

Nioh Jumpchain V1.9 by Atma/Wandering Shadow



Forward

Can you hear it, the sound of rain against the walls of your cell? Can you feel it, the shifting of the ship against the waves? Can you hear it, the sounds of battle echoing through the night? You can, can't you... but you and I both know that there is something more out there. A thing of spiritual greatness, both perverted and pure, that flows through this land of Gold.

Something that attracts the greatest and worst of mankind. Something that draws forth the demons of yore into the land of the living. Welcome Jumper to Japan circa 1600 AD, Welcome to Nioh.

Before we get started, here is your budget of **+1,000 Character Points**. These will help you over the next ten years.

Location

Roll a 1d10 for your starting location.

1. **Tower Of London, London, the British Empire** – You're a 'guest' of the British crown and you must escape in order to fully start your journey.
2. **Kyushu Region** – The Southernmost Region of the Main islands. It is home to clans Tachibana and Nagamasa.
3. **Chugoku Region** – A region of Mining and Sea Based Commerce. It is home to the clan of Kobayakawa.
4. **Kinki Region** – A region home to Mt. Hiei and Honno-ji.
5. **Tokai Region** – A region of Japan that is home to both the Iga Clan of ninjas and the City of Edo.
6. **Sekigahara Region** – A region home to Fushimi Castle, former home of Hdeyoshi Toyotomi, and what would later become the site of a battle that would affect the very future of Japan.
7. **Omi Region** – A region home to the sacred Mt. Ibuki and Gifu castle, located on the shores of Lake Biwa.
8. **Tohoko Region** – A northern region that is the home of the Date clan.
9. **Osaka Region** – One of the last holdouts of the Toyotomi clan. It is home to the legendary Sanada-Maru fortress.
10. **Free Choice**

Origins

Roll a 1d12 + 20 for age or pay +50 CP to choose. Gender is free to choose. Perks and Items are discounted by 50% based on Origin.

Drop-In (FREE) – You have come into this land with no ties to any one faction or organization. You are as noteworthy as a peasant at the start of your jump.

Samurai/Knight (FREE) – You are either a samurai in the service of a feudal lord or a knight in service to the crown.

Ninja/Spy/Inquisitorial Agent (FREE) – You are a member of a clan or organization that affects the world from the shadows.

Priest/Onmyo (FREE) – You are a member of a religious sect that can manipulate the spiritual energies of the world.

Yokai (-100 CP) – Your nature is that of a demon, a creature that roams the land bringing with it destruction.



General/Undiscounted Perks

Two Style Understanding (FREE) – Your existence here within this world has given you the expertise in wielding two types of weapons with a basic level of proficiency. These styles are:

1. Katana/Broadsword
2. Dual Swords
3. Kusari-Gama
4. Spear
5. Great Axe
6. Odachi
7. Tonfa

Ki Pulse (FREE) – In Combat, fatigue and strain must be accounted for. Normally when you attack, your stamina suffers. However, with a special technique you can restore a portion of your stamina. It's more a spiritual switch that when activated sends a small pulse of inner energy around. This energy causes your stamina to regenerate at an accelerated rate. Timed perfectly, this pulse can clear small pools of yokai corruption.

Amrita Absorption (FREE) – You can absorb the souls of your enemies at the moment of their death and strengthen yourself with that power at places of worship.

Tecmo-Koei Standards (FREE) – Tecmo-Koei has a record of making beautiful characters, now you can join that roster. Your appearance has gotten a major makeover and you're at least a solid 8 out of 10.

Spirit Budding (FREE) – Guardian spirits are an important part of the jump and so we saw fit to give you the ability that all guardian spirit holders have. That being, the ability to receive guardian spirits from and give guardian spirits to others via a form of spiritual mitosis when reaching some form of mutual emotional understanding. Doing so will allow you to see a glimpse into their lives, they into yours and will impart one of the parties with a copy of their Guardian Spirit.

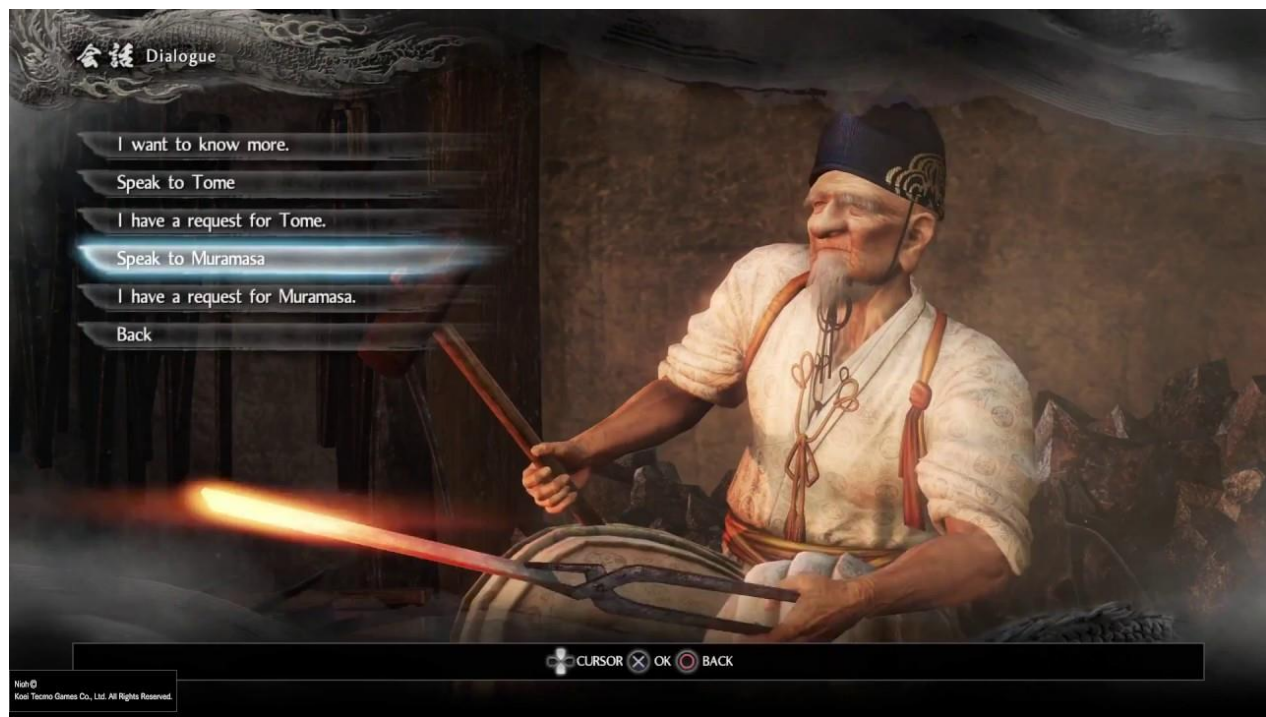
Vengeance and Glory (FREE) – The spots of violent death are now known to you. By raising your hand to the spot, you may be able to summon the phantom of the slain person. They will attempt to kill you but in defeating them, you have a chance of receiving weapons and armor from their remains as well as ochoko cups.

Living Weapons (FREE) – You have the ability to bond with Guardian Spirits, spirits that inhabit the land and bond with humans that they believe are worthy of receiving their blessings. You may be able to have two spirits bonded to you at any one time, switching spirits over to alter the elemental effects that this technique casts upon your weapon.

Kodama Sense (-100 CP) – You have an inherent sense for the small little spirits that inhabit the land. These spirits can improve the chances and gains from your actions. Post jump, this sense can extend to any lesser spirit that exhibits similar qualities.

Third Style Understanding (-100 CP) – You can now have a basic understanding of a third fighting style of your choice from the weapon styles that are prominent in the land.

Soul Transfer (-400 CP) – With a simple Anvil and Hammer, you can sacrifice a weapon or armor and transfer the abilities and strengths from the items to another without having to pay an exorbitant fee, like you would have to with Muramasa.



Drop-In Perks

Omniglot (-100 CP, FREE Drop-In) – The energies of this world have imparted in you the ability to comprehend perfectly and speak any language at a basic level.

Unnatural Soul (-100 CP, FREE Drop-In) – Your existence within this land is an anomaly, an error and as a result your soul doesn't correspond with those of your peers. Efforts to manipulate and grasp your spiritual being will fall from you like water. You can longer be possessed or manipulated by any force beyond yourself.

Banditry (-200 CP, Discount Drop-In) – You're not the paragon of honor, loyalty, and faith, so looting from the dead is no issue for you. You can find items of much greater quality from the dead.

Musketeer (-200 CP, Discount Drop-In) – A new type of firearm has become popular in the world and it is one that you are more than familiar with. Your abilities with standard firearms are much greater than most and you can aim, fire, and reload in seconds despite the mechanism in use. Your bullets also seem to hit harder than before.

Spiritual Offering (-400 CP, Discount Drop-In) – There are many spirits in this land and they have taken an interest in you or more specifically, an interest in what you bring and how you interact with the items of this world. You can offer these items and any others to these spirits for amrita or items if you have the time and who knows, you may find it worth your while. Post jump, this perk can be applied to any lesser spirit in any jump that has them.

Personal Cannon (-400 CP, Discount Drop-In) – The tanegashima was a revolutionary weapon of war for Japan, but there's always ways for that to be improved. Enter the handcannon. While you have to take a kneeling position to handle the recoil, the shots fired from this weapon are devastating. Post jump, high explosive weapons have their capabilities boosted as long as they are in your hands.

Bare Handed Master (-600 CP, Discount Drop-in) – In a land of Swords and Magic, you stand out. Your capabilities with your fists are now second to none. You can punch even a greater Youkai into non-existence or grab a burning blade and turn it back on your opponents for a vicious counter. Using your fists for striking will no longer harm them provided that you're the one who's hitting.

The Jumper of Yatagarasu (-600 CP, Discount Drop-In) – Firearms and their use come so naturally to you now, don't they? You can move and fire in ways that defy mortal conventions. As a special bonus, you're being provided with training from the Saika gun team. Your movement and reactions with firearms are increased to supernatural levels and you can pair your gun work with reverse grip sword techniques. You can also pass these skills onto others through dedicated training.



Samurai/Knight Perks

Ease of Use (-100 CP, FREE Samurai/Knight) – Your training has allowed you to move effortlessly in your armor no matter the weight.

Rigors of Combat (-100 CP, FREE Samurai/Knight) – You have had experience in battle enough times to know the feeling of the kill. It's become ingrained into and the thought of being forced to take a life on the orders of your lord or in a given situation do not weigh on you anymore.

Yumi (-200 CP, Discount Samurai/Knight) – Bows are long considered a noble weapon in the hands of samurai and knights. You are now a master with the bow and can knock, sight, and loose arrows faster and more effectively than before. Your arrows hit harder than they should, fully removing helmets from soldiers with them and heads for those without.

Iaijutsu (-200 CP, Discount Samurai/Knight) – Your study of the blade has provided you with an understanding of the technique of drawing and cutting at the same time. The strength required for these strikes increases the cutting force exponentially. While you may start out with just the initial technique, further practice allows for stronger versions of the same strike. Who knows, you may even be able to execute two separate techniques should you put in the time and effort.

Bonds of Brotherhood (-400 CP, Discount Samurai/Knight) – Your skill in battle has grown to a point that in the heat of battle, when a unexpected foe comes forward and assaults both your and your enemy's forces, the opposition force will relent from their objectives and join in defeating this new enemy.

I Won't Be Going to Hell Today! (-400 CP, Discount Samurai/Knight) – Like General Mototada, your skills in the field of battle have developed in such a way that makes it difficult to remove you from a fortified position. Your understanding of defensive tactics has given you the ability to hold locations against forces that oppose you. As an added benefit, should the location be important to the enemy, they focus more forces than they should to take that location.

A Demon's Vow (-600 CP, Discount Samurai/Knight) – In the heat of the moment, in the depths of despair, men and women can be forced into positions that would break those lesser. They may have to turn themselves into true monsters. However, the vows of loyalty remain. With this, you may infuse yourself with all manners of arcane energies and while that may warp your body and grant you great strength, your mind and self remain true, no matter how twisted you become.

Benevolent King (-600 CP, Discount Samurai/Knight) – You are beyond what many warriors would consider great. Your skills with your chosen two weapons and prowess on the battlefield have been augmented to a point beyond the prowess of both Tadakatsu Honda and Shima Sakon, to the point where most fear you as a god of battle. You have also learned through battling through corrupted remnants of horrific battles the harshness of both the material and spiritual world. As a result, your will is unbreakable and no force, whether they be god or devil, can ever make you step back.



Ninja/Spy/Inquisitorial Agent Perks

Infiltration (-100 CP, FREE Ninja/Spy/Inquisitorial Agent) – You have the training to get into locations with a great degree of ease, whether that be sneaking in all black or making a cover story to get in. This perk also gives you basic expertise with Shuriken, and Kunai.

Cat Clock (-100 CP, FREE Ninja/Spy/Inquisitorial Agent) – Is that a cat in your robes? You have some weird quirks no doubt and can accomplish mundane tasks through strange ways. As a result, people stop caring about the weird things you do on a day to day basis as long as it is innocuous. You can also tell time by staring in a cat's eyes.

Ninja Scrolls (-200 CP, Discount Ninja/Spy/Inquisitorial Agent) – You have the knowledge to utilize moderately leveled ninja techniques such as tiger sprinting, creating power pills, medication for both general use and antidotes.

Don't Think We're The Same (-200 CP, Discount Ninja/Spy/Inquisitorial Agent) – You are adept at ingratiating yourself into a social circle that in any other circumstance you would easily be excluded from. At first, you would be seen as a curiosity. Over time though, you will be considered a welcome addition to that group and only an act of obscene betrayal can break that bond.

Hemlock and Stone (-400 CP, Discount Ninja/Spy/Inquisitorial Agent) – You now have the knowledge to make virulent poisons, explosives, and paralytic agents. These agents can be used in conjunction with mines, shuriken/kunai, and bombs. At this point you can be considered a journeyman ninja.

Mega - Bomb (-400 CP, Discount Ninja/Spy/Inquisitorial Agent) – How do you even fit that on your person? It doesn't matter... you can now craft and carry massive bombs that require two hands just to throw. These bombs are special though as despite being made from black powder and pig metal, these bombs can destroy spiritual objects utterly and dispel their effects on the surrounding area.

Hayabusa Ninja (-600 CP, Discount Ninja/Spy/Inquisitorial Agent) – Before your time began here, you've been graced by the presence of the legendary Jin Hayabusa and have studied his teachings. Taking the perk means that you have training in the legendary Hayabusa Ninja Style. This training includes mastery with longswords and kurasai-gama, Shuriken and Kunai, a specialized jumping technique perfect for decapitation, a fire technique that allows you to throw a massive fireball, and a keen insight to do more damage to anything that can be considered demonic. Any and all skills related to stealth and assassination have been made even greater than before.

Jumper! Is the Greatest Warrior of the Era! (-600 CP, Discount Ninja/Spy/Inquisitorial Agent) – In your capacity as shadowy actor, you’ve come into the service of many lords.

Perhaps you find one that you agree with, one that you will fight to the very end for, one that you will take the ultimate fall for. You may now be able to temporarily disguise yourself as your lord for the period of one battle. When you do so, you can mimic their techniques perfectly and fool every opposing combatant into thinking that you are your lord. Should you win in your battles or even cause the enemy to begin to retreat, your lord or the person you masquerade as will be known as the greatest warrior in the land.



Priest/Onmyo Perks

Calligraphy Mastery (-100 CP, FREE Priest/Onmyo) – Writing is an important part of creating magical script. You can create ofuda and scriptures with absolute ease. You can be considered a novice with onmyodo and holy rites, capable of performing basic purification/exorcisms and spells.

Pure Sight (-100 CP, FREE Priest/Onmyo) – Your training in the spiritual arts has provided you with a passive ability related to your senses. You can see, feel, and touch the true spirit world with perfect clarity. No matter how benign or dangerous these new sights can or will be, your training prevents mental contamination or destruction from experiencing these new sights.

Bond of the Spirit (-200 CP, Discount Priest/Onmyo) – Your ties with the spirit world have improved your Guardian Spirit's power and time in this world by double. As a result, your skills with spells and rites have been augmented allowing you perform greater techniques than you could previously.

Without Hands (200 CP, Discount Priest/Onmyo) – Your training has led to a unique development. When utilizing magic, you no longer need a medium to channel your energies through, nor do you need to make specific hand motions to perform similar action. Merely make a simple gesture and you can cast a spell of some type.

Extension (-400 CP, Discount Priest/Onmyo) – Your spells now last twice as long as they did before and have their effects increased by the same amount. You also have developed a greater mastery of onmyoji.

The Water's Blessing (-400 CP, Discount Priest/Onmyo) – Exorcisms can be tricky things. You may be trying to purge an evil spirit or remove corruption from a person or place. In many of these instances, complicated rituals are required to do the deed. Not in your hands though. Through a rite you will know upon entry, you can bless a bottle's worth of water. This blessed water can purify or exorcize anything it is used against and restore that target fully.

What I Do, I Do For The Natural Order (-600 CP, Discount Priest/Onmyo) – As a mystic, you will be exposed to both wonder and terror. With this perk, you will have an innate understanding of how the world should operate and what is distorting the world for its own purposes. Any action you take to return the world to its ideal state will be understood by your peers and the common people implicitly. Only the most blind and unthinking fanatics would ever dare question your choices. You can be considered a master with onmyoji.

The Sound of Thunder (-600 CP, Discount Priest/Onmyo) – You have such an understanding of the spiritual world and its inner workings, that you know how certain spirits are supposed to interact with each other. With this knowledge you seamlessly blend these spirits into one entity. This chimeric entity similar to the Nue is loyal to you and will defend or attack based on your orders. However, your capability doesn't just extend to this. The stronger your abilities with magic of any kind, the stronger the new spirit will be. Who knows what you can make with this.



Yokai Perks

Youkai Body (-100 CP, FREE Yokai) – Your body isn't that of a human's. It is something of a mix between the spiritual and physical. As a result, you appear as something that can only be considered demonic. The benefits of this existence are many. You are naturally stronger and more durable than most humans and you can move your body in ways that humans cannot.

Yokai Field Generation (-100 CP, FREE Yokai) – With a roar or shout, you can generate a field of corruption around you, one that remains in place. The field can drain the stamina from your opponents. For most, they'll tire out incredibly quickly and for greater enemies, they'll begin to tire in comparison to your abilities.

More Salt Please? (-200 CP, Discount Yokai) – Ah salt, such a useful item for humans and such a dangerous one to you. Taking this perk means that salt and other such items that pose a risk to your nature do not affect you anymore. As an added bonus, this perk nulls any other forms of racial weaknesses you may have or have had in subsequent jumps.

Is that an Umbrella? (-200 CP, Discount Yokai) – Many yokai can be formed through simple objects that are easily found in most dwellings. You may now be able to infuse your corrupt nature into simple objects to create lesser yokai that are friendly to you.

Discord (-400 CP, Discount Yokai) – Your abilities have grown to the point that anytime you infuse a weapon with elemental abilities, you will infuse a secondary one as well. The secondary effect will cause any enemy hit with it to experience discord. This effect will double any and all damage that these foes experience and cause their bodies to weaken considerably.

Through the Hymnes and Bones (-400 CP, Discount Yokai) – It may be believed that yokai are other forms of demons, fallen angels. With that in mind, you have become fluent in Enochian, the language of the angels. Whether you received this knowledge through your nature or were taught by the many alchemists or occultists that dot Europe, you are capable of utilizing this language. This perk also comes with one spell pre-learned, that of the Gasha-dokuro summoning.

Of 100 Eyes (-600 CP, Discount Yokai) – Many yokai were once human and you were no different. However, in your lifetime, you had developed an understanding of alchemy. Specifically, you have an understanding of how to make homunculus. Homunculus such as these aren't human, but yokai. They are utterly loyal to you though they may voice their displeasure with you. These yokai can appear completely human or humanish. Regardless, with this knowledge you can create these yokai from the deceased as clean slates or perfectly resurrect someone fully as your servant.

...and 9 Tails (-600 CP, Discount Yokai) – Whatever you began as, you are more, so much more. The power of amrita you have taken has altered your existence into something beyond most Yokai. As a result, you can change your appearance in two ways. The first is that you can appear as a supernaturally beautiful human with the only difference between you and them is the color of your eyes. Your true form, though, allows you to become an extremely powerful yokai, one that can be considered a god of the land that you currently exist in. This new existence allows for several boons for you. Your physical strength and durability increase to greater levels than before and you can now warp reality around you to create a small pocket dimension through which you can trap others in until either you or they have perished.



Guardian Spirits

The very world itself has seen fit to grant the ability to utilize guardian spirits as both a weapon and tool. Due to their nature of being tied to the land themselves discounts (50% OFF) are given based on starting region as opposed to your choice of origin. You may utilize Amrita to strengthen these spirits beyond what they originally start as. [For further information on canon Guardian Spirits, follow the link.](#)

ALL ORIGINS RECEIVE +1000 Guardian Points

If you desire more points you can either take Guardian Drawbacks or Convert 100 CP to 100 GP

Tower Of London, London, the British Empire

Saoirse (-400 GP) – A water-based guardian spirit. Manifests as a mermaid.

Ouroboros (-400 GP) – A discord-based guardian spirit. Manifests as a serpent.

Kyushu Region

Kato (-200 GP) – A fire-based guardian spirit. Manifests as a wolf.

Isonade (-200 GP) – A water-based guardian spirit. Manifests as a family of sharks.

Daiba-Washi (-200 GP) – A wind-based guardian spirit. Manifests as a hawk. **Fuse-**

Uchi (-200 GP) – A earth-based guardian spirit. Manifests as a bull.

Mizuchi (-200 GP) – A water-based guardian spirit. Manifests as a dragon.

Paired Raiken (-200 GP) – A thunder-based guardian spirit. Manifests as a pair of shiba-inu.

Chugoku Region

Aya Komori (-200 GP) – A wind-based guardian spirit. Manifests as a bat.

Hi-Nezumi (-200 GP) – A fire-based guardian spirit. Manifests as a rat.

Kinki Region

Itokuri (-200 GP) – An earth-based guardian spirit. Manifests as a spider. **Usura-**

Hicho (-200 GP) – A water-based guardian spirit. Manifests as a butterfly. **Enko (-**

200 GP) – A fire-based guardian spirit. Manifests as a tiger.

Tokai Region

Gyokuto (-200 GP) – A thunder-based guardian spirit. Manifests as a rabbit.

Narukami Tanuki (-200 GP) – An earth-based guardian spirit. Manifests as a raccoon.

Shin-Roku (-200 GP) – An earth-based guardian spirit. Manifests as a deer.

Sekigahara Region

Suzaku (-200 GP) – A fire-based guardian spirit. Manifests as a phoenix. **Kara-**

Jishi (-200 GP) – A thunder-based guardian spirit. Manifests as a lion.

Omi Region

Izuna (-200 GP) – A wind-based guardian spirit. Manifests as a weasel.

Atlas Bear (-200 GP) – A thunder-based guardian spirit. Manifests as a bear.

Tengan Kujaku (-200 GP) – A wind-based guardian spirit. Manifests as a peacock.

Tohoko Region

Nekomata (-200 GP) – A thunder-based guardian spirit. Manifest as a cat.

Bisha (-200 GP) – An earth-based guardian spirit. Manifests as a centipede.

Seiryuu (-200 GP) – A wind-based guardian spirit. Manifests as a great dragon.

Nurarihyon (-200 GP) – A water-based guardian spirit. Manifests as a man with an extremely elongated head

Osaka Region

Enku (-200 GP) – A fire-based guardian spirit. Manifests as a Unicorn.

Janomecho (-200 GP) – A wind-based guardian spirit. Manifests as a moth-like girl.

Nine Tails (-200 GP) – A fire-based guardian spirit. Manifests as a nine-tailed fox.

Custom Guardian

Oh! You don't want a canon spirit? Do you wish to make your own Guardian Spirit or import a priorly owned spirit-like entity to become a Guardian Spirit? Well, the table below can help you with that.

- ***Might*** – Rate at which the Living Weapon gauge decreases if you are hit while using the Living Weapon.
- ***Action*** – Rate at which the Living Weapon gauge is reduced when you consume Ki while using the Living Weapon. The higher it is, the more you can use it.
- ***Recovery*** – Rate at which the Living Weapon gauge recovers when you absorb Amrita while using a Living Weapon.
- ***Tenacity*** – The effectiveness of a Living Weapon that is active when your Life is under a certain level.

- **Amrita Gauge Rate** – The rate at which you gain Amrita. The higher it is, the quicker the gauge fills. When the Amrita gauge hits maximum, you can invoke a Living Weapon. These traits will be measured through a letter-based ranking system for ease of use.
 - Rank D – Lesser Strength for this Aspect.
 - Rank C – Medium Strength for this Aspect.
 - Rank B – Good Strength for this Aspect. \
 - Rank A – Great Strength for this Aspect.
- **Element (FREE)** – Choose the Element that you wish your Guardian Spirit to have. You may choose Fire, Water, Thunder, Wind, and Earth.
 - **Discord (-200 GP)** – Your Guardian Spirit manifests two elements at once and while using a living weapon, can inflict confusion on opponents.
- **Might (-100 GP to -400 GP)** – Spend GP to set the Might of your Guardian Spirit from D to A.
- **Action (-100 GP to -400 GP)** – Spend GP to set the Action of your Guardian Spirit from D to A.
- **Recovery (-100 GP to -400 GP)** – Spend GP to set the Recovery of your Guardian Spirit from D to A.
- **Tenacity (-100 GP to -400 GP)** – Spend GP to set the Tenacity of your Guardian Spirit from D to A.
- **Amrita Gauge Rate (-100 GP to -400 GP)** – Spend GP to set the Amrita Gauge Rate of your Guardian Spirit from D to A.

General Items

Basic Weapons (FREE) – A pair of weapons of your choice. There is nothing special about them.

Clothing of the Time (FREE) – A basic wardrobe of English, Spanish, and Japanese clothing from the 1600's.

Golden Aesthetics (FREE) – An add on to your warehouse that gives it a medieval Japanese theme or a medieval English theme.

Noise of Peace and Battle (FREE) – Congrats jumper! You now have the full soundtrack to play at your discretion.

Wet Stones (-100 CP) – You have a set of ten wet stones for use in repairing and sharpening your weapons. These will reappear in your warehouse a month after they are completely used.

Nikawa Glue (-100 CP) – You have a set of ten cases of Nikawa Glue that can repair your armor. This item will replenish itself a month after they have been completely used.

Ethereal Weapon (-400 CP) – A truly rare weapon of your choice, that is beyond even the divine hands of the gods. This weapon can be any that you choose from this world and can come with one of several blessings.

- **Grace of Amaterasu** – Increases defense and attack and augments your attacks via your spirit energy.
- **Grace of Kagatsuchi** – Improves fire damage and forces a portion of an attacker's technique back onto them should you guard at the last second.
- **Grace of Tsukiyomi** – Improves your abilities with spells and grants a small chance of restoring any items that can be used in magic once you finish using a Living Weapon.
- **Grace of Susanno** – Increases your fast attacks and your strength when you're using your fists.
- **Grace of Oyamatsumi** – Improves your capabilities with earth attributed weapons.
- **Grace of Shinatsuhiko** – Improves your capabilities with wind attributed weapons.
- **Grace of Owamatsumi** – Improves your capabilities with water attributed weapons.
- **Grace of Takemikazuchi** – Improves your abilities with lightning attributed weapons.

Drop-In Items

Trunk of Money (-100 CP, FREE Drop-In) – A starting bank of 50,000 Kan'ei Tsuho coins through which you can spend to your heart's content.

Ranged Cache (-200 CP, Discount Drop-In) – A supply cache of 50 matchlock balls, arrows, and small cannon balls for the hand cannon. This will replenish weekly.

Saistuken Sake (-400 CP, Discount Drop-In) – Alcohol can be used for many things, dulling the senses, forgetting traumas and oh yes! Increasing the amount of Amrita received. Once you imbibe this saki blend, each kill increases the amount of Amrita you receive by a percentage. There is no upper limit to this amount. However, the sake's effects only last for a span of five minutes. You begin with a maximum of five bottles, and one will be added to your warehouse every week should they be used.

Liefde (-600 CP, Discount Drop-In) – This recreation of William Adam's ship is now yours. It comes with a full crew, full foodstores, armaments to defend against other ships and an indestructible hull. This ship can have others imported into it and its traits can be shared among its various forms.



Samurai/Knight Items

Basic Armor (-100 CP, FREE Samurai/Knight) – A simple set of Ashigaru armor or Tower Guard armor.

Personal Dojo (-200 CP, Discount Samurai/Knight) – Small idyllic property that allows for training in martial techniques. It's not just a simple dojo though. Through use, the owner can battle against foes in non-lethal bouts and increase their skills. Should an owner reach a pinnacle of skill, the opponent they were fighting is replaced by another with greater skill.

The Red of Devotion (-400 CP, Discount Samurai/Knight) – An armor set that is utilized by Sanada Yukimura. This brilliant red armor seems to grant the user the extra effects of increasing finishing blows against opponents, increases the force of techniques, and increases the owner's attack greatly when close to death. If one does not wish for the set of Yukimura Sanada, they can easily import another armor set to take on the Red of Devotion effects.

Kusanagi no Tsurugi (-600 CP, Discount Samurai/Knight) – The legendary grass cutter sword once used by Susanno to slay the Yamato no Orochi. This blade carries a myriad of properties, one of which increases the sharpness of the blade based on the spiritual energy of the user. The other property allows the user to remove any and all status effects by performing perfect Ki pulses.



Ninja/Spy/Inquisitorial Agent Items

Basic Ninja Equipment (-100 CP, FREE Ninja/Spy/Inquisitorial Agent) – A basic set of ninja gear that comes with a replenishing supply of throwing stars and kunai. These are 10 throwing stars and ten kunai that will replenish per week.

Mine Stores (-200 CP, Discount Ninja/Spy/Inquisitorial Agent) – In your possession is a series of small mines that act as either high explosives or paralyzing agents. You begin with 4 of each type and they will be restocked weekly.

Yata Mirror (-400 CP, Discount Ninja/Spy/Inquisitorial Agent) – One of a set of three mythical items, alongside the Yasakani Magatama and the Kusanagi. This item can grant a bevy of beneficial boosts to the owner's physical well-being as well being able to deflect any projectile if guarded at the right moment.

Hayabusa Set (-600 CP, Discount Ninja/Spy/Inquisitorial Agent) – A set of seemingly light blue and red cloth clothing that in another time would be seen as a stereotypical ninja outfit. In reality, this set provides the wearer with an extremely light but protective set of armored clothing. It also allows the wearer to throw an unlimited amount of throwing stars should they have them on hand. Those who take this item also receive the Dragon Sword, an ancient blade designed for the extermination of fiends or in other words, demons.



Priest/Onmyo Items

Calligraphy Set (-100 CP, FREE Priest/Onmyo) – A simple box of paper ink and brushes that never seem to run out. This set can be used to create ofuda scrolls or anything else.

Canister of Salt (-200 CP, Discount Priest/Onmyo) – A canister of salt that can fit in the palm of one's hand. Salt is a known way of purifying and warding off yokai. While salt during this time is a rare commodity, you no longer have to deal with this issue as this canister will never run out.

Yasakani Magatama (-400 CP, Discount Priest/Onmyo) – This magatama can provide additional absorption of amrita, luck, and can reduce the requirements for bonuses from sets that you may come across this jump. Outside this jump, this item may reduce the costs of rituals and smithing costs.

Holy Shrine (-600 CP, Discount Priest/Onmyo) – You are now the owner of a shrine that corresponds with your given faith. The benefits of this place are bountiful. You may use this place to meditate, sleep inside, practice your spiritual abilities, and purify items and people. This place is protected from outside forces and the only way anyone, or anything can come inside is if you allow it.



Yokai Items

Yokai Water Pot (-100 CP, FREE Yokai) – A set of replenishing small clay pots containing a strange brackish water. When thrown, the pot will shatter creating portals to the yokai realm. These realms will create pools of corruption.

Mass of Amrita Crystal (-200 CP, Discount Yokai) – You have a mass of Amrita in your possession. This mass has within it a good deal of spiritual energy. You can use this amrita to fuel rituals, yourself, or use it in your experiments. If fully used, this mass of crystals will replenish in a week.

Hidden Research Laboratory (-400 CP, Discount Yokai) – You now own a research facility through which you can manipulate the powers of amrita and spirits. This lab can be hidden in a populated well-known area or attached to your warehouse.

Sanada-Maru Copy (-600 CP, Discount Yokai) – Your warped nature has given you a copy of the Osaka based castle Sanada-Maru. This castle is heavily fortified with a large moat, underground tunnel system, and partitions that can be sealed quickly and easily to trap infiltrators.



Companions

For when you need to hold court. Any companion purchased here will start with **+600 CP and +600 GP.**

Sworn Family (-100 CP to -800 CP) – Import up to eight of your companions from previous Jumps.

Bandit Buddy (-100 CP) – You got a friendly irreverent Bandit that will follow you throughout your journey. They start off with the Samurai/ Knight perks up to the 200 CP perks and the Banditry Perk

Ronin/ Hedge Knight (-200 CP) – A wandering warrior that will follow you faithfully throughout your time in this jump. They have all the perks for their class up to the 400 CP limit.

Ninja/Spy/Inquisitorial Agent (-200 CP) – A shadowy agent from either the ninja clans of Japan, the Spymaster's office of the British Empire or a member of Spain's Inquisition. They have all the perks up to the 400 CP limit.

Yokai (-400 CP) – You have a low level but reliable yokai comrade following. They have all their class perks up to the 400 CP limit.

Canon NPC (-600 CP) – You now have the aid of an NPC from Nioh following. They have a mixture of abilities that they exhibited in their appearances.

William Adams (-800 CP) – Irish Geralt is now your ally. Taking this companion means that you have a companion who is rounded off in all class perks and has the Benevolent King Perk.

Main Drawbacks

There is no CP limit for this Jump.

The Honor Saga (+0 CP) – You're sticking around for just a little longer it seems. Taking this drawback means that you will be staying for an additional decade. But hey! You can at least be present for Date Masamune's attempted insurrection and the siege on the Sanada-Maru in Osaka.

A Guest of the Tower (+100 CP) – There's been a slight mixup jumper. You see William was supposed to exist in this universe but due to an error... he doesn't. You'd happily replace him, wouldn't you? Taking this drawback causes you to take the place of William Adams and play the events of Nioh with the goal of taking back Saoirse from Edward Kelley. As a reward, you may take Saoirse as a free Guardian Spirit once you take her back. If you wish to make this more interesting though, we can accommodate that.

- Way of the Strong (+100 CP)
- Way of the Demon (+200 CP)
- Way of the Wise (+400 CP)
- Way of the Nioh (+600 CP)
 - Taking one of these bonuses ups the threat level to the appropriate level for the jump. You may only take one though, so choose wisely.

Power of Stones (+100 CP) – Normally you would be able to acquire amrita through a combination of slaying your enemies and using hardened amrita stones. Not so anymore, as for now you can only acquire amrita through crushing soul/spirit stones that litter land.

A Common Drunk (+100 CP) – Despite the opportunities, you will be considered nothing more than a common drunk. While you may still be respected in an official capacity, you will never have a romantic relationship for the duration of your time here.

That Guy (+100 CP) – During your travels, normal shortcuts that you could access are blocked off. You can't use any power to get around these shortcuts, but you can pay to open them. There's a man on the other side of the barriers who will open these doors should you provide him with enough of a specific item type. However, these items are usually trash or refuse and, in some cases, a little bit worse.

Zither's String (+200 CP) – Do you hear someone playing music? That's a yokai called a Biwa Boku Boku. This spirit can call forth minor elemental spirits and summon revenants. These revenants are now more numerous and so are the Biwa Boku Boku's.

No One Expects the Inquisition! (+200 CP) – Seems a good deal of foreign barbarians are appearing in Japan lately. These spies will be attempting to incite conflict in the land to farm out amrita wherever you go. However, expect the most successful of these agents to be members of the Spanish Inquisition.

You Require More Training (+200 CP) – Those skills that you bought from the origins? Now you have to actually train to the level required in order to use them. It'll be great, you'll truly understand what you are doing.

Tough Economy (+300 CP) – The war between the Tokugawa and Toyotomi is taking its toll on the economy of Japan. As a result, your ability to acquire monetary funds is non-existent. You will always be scrounging and saving to make ends meet.

The Honorable Way (+300 CP) – It's not exactly honorable to come into this setting with powers beyond the scope of the world. Your powers are stripped from you for the remainder of this jump leaving you with just your body mod and what you buy here.

Cut Supply Lines (+300 CP) – So you have some pretty cool stuff from your previous journeys dontcha? Of course you don't silly, this is medieval Japan not some other story. Everyone got on fine with the items on hand and now so can you! Your access to your warehouse is cut off and all out of jump items are unusable until your ten years are up.

Who Are You? (+300 CP) – One of your companions has been altered as you entered this world. Their eyes have turned golden and while they may act as they normally have around you, they have been corrupted by the power of Amrita and will attempt to incite war and strife to wipe out those that draw their ire. They can be saved, but it would require you to battle a monstrous yokai version of them that has augmented versions of all their powers.

Meetings From a Distant Shore (+400 CP) – The afterlife holds many denizens and a pair of them seem to have developed some manner of interest in you. These beings are Oda Nobunaga and his wife, Lady Noh. At a certain point in time during your jump you will receive letters from the late warlord. These letters will begin innocently enough, the two will ask questions about your life, ideas, and experiences. Then the letters will take a more demanding tone before finally sending a letter calling you to a duel against them and you must battle them in order to leave the jump once the ten years are up.

Twilight World (+400 CP) – The world will now become shrouded in an abnormal twilight as the day turns to dusk. This twilight world strengthens the yokai of the area, giving them added effects and boosts that they would not normally have.

I AM THE HOLLOW MAN (+600 CP) – Whatever your body was, however, you looked, ignore it. You are now one of the many Edward Kelley clones employed by Sir John Dee, official spymaster for Queen Elizabeth I. You cannot disobey orders from Dee and as a result you must ensure England's superiority and protection in the name of Queen and Country.

You Will Give Back What Is Mine! (+600 CP) – On your arrival here, the method entry warped the landscape, not permanently and not for long but enough to kill a certain homunculus. Now wherever you go, an amber orb containing a mermaid will follow. It will always be a part of your possessions, and it cannot be sold or thrown away and its true owner wants it back. For the remainder of this jump, William will hunt you down and while he may start off as weak, his power will begin to grow exponentially to match yours.

Special Drawbacks

The following Drawbacks provide rewards in Jump and Post-Jump. Take with caution.

Maroboshi (+600 CP) – Tales of your exploits have begun to spread throughout Japan and a collection of old masters have taken notice. Before the jumps end, you must face these masters one after another in a long fight within a location of their choice. Are you prepared Jumper? Should you complete this challenge a small door will be added to your warehouse. This door leads into a copy of the location that your battle took place in, and you may fight copies of the masters you had previously fought. This may allow you to increase your skills, strength, and acquire the various weapons and armor they utilize.

The Abyss (+600 CP) – During your jump you will be drawn to a realm that exists between the living world and the spirit world. Here you may be able to enter four minor pocket dimensions before battling an avatar that will unlock the next level or you can battle them directly without removing their protections. As you go lower into the abyss, the level of danger that these enemies exhibit will begin to increase exponentially, adding various status effects and buffs to their abilities. In any case, you must reach the lowest floor of the abyss before you can leave as taking this drawback extends your time here past the original ten years. Should you succeed in this endeavor, you will have access to the Abyss from then on through a shrine located in your warehouse. Using this shrine will allow you to choose the floors that you will fight through and the chance to acquire drops of defilements. Small droplets of absolute corruption. By tainting an item with these droplets, you have the chance of eventually purifying these items through battle in the abyss and these items will have a far greater power than they would have originally.

Guardian Spirit Drawbacks

Below are several drawbacks that can increase the Guardian Points you may receive.

A Singular Spirit (+100 GP) – Many warriors who utilize Guardian Spirits can use two at once. You, on the other hand, can only have one spirit bonded at any time.

Gotta Catch Them All (+200 GP) – You have a desire to get as many of the Guardian Spirits as you can, and you cannot leave this jump until you have acquired all Guardian Spirits.

Nerfed (+400 GP) – Originally Guardian Spirits would work alongside any special effects from items and equipment, then the nerfs came into being. As a result, when using a living weapon, the abilities of that living weapon will supersede all item- based abilities that you may have until the effect has worn off.

As You Are (+600 GP) – You won't have access to your Guardian Spirits for the jump. You will have to fight with only the skills you have brought with you. Your Guardian Spirits and your capacity for attaining them will not be accessible until the end of the jump.

Decisions, Decisions, Decisions

Stay – You have decided that you like this world and choose to end your jump chain here.

Return – You have journeyed enough and decide to return to your home with all your abilities and items.

Move On – You have decided to continue your journey beyond this world and into the next.

Notes

- 4/27/24 – 1.8 Version Created
 - Minor Grammatical and spacing issues corrected.
 - Custom Guardian Spirit altered slightly and more easily marked.
- 7/6/2026 – 1.9 Version Created
 - Spacing changes have been made.