Despite the goofy appearance it's not only highly lethal, able to cleave demons in two with ease, but it can also be used as a shield due to its very high durability. Yours has been through quite the ordeal as it's now coated in its own extremely powerful demonic aura and can grab the aura of enemies to empower itself and tear them apart. This can rip straight through the defense of even extremely powerful yokai and prevent them from restoring their shape.

600 - Clan Village
This is your own village of yokai hunters. Your clan is extremely skilled in combat to superhuman degrees and knowledgeable to the point they can effectively combat almost any type of yokai. They're also constantly crafting weapons and armor from the gathered parts of defeated yokai, creating powerful tools like Hiraikotsu. You're the head of the village and effectively royalty here so they all follow your orders. Due to the demand for protection from yokai and for them to be hunted in this era, the clan is exceedingly wealthy off contracts.

True Evil

100 - Cave
Your secret little hideaway. You had some good memories here. Well, memories at any rate. You can live here and although it's far from comfortable it's also surprisingly difficult to find. The cave is permeated with an evil aura so intense that it masks whatever evil aura you yourself might have, letting you blend in and repelling most people from it out of fear. There's a “you” shaped hole in the ground too.

200 - Saimyosho
Naraku's poisonous insects! They're your poisonous insects now, I suppose. You can summon these massive swarms of flying poisonous bug yokai. They're very weak, though they have very potent poison that would make someone think twice about, say, sucking them into a hole in their hand. Besides their poison, they serve as amazing scouts since you can see through their eyes and have them steal objects to bring them back to you. No matter how many get destroyed you can bring in a new swarm just as quickly - there's no end to these things!

400 - Empty Mirror
A mirror with the power of nothingness. This mirror can steal the souls of others and allow you to control them, though exceptionally powerful souls like Kagome's are beyond the mirror's power. It can also reflect an enemy's attacks back at them, though soul based attacks will instead be sucked into the mirror. Using the mirror you can also spy on any reflective surface to see what it reflects. You can unleash a powerful demon from the mirror. The mirror demon can steal the powers of any weapon reflected in its surface, making itself the original and the original the “reflection” leaving it powerless. Any injury inflicted on it can be deflected to you if you wish, causing it to heal from the damage but forcing you to bear the burden of the injury.

600 - Rat Shrine
Time for a plague! Open up this little shrine you can carry around and yokai rats will pour out. Lots of rats. Endless amounts of rats. While the rats will leave you alone, they'll devour every other living thing in their path, eating humans alive down to their bones. As the shrine remains open the rats only grow and grow in number. Any attempt to destroy the rats such as by cutting them apart just splits them into even more rats. In no time at all the rat plague will grow exponentially. Whole villages devoured, towns, cities, regions, all of Japan! The rats will only stop and disappear if you close the shrine or if it's destroyed. Sew chaos to your heart's content.

Undiscounted

200 - Magic ink
Gross. That's some gnarly ink you've got there. Not surprising since it's made from the blood and guts of humans. This ink has been imbued with great evil and as such whatever is painted from the ink comes to life as your loyal minion. The creatures created through this method are much like yokai and can possess similar abilities to a minor extent like flight and fire breathing. Given what they're made of, their insides have a potent stench that could knock a dog yokai unconscious. While the main use of this is to create a massive yokai army to serve you, who's to say you couldn't create a beautiful maiden for yourself with it? Just a thought.

200 - Custom Weapon
There are countless odd and powerful weapons in this era, from powerful yokai artifacts to bizarre but superbly crafted human trick weapons. The Goraishi, for instance, are a clawed gauntlet of the wolf tribe with raw power rivaling the Tessaiga that can be summoned and dismissed at will. Or the Trident made of Naraku's bone that can create a very powerful barrier and emit his miasma at your foes. Even a trick weapon like Jakotsuto, a blade made of countless unpredictably shifting and extending blade links to make it near impossible to avoid or counter. You have your own unique weapon in the vein of these, with unique abilities you may choose as long as their strength doesn't notably exceed the examples given.

200 - Sky Palace
High in the sky, up on a cloud sits your manor. You have an opulent palace fit for royalty. Being in such an odd location, it has an otherworldly feel and beauty to it. The manor is staffed with both guards and servants to defend it and tend to your whims respectively. You even have your own large throne at the forefront to make you feel even more important. You can control the cloud itself to travel from place to place.

Companions

100 - Wandering Allies
Who wants to be stuck in the Sengoku era alone? For 100 JP you can import/create up to two companions, giving them each an origin and +600 JP to spend on perks, race, etc. If they become a yokai or hanyo they'll also get the points and discounts in the Yokai abilities section. You can instead import/create just one companion per 100 JP spent, giving them the same benefits but +1000 JP to spend.

Free - Hearts Bonded
I'm sure you'll make good friends around here. It'd be quite sad to part with all of them, so why not bring some with you? If you can convince any character here to come along with you into future jumps you'll be able to take them with you as a companion for free.

100 - Bakaneko
One day, you found a poor little cat, hungry and shivering in the cold. After giving it some food and letting it stay the night with you, the cat turned into a cat-person, revealing herself as a yokai and asking to stay. She's quite energetic and very excitable. Her favorite outlet for this energy is brutally slaughtering other yokai for fun. She loves killing and fighting more than anything and she's always looking for any excuse to get her claws soaked in blood. Given she's descended from a powerful daiyokai, giving her strength and speed on par with Inuyasha as well as lightning infused physical strikes she's extremely good at it too. She doesn't understand or care about social norms and mindlessly follows her desires. She's quite beautiful in her humanoid form, with short blonde hair and long legs, though she often prefers to take her kitten-like form when she's tired or her third form - a massive housecat you can ride.

100 - Demon Prince
Kneel. One way or another you've found yourself in the entourage of a very prestigious and powerful daiyokai. Even aside from his tall and muscular frame, he radiates an air of power and dominance. Though he's not quite as strong as someone like Sesshomaru there are very few yokai that could last even 10 seconds in a battle with him. As such, he's supremely confident in himself and looks down on everyone he perceives as weaker than him, including you. He pursues his ambitions with zero regard for others and while he's not actively malicious, he isn't at all kind or merciful either. He's honestly an asshole. Despite this, he rewards the loyalty of those who serve and follow him by offering protection. Maybe even a bit of affection is developing there? His ultimate goal is to find a bride and continue his bloodline and with his handsome appearance i doubt he'll have any trouble in that regard.

Drawbacks

+100 - Relationship Drama

Why does life have to be so complicated? You think things are going well and then your boyfriend's ex gets revived from the dead and tries to cuck you to death! You've got issues when it comes to romance, to say the least. It seems like increasingly strange circumstances always occur to try and pry you and your love apart. Trust issues, love triangles, kidnappings being mistaken for cheating - your poor little heart can barely take it! I'm rooting for you!

+100 - Yokai of The Week

Oh brother, here we go again. Another yokai wants to kill you and wear your skin. At least once a week you end up running into a dangerous and violent yokai that wants to kill you and/or your friends. Some simply mindlessly attack, but the really troublesome ones are those who are more clever and hatch schemes to catch you unaware. These yokai aren't too powerful, but they're not complete weaklings either. How annoying.

+100 - Tragedy

An event happened in the past that shaped your whole life. Betrayal by a lover, watching your father die right in front of you, being burned alive and so on. While your body is no longer scarred, the same can't be said of your heart. Your past tragedy is a regular source of grief for you as events keep reminding you of it and whatever occurred has made it harder to build bonds and trust others. Who can heal your damaged heart?

+200 - Collared

This is less than ideal. Someone placed a magic necklace on you and at the mere utterance of the word “sit!” they can force you to the ground. You're pretty much their dog now and they're gonna make you follow them around helping people whether you like it or not. There's no way to remove the necklace or to stop the one who put it on you from bossing you around. They're not cruel or vindictive - they're actually very kind, but they can also be very petty and if you get on their nerves you can expect them to spam that “sit!” command on you as punishment. You can take them as a companion at the end of the jump if you want.

+200 - My Rival, My Idol

Someone's got a stalker. An effeminate, yet powerful warrior has developed an obsession with you. He's fallen head over heels for you and so he's gonna express his love the only way he knows how - turning you into a beautiful mangled corpse. As mentioned before he's a very dangerous warrior, not quite on the level of Inuyasha, but no matter how many times he loses or dies he finds a way to come back for more. If you end up becoming fond of him you can take him as a companion at the end of the jump.

+200 - Too OP

You using your full power is a bit much, don't you think? Your enemies seem to think so because now in almost every fight you're in some circumstance prevents you from using your strongest abilities. You'd like to unleash the wind tunnel, but poisonous insects are swarming for the 500th time. Or civilians are around. Seems you'll never get a chance to cut loose.

+200 - Disarmed
You've had an arm cut off. The downsides of this should be pretty obvious, especially if you're a warrior or a practicioner of the blade. Unfortunately, there's no way to replace it so you're stuck like this. If you're a yokai/hanyo with very unusual anatomy, this is some type of injury that would be equally debilitating for you.

+200 - Object of Desire
Someone you deeply love wants to kill you. This person used to be what you wanted most in the whole world and truth be told they still are, but their main goal is to see you dead. You can put aside your feelings to plot and scheme against them, but you can't bring yourself to harm a hair on their head, let alone kill them. If you want them to stop being a constant threat to your life you'll have to find some workaround to have them killed without doing it yourself.

+300 - Curse
A curse was placed on your bloodline by a powerful yokai - believe it or not it wasn't Naraku this time! Much like Miroku, though, a powerful wind tunnel has been placed in your hand and it will continue to grow until it one day consumes you. Unless you can take down the yokai who cursed you, who is an incredibly slippery bastard, your fate is sealed. If you took the Wind Tunnel perk you'll still keep the wind tunnel after killing the yokai who cursed you in it's non-lethal (to you) state.

+300 - Zombie
You're not alive anymore. You've been brought back from the dead using dark magic and grave dirt. Despite seeming alive in almost every way, you are undead and this comes with severe consequences. You must collect souls using yokai you now command in order to feed your body. If you run out of souls you'll once again die permanently and in places with holy barriers your soul collectors can't enter, making you far more vulnerable in such a place.

+300 - Heartless
Where did your heart go? Why, directly into the palm of Naraku. He has your heart now and if you don't want him to crush it and kill you you're going to follow his every command. Even worse, once you've served whatever role he has for you he's planning to kill you regardless. You'll have to turn traitor and either kill him or just steal your heart back, but he's keeping a very close eye on it and he's not going to hesitate to end you at the first sign of betrayal. You'll likely have to catch him when he's at his weakest and most preoccupied but you're likely only getting one chance. Use it wisely.

The End

So your time in this world comes to an end. Magic Jewel or not, hopefully your dreams came true. Now onto the final choice.

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Notes

- **The Shikon Jewel is not explicitly offered, but if you can manage to collect that evil fuck-ass gem and keep it without it screwing you over you can have it as an item. It massively amplifies a yokai's power and is the reason Naraku even has most of his abilities.**

- **Yoki is the energy that fuels the strength and abilities of yokai. How much yoki a yokai has generally determines how strong they are and the strength of their abilities.**

- **Thanks for using my jump! God bless you!**