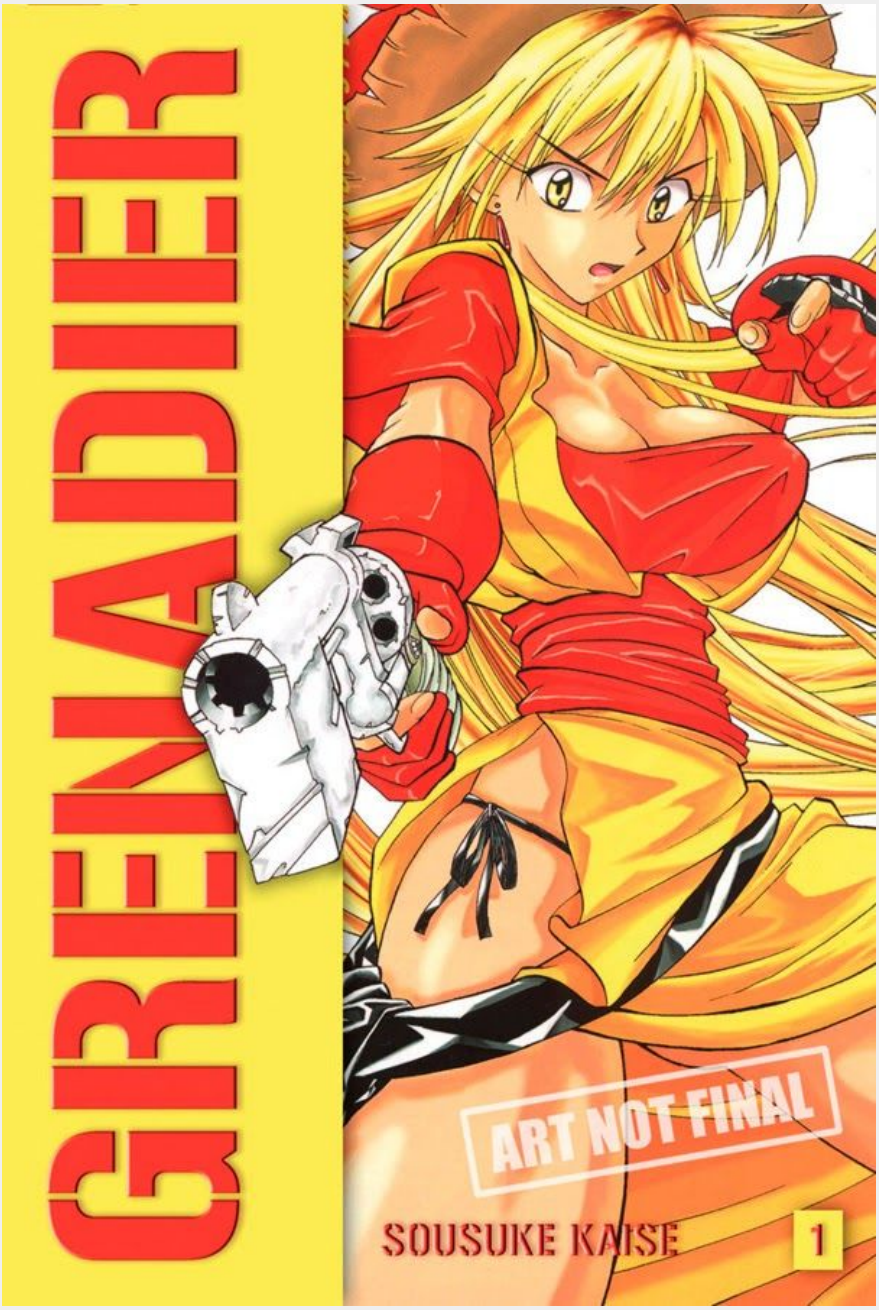

Version 1.0

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Civil War…
A dark time filled with acts both abominable and brave…
A lone Senshi (gun expert) fights…
That girl's name is…
Tendou Rushuna

Welcome to a world where there are small nations and warlords everywhere. It's a weird mix of feudal/medieval times, modern weaponry, and rather futuristic shenanigans. In the midst of all this, a buxom Blonde Senshi travels the land training to stop violence without resorting to violence (she rarely succeeds) or she's just trying to find her way back home (in the manga). You just so happen to be entering this world a year before Yajirou the Tiger of the Rear Guard and Rushuna the Smiling Senshi meet. You'll be here for a good decade.

In order to help you in your travels, you will be given **1000 Senshi Points (SP)**. Take heed that this land is dangerous and only the strong can make it.

Kurenai Touka and Tendo Rushuna at the Peach Blossom Inn (anime version)

Location

You will roll a 1d8 to determine your starting location, however, you could also spend 50 SP to determine your own starting location.

1 - The Lord's Castle - The castle of a nameless lord surrounded by mountainous terrain. A year from now, it will be taken over by a group of Bandits led by a big guy named Nagou. Maybe you could head them off?

2 - Tara, The Frontier: A kingdom surrounded on all sides by plateau and mountains, the city itself sits upon a smaller plateau that is surrounded by a river and forests. It is home to Yamaishi's Bar and a rather young king named Fu Long. There will be a rather hefty bounty on a seven-foot-tall Blond Senshi that you could check out eventually.

3 - Peach Blossom Inn: It's a Pleasure Palace. Men go there to have entertaining times with women. However, it's also owned and operated by one of the strongest fighters in the area. As one of the owners of the Ten Imperial Weapons, the Kensosen, Touka knows how to protect her home. However, she's been having constant issues with a Lord she humiliated in the past. Maybe you could assist her with this — or maybe you're just there for a good time. You'll also find a spunky gadget ninja by the name of Mikan, who wants to become a Senshi — to the point of trying to steal the guns of customers.

4 - Nabanba, the Sacred Mountain: Well, you're in a bit of a pickle. Nabanba is a range of cylindrical mountains that are said to contain riches at the top of them. It is also a rather stealthy way to sneak into the Heavenly Capital. However, they are also the most treacherous of mountain ranges in the area and are responsible for the death of thousands from mountain climbing accidents and natural disasters. If you want to climb to the top for those *riches*, go on ahead. You'll just find a secret Imperial Base unless you're in the anime timeline. There's nothing there in that timeline.

5 - Heavenly Capital: The center of the Empire, the Heavenly Capital is a large city built up much like a mountain in elevated tiers. Home of the Emperor (or Empress depending upon manga or anime) the Heavenly Capital is a sight to behold with its many bathhouses and large pleasure district. The Imperial Palace lies on the top-most tier and is large enough to house not only the home of the Emperor/Empress but the court and a force of Imperial Troops as well. This is ultimately Rushuna's destination in the Anime.

6 to 7 - Wilderness: Well, at least there's a hot spring nearby. Other than that, you're pretty much out in the middle of nowhere with only woodland creatures to be your companions. Unless you've brought companions along...

8 - Free Choice: Lucky you, you can pick from any option above without cost. Heck, you could also pick what isn't listed as well — if you know a good place that is.

Background

You will keep your gender the same as before. Your age will be determined by 15 + 1d8. However, if you'd like to change that or pick everything out yourself, it will only cost you 50 SP.

Traveler [Free]:
You have no past here, Jumper. You've just appeared in this world with no memories or history to hold you back. However, that also means you have no support from those things either. You are a Traveler, one who follows wherever the wind blows.

Mercenary [Free]:
In this dark time of violence and warring states, there's plenty of business for a profiting soul. You just so happen to be one of them. You aren't really a Senshi though, they seem to fill the ranks of warlords and nations. Instead, you follow the way of the sword (any melee weapon really) or a — gadget ninja?

Senshi [100 SP]:
Anyone can wield a gun, but it takes skill to properly use one. A Senshi is an expert in gun-wielding and maintenance. A proper Sensei could snipe a fly at half a mile, fan a revolver and disarm six assailants, or even reload by popping up bullets from their cleavage. Needless to say, many of these tend to either be soldiers for a nation or bandits.

Tendo Rushuna and Kurenai Mikan

(manga edition)

Abilities and Skills

All 100 SP perks are free for their Background with every other perk of that Background gaining a discount of 50%.

Traveler

Hot Spring Sense [100 SP]:
You have a keen sixth sense that will direct you to any natural or man-made hot spring near you. How near? Well, let's just say you'll be able to find a hot spring within a few kilometers of your current position. This will also work on potable water sources as well, so you'll always be able to find a source of drinking water too.

Trap Sense [100 SP]:
Travelling can be dangerous in this dark time and there are plenty of people who want to ambush unwary travelers. You just happen to be good at spotting those. Landmines in the ground? You can spot them easily. Tripwire for a particular trap? Apparently, the light will shine just right for you to see it. Yes, you have a sixth sense towards finding any sort of trap in the nearby vicinity. You'll even have enough time to warn your traveling companions about it.

I just happen to be a Traveler [200 SP]:
You're just a Traveller wandering through the war-torn countryside, nothing to see here. Even if you are armed to the teeth, naked in a natural hot spring, or the weirdest looking foreigner in the area, you will be able to convince curious folk that you're just passing on by. Even hostile folks will overlook you as soon as you mention that you're a traveler. You're nothing important and there are certainly no mercenaries hiding in your bath with their face between your breasts.

Getting By On a Smile [200 SP]:
You may not have money, but you do have a smile. For some reason, your smile is just so handsome or pretty that people will actually value it as a form of currency. This can't be used often or for extremely expensive items/luxuries, but when you need a quick meal or just need to use a public bathhouse to clean up, that winning smile is all you'll need to get service.

Dramatic Entrances [400 SP]:
You have a flair for the dramatic that no one can deny. You are able to produce entrances that will stun your foes and leave them open for attacks and maybe even demoralize them to the point of surrender. Your dramatic entrances can even be the most absurd things ever, like riding a missile into the Capital and leaping off of it in front of a small army of soldiers. In order to accomplish these absurd entrances, you will be granted the necessary agility and durability to pull them off for the entire showy entrance.

Dramatic Advertising [400 SP]:
You're a very strange one, aren't you? Apparently, marketing is more of your forte. In the direst of circumstances, if you have a product or a service available to you, you may advertise it in order to stun your foes or turn your enemies neutral, even if they're just discount coupons to a Pleasure Palace. Of course, while this works when you're up against a lot of enemies, it doesn't necessarily work very well in a one-on-one duel. Sure, if they're pretty weak-willed, they may fall for it. However, most warriors will just be insulted rather than stunned. Though, an angry enemy can be beaten if you know how.

The Ultimate Battle Strategy [600 SP]:
The main reason for Rushuna's journey in the anime is based upon the ideal taught to her by the Empress, the Ultimate Battle strategy. *"To extinguish the opponent's will to fight without fighting. To accomplish it requires baring oneself. Showing a smile and embracing one's opponent tightly into one's soft bosom. By doing that, the need to fight is eliminated."* In other words, you gain the ability to quell the will to fight in anyone within your line of sight. This can be done through words or actions, even to those who are so spiteful of one another that they have been fighting for generations. You essentially become the ultimate mediator, able to bring others to the table to talk out their differences in a more amicable manner. This only works if you are within the area though and will fade away unless you've made a binding pact between both sides. With a binding pact in place, the effect will be maintained.

Aizen-style Gaifu Senjutsu [600 SP]:
The Aizen-style belongs to one of the Ten Imperial Warriors, Teppa Aizen. Not only are you able to create 'armored cloth' with a complex mix of fabric and metals, but you are also able to manipulate the cloth much like those crazy martial artists you see in movies. With this ability comes a powerful martial arts style that will strengthen your body to the point of being able to break boulders with your fists. Most of the time, the armored cloth can be used to make cloth whips, spears, or staves for weaponry. However, you are also able to wrap armored cloth into a cylinder and charge it with energy to create a cannon with it. It's a single-shot weapon, of course, but it's still enough to fire explosive shells and buck/grapeshot. You gain the necessary ability to manufacture these shells and thus the ammunition needed for this ability.

Aizen Senjutsu - Cannon Form →

Mercenary

The Way of the Blade [100 SP]:
Where some lean towards the power of the gun, you were learning the ways of the sword. Well, that or whatever melee weapon you prefer. You now hold mastery over a single type of melee weapon and the best methods of using it.

Awareness of One's Surroundings [100 SP]:
Well, this is interesting. Apparently, you have twelve gunmen following you around with sub-machine guns and rifles. They also seem to have a hostile aura about them. This is a rather handy skill to have in a war-torn world. You're now able to discover opponents or creatures within one hundred meters of your position, whether they are hostile or not, and their armament. It's kind of a sixth sense you have. Even better, you are able to keep track of the surrounding terrain and any obstacles in the area, even when fighting. You're less likely to trip over things because of this.

A Warrior Needs to Eat [200 SP]:
Let's face it, this is pretty true. A warrior does need to eat in order to wage war or fight. In order to eat, one must have money. With this, you'll be able to find an easy source of income no matter where you go. A lord needs a job done? You'll be there. There's a big bounty in the area? You are so on that. And if there isn't a decent paying job around? Well, people will accept service in lieu of funds. Maybe there's a bar or tavern that will let you do some manual labor for room and board?

The Art of Balloons [200 SP]:
When did Balloons become so versatile!? Why is that balloon able to stop small arms fire!? Why a balloon light? Why balloons at all!? Mikan was a small girl from the Peach Blossom Inn that could make all sorts of gadgets using balloons. You have that same capacity as well now. Want balloons that can stop bullets? You can have that. Balloons that help you glide like a bird? You can have that too? You can even have that balloon light. Of course, none of your balloons can be used as weapons, just defensive and utility items.

Master of the Rear Guard [400 SP]:
When a fight gets tough and it looks like you're losing, an expeditious retreat may be in order so you can regroup your troops and try again later. In order for this to occur though, someone will need to distract or hold the enemy back for an orderly withdrawal to happen. This is where you come in, Jumper. You are a master of the Rear Guard Action. For some reason, the enemy just can't help but ignore your allies and go for you when you take up the task. Your durability and pain tolerance increases in order to aid you in this task, but you also gain the ability to deflect projectiles with any melee weapon you possess. Now you can be a true samurai and say 'fuck you, guns'.

Gadgeteer [400 SP]:
You're quite the smart one, aren't you? You have the mechanical skills and knowledge in science to create nice little tools and weapons. It can start out as simple as a pair of rollerblades with a motor and extend to making giant robots. You might even reach the peak of creating weapons that the Ten Imperial Warriors could wield — given enough time and effort. Though something like that is probably decades away for you.

Mercenary General [600 SP]:
You've been in the mercenary business for a long while, Jumper. Long enough to make a name for yourself and become either famous or infamous. Your name is enough to make your enemies cower in fear and your allies to rally to your voice. You have become a leader of men and a symbol for any side that has hired you. In essence, you gain the ability to gather a small army and lead that army for the all mighty dollar. To make this even better, your rewards are often increased exponentially, whether in the form of money, resources, or even land/titles.

A Cornered Tiger is Vicious [600 SP]:
There was another of the Tiger of the Rear-Guard, Kojima Yajiro. It was said that the more cornered he became in battle the stronger he would become. With this, you gain just such an ability. Whenever you find yourself in a dire situation, whether it be facing an opponent stronger than you or facing an army alone, your physical prowess will increase exponentially. This prowess will grow to match and maybe even surpass the situation you face. Your strength may increase to counter your opponent's or your speed may become vastly superior to your numerous foes. No matter what, you will go down in legend as someone only the foolish would corner.

Kojima Yajirou and Tendo Rushuna trying to earn an honest buck (manga version)

Senshi

The Age of the Gun [100 SP]:
Guns, the great equalizers. Anyone can pick up a gun and use one, but only the Senshi seem to have any skill in wielding them properly. You have the capability to be a great marksman no matter what sort of gun you prefer. Heck, you're even able to shoot from the hip with precision, making you plenty better than just random grunt with a pistol. Included in this is a great deal of knowledge on your preferred firearms, their specifications, the best methods to maintain them, and even every single type of ammunition used by those firearms.

Intimidation Factor [100 SP]:
There is just something scary about a guy or gal with a gun. Maybe it's the firearm they wield. Maybe it's the person wielding the gun. You gain a frightening aura that you can toggle on or off at will. When this aura is projected, everyone in the general vicinity of you will know to fear you. After all, you are the harbinger of death with that big iron on your hip.

Gun Trickster [200 SP]:
Whether you use a pistol or a rifle, a shotgun or a bazooka, you are a talented and stylish senshi. You are completely able to plan your ricochets out to hit targets behind cover, spin around and shoot multiple targets with ease, or even throw loose ammunition from your cleavage to reload a revolver. None of your stylish moves hinder your accuracy or the function of your gun(s) and even the craziest of stunts cannot damage whatever firearm you wield.

Tactical Stripping [200 SP]:
No, this is too lewd, we can't have this here! Or can we? Much like how Rushuna tears Setsuna's top to spill her bullets across a tower or how Yajirou pulls Katsumi's top down to just above her breasts in order to force her to drop her shotgun, you have an ability to *tastefully* remove, damage, or partially undress a foe's clothes to their detriment. This does have a slight demoralizing effect on your opponent, which may make them docile temporarily. However, it is just temporary. If they get riled up again, you may be facing a rather angry opponent.

Non-Lethal Takedowns [400 SP]:
A gun is a deadly weapon, Jumper. It was made to kill its targets at range. Trying to injure or take a target down without killing them is practically impossible with a gun. Well, until now. You are now able to shoot weapons out of your targets' hands, wing limbs to temporarily cripple them, or even shoot the armor right off a person without a single scratch to their person. This can be done at any range, from any angle, against anyone. When trying to take down a person non-lethally with a gun, you will never miss what you mean to hit.

A Foreign Mark [400 SP]:
Rushuna Tendou was a mere babe when she washed ashore in this country. Yet, her mysterious origins hail from a destroyed country with a long warrior bloodline. In times of strife, a strange mark would appear on her body and enable her to perform superhuman feats of agility and precision. You bear this same mark somewhere on your body. Hailing from the same extinct nation of warriors, your body is many times more agile and resilient than the average warrior's (though still within human limitations). For some reason, this also applies to fighting while injured, allowing yourself to power through the pain to continue fighting. However, in those times where you find yourself in peril, your mind sharpens and any anxiety or panic you feel calms. You find yourself able to carefully plan your next moves and even push your body past its normal limitations to the rank of superhuman — until the peril is over anyway.

Bullet Time Festival [600 SP]:
Somehow, bullets seem to have a difficult time striking you. No matter the angle or the weapon, you have a method of evading or deflecting them. Heck, it even seems like bullets move slow enough for you to see them coming at you. Of course, such an ability is useless unless you have the agility and reaction time to accomplish anything. Plus, you are able to deflect large cannon shells with well-placed pistol shots. Aren't you the clever senshi~?

Grenadier [600 SP]:
The Ultimate level of a Senshi, one who stands above all Senshi in skill and talent. A legendary senshi who has been touted since the beginning of time as a God of War. They seem to have a preternatural ability to get the most out of any firearm. If it is a gun, a Grenadier can wield it. This even includes upscaled firearms and artillery of all types. A Grenadier also develops their own style of marksmanship and gun combat, creating techniques and abilities that would leave other Senshi in awe of them (and physicists scratching their heads on how they even accomplished them). Being a Grenadier means you are the epitome of Senshi and that there are few that are at your level of accuracy, firearms knowledge, and ability. A Grenadier is a marksman, a firearms expert, and a warrior all rolled into a single package. Heck, in desperate times, they can even move their body in a manner that makes them a *human bullet*. Are you badass enough to be a Grenadier? *Note: A Grenadier can be a clueless ditz that is too lucky for her own good too.*

Items and Equipment

All 100 SP items are free for their Background with all other Items of that Background discounted by 50%

Traveler

A Straw Hat [100 SP]:
A nice straw hat to keep the sun off your head. It's comfortable and quite durable. In the events it ever gets damaged, it will repair itself overnight. If it ever gets destroyed, a new one will appear in your warehouse the next day.

Adamantine/Steel Weave Gaifu [200 SP]:
Armored cloth of Aizen-make is now yours to own. Of course, you can't really use it as a weapon without learning the art of Gaifu Senjutsu, but it can stop small arms fire even if you can't wield it as a weapon. So even if you cannot weaponize it, you will be able to equip it as a bulletproof robe.

Kensosen [400 SP]:
At first glance, it just looks like a fancy staff with a ball on the end. However, this weapon comes with quite a few surprises. For one, the ball is attached to a chain that can extend a distance of twenty meters and is completely controllable from the staff with the proper training. The chain itself is retractable and durable enough to block bullets. The biggest surprise is the ball itself. The ball actually contains two explosive liquids that are harmless when separated. When the ball strikes something though, the two liquids are dispersed into a gas from multiple small holes on the part opposite of the chain. Once mixed, a chemical reaction occurs which causes explosions

Peach Blossom Inn [600 SP]:
A Pleasure Palace run by Kurenai Touka of the Kensosen, it is a large complex surrounded by sturdy walls with a fancy gate to allow patrons entrance. The architecture is Japanese in nature and has multiple buildings with tile-roofing and wooden exteriors. In the center of the complex is a large, five-story pagoda-like structure that holds the majority of the rooms for patrons. It has room for a few hundred staff and patrons as well as kitchens and dining space to feed them. It also comes fully staffed, though you could work there if you wanted, and it is yours to own. Since you own the Inn, you gain a sizable, five-figure income deposited into whatever account you currently have in a Jump, though this is after maintenance and payroll. This Inn comes with you in future travels and you are able to import it into any setting. It just gains slightly different utilities and services to cater to the setting, yet the architecture remains constant. If you don't want to import it, it remains in its own bubble attached to your warehouse.

Mercenary

A Blade [100 SP]:
Any sort of melee weapon you can think of is yours to have. You only get one (or a set) of said weapon(s), but they're well maintained and durable. Blades that never lose their edge. Bludgeoning weapons that never bend or dent. Whatever it is, you'll be able to keep it forever. Even if it gets damaged or destroyed, your weapon of choice will be repaired/replaced overnight. However, there's nothing really special about the weapon beyond that.

Balloon Gauntlet [200 SP]:
A large, padded leather gauntlet that stretches all the way to the bicep, the Balloon Gauntlet is both armor and utility device. It can shrug off attacks from many melee weapons and some small arms fire, which is nice. However, the unique feature of this gauntlet is the balloon and air cartridge system that allows the usage of utility and combat devoted balloons at will. Some balloons that feature in this gauntlet are the armored balloon (with diamond filament woven in), the light balloon to provide illumination and a balloon that can be launched like a spring-loaded boxing glove. Of course, the utility of such a device is only hindered by the imagination of its user and their ability to create. Just don't expect giant balloons that blot out the sun or boats made of balloons, you'd require more than just a gauntlet-based system for that.

Thunderclap Longsword [400 SP]:
A strange blade using foreign technology, the sheath of the blade has a series of magnets that use the friction of the blade being drawn to create an electric charge that is then held by the uniquely constructed blade. This creates a lightning-blade that can slice through armor and electrocute opponents. Very good quality swords may block or deflect the weapon, but the wielder will still suffer the effects of electrocution if not properly protected.

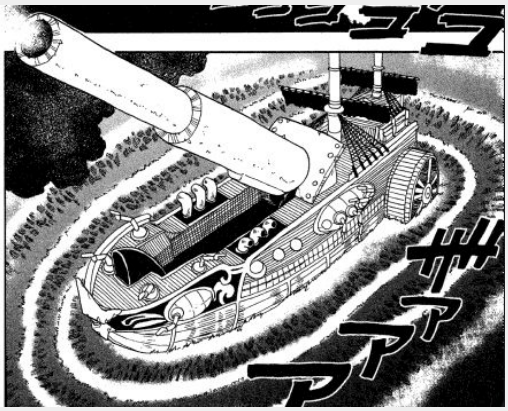
A Fortress of Your Own [600 SP]:
What's a general without their own base of operations? While Mercenaries may often find themselves traveling from battlefield to battlefield, it's good to have a safe place in between campaigns. This is a Castle/Fortress of your architectural-style choice (Japanese, Medieval Europe, Modern, etc) that is durable enough to withstand a full-on siege from an army (even ones with modern artillery). It comes with armored storage areas to protect your supplies (food, ammunition, medical supplies, and basic weapons), a barracks for any troops/followers you acquire, a hospital, a training area, the main building for you and your companions to reside as well as contain meeting rooms, and fortified walls to protect the compound. You may only house a hundred or so troops in the Fortress grounds. This Fortress may be imported into any future jumps you go to or reside in its own pocket dimension attached to your warehouse.

Senshi

A Firearm [100 SP]:
Any type of firearm you'd wish for (except heavy weapons like cannons and bazookas) is yours to own. The weapon you choose will be extremely durable and will require little to no maintenance. You start out with enough ammunition to reload it five times with a resupply overnight once you run out. If your firearm is ever damaged or destroyed, it will be repaired/replaced overnight. However, there is nothing special about it beyond that and the ammunition you get is just standard. Special ammunition purchased separately.

Himawari and Cosmos [200 SP]:
A pair of revolvers, the Himawari and Cosmos would be considered hunks of junk to many senshi. However, it's their simplicity and design quirks that give them such versatility. They are also quite durable to the point where it takes a literal laser to destroy them, but you don't have to worry about that. They return to you intact the next day. The quirk that helps them work well together is the fact their barrel rifling is in opposite directions of each other. This forces the bullets to spin in opposite directions, creating opposing vortices that will allow the bullets to curve in strange and often randomized ways. It'll take a Master Senshi to aim under those sorts of conditions, but the effect can be devastating for opponents. Other than that, they are just simple revolvers. Standard Ammunition is resupplied daily upon depletion. Special ammunition purchased separately.

Flash of the Demon [400 SP]:
A large arm-mounted cannon that grafts itself onto its user to give them better durability and even heal them slightly. It even forms a tight, form-fitting bodysuit when it is equipped, which is the source of durability and healing. It is a tri-barrel weapon that uses highly pressurized air to shred targets and pierce armor. Usually, this weapon draws upon the life force of its wielder in order to operate — often to the point of killing them. However, your version is perfected and thus you don't have to worry about that sort of thing.



Annihilation Fortress Battleship [600 SP]:
A 300-meter water wheel-propelled ship that is capable of overland travel as well, the Annihilation Fortress has fifteen secondary cannons and the main gun. The fifteen secondaries are placed into either double-barreled ball turrets or in strange handgun-shaped single-barrel cannons held by mechanical arms (these can be dropped to allow the hands to be used for other things). The main gun is a 158 meter-long monster of an artillery piece that fires large shells at a maximum range of 200 kilometers. Quite frankly, it's an absurd vessel that runs on an unknown power supply and seemed to have been designed by a loon, yet it was powerful enough to threaten the Imperial Capital on its own. The main gun's shells are powerful enough to devastate a town-sized area with a single detonation. This Battleship comes with its own mechanical crew that will obey your every command and can defend the ship from boarding parties with Gatling machine guns. It also comes with a supply of 50 thermal targets, which allow the cannon rounds from the secondaries to home in on specific areas. Ammunition and Thermal Targets are resupplied daily upon depletion. If the Battleship were ever damaged or destroyed, it will be repaired/replaced within 72 hours.

Companions

Traveling Party [50 / 200 SP]:
Want to bring a friend along? For 50 SP, you can import one of your companions into the Jump. They will receive a free background, the freebies of that background, and 400 SP to spend. For 200 SP, you may import eight companions with the same benefits.

Mercenary Outfit [100 SP]:
With this, you can create up to four companions with the Mercenary Background. They will receive the freebies of that Background, plus 600 SP to spend.

Band of Senshi [100 SP]:
Want a posse of gunmen or gunwomen at your side? You can create up to two companions with the Senshi Background. They will receive the freebies of that Background, plus 600 SP to spend.

Canon Cameos [100 SP]:
Want to bring Tendou Rushuna with you to future jumps? Or maybe you'd like Yajirou the Tiger of the Rear Guard as a companion? For 100 SP, you have the chance to convince any person in this world to come along with you to the next.

Complications

You may pick as many complications as you wish, but you'll only receive 800 SP maximum.

Anime/Manga Continuity [+0 SP]:
In the anime, Rushuna is a gentle and kind soul with a bit of an airheaded attitude. She also has moments where she gets serious. In the Manga, she is an airheaded Genki girl that is quick to laugh and easily angered. Anime Rushuna is also on a training trip while Manga Rushuna just wants to get home, across the sea. There are plenty of differences between the Anime and the Manga, but only you can choose whether you want to go through either version or some unholy mix of the two.

Fanservice Extraordinaire [+100]:
You just get into the strangest of situations, Jumper. Sometimes it's wandering into a room and finding someone naked. Other times, it's finding yourself on the other side of things. Weapons and bullets seem to be more attracted to your clothing rather than you, stripping you to your underwear or even to the nude seconds into a fight. To make matters worse, you will often and unintentionally speak in innuendo that just sets cheeks blushing and anyone nearby stammering in embarrassment and dismay.

Kind of Off-Kilter [+100 SP]:
You're kind of off-kilter. You will often act in an air-headed manner even when you are the smartest person in the room. It just gives you an aura of unreliability that makes others around you just refuse to take you seriously.

Bath/Onsen Maniac [+100 SP]:
Whether you hate feeling sweaty and grimy or just plain love to soak yourself, you have an addiction to taking baths. There's just something about a good soak in a hot bath that leaves you delightfully pleasant. Natural hot springs are even better, they are supposed to have special properties that heal and revitalize after all. If you can't have a bath at least once a day, your morale just seems to plummet. You become listless, withdrawn, or just plain cranky. It definitely makes you difficult to tolerate.

Mistaken Identity [+200 SP]:
Again!? Why are these bounty hunters after you this time!? A Blonde Senshi is causing havoc and chaos? Okay, you might have blond hair, but the bounty poster says the culprit is seven-feet-tall! You're only 5-foot something! It seems you will be mistaken for a fugitive no matter where you go, Jumper. Some assholes will have a distinctive feature that they will share with you and everyone will focus on that one feature to the point of ignoring the rest of the fugitive's description. This will mean a lot of ambushes and firefights until the hapless fools realize that you aren't that jerk.

Poor Sense of Direction [+200 SP]:
Were you supposed to take a left or a right at the last intersection? Wait, where are you now? You were supposed to be in town minutes ago, not in a canyon surrounded by dead bodies! It seems you have an extremely poor sense of direction. To make matters worse, any direction you go that isn't leading to your destination will always end up putting you in a dangerous or humiliating situation. When combined with **Fanservice Extraordinaire**, you will end up in the cliche '*walking in on a bathing or changing person*' scene thrice the number of times you would normally.

Ire of the Senshi [+400 SP]:
For some reason, you've pissed off Tendou Rushuna. I don't know how you were able to draw the ire of such an airheaded, but sweet woman. Either way, she's angry at you for something and she's all out of smiles for you. You will find her frequently in places you never expected and she will not show you any mercy. Have fun trying to dodge her bullets.

Coulrophobia [+400 SP]:
While this means fear of clowns, you aren't going to gain the phobia. Instead, you gain the undying hatred of the Clown (also known as the Iron-masked Baron), a mysterious person who gives people weapons that will often kill them just as much as kill their opponents. You seem to have interfered in his plans at some point and now he's going to be making your life miserable from the shadows. Every month or so, someone will come for your head because you either got a bounty on it or because you've been mistaken for their enemy. Either way, it's all thanks to the Clown that you're so hated. And when you try to kill the Clown he will find a way to escape to torment you another day. You can only find some way to kill this individual near the end of your stay here.

An Impossible Ideal [+600 SP]:
Rushuna travels to train herself. Her ideal of mastering the Ultimate Battle Strategy. It's a wonderful ideal to stop the fighting without fighting. However, you will never be able to reach this. For the rest of your time here, every conflict you are pulled into or involve yourself in must be stopped with fighting. To make matters worse, any attempts at diplomacy will fail no matter how petty the conflict seems to be. This includes any attempts at diplomacy from your traveling companions. I hope you've brought enough rounds. For the duration of the jump, **The Ultimate Battle Strategy** is locked but it will be unlocked at the end of the jump.

Eye of the Empire [+600 SP]:
I don't know what you did, but you're in for a bad time. The Empire has declared you an enemy and placed a bounty on your head for an exorbitant sum of money. Not only will you be dealing with bounty hunters and Imperial soldiers, but also the neighboring nobility of the frontier trying to make nice with the Empire. Of course, if you avoid or defeat all of them, you'll eventually have to deal with the Ten Imperial Warriors: Kurenai Touka the Flash, Aizen Teppa of the Gaifu, Souma Sanzou of the Courtly Music, Hakubi Shinnoshin the Water Wolf, Shiga Juzaemon the Invincible One (also wears a cute bunny costume), Oka Danjo of the Heat Armor, Shimon Yuzuriha the Brilliant Explosive, Tonjo Honmaru the Cunning, General Kurenai Ouka the World's Greatest Spear, and either Soun the Founder or Oomidou Setsuna the Empress' Shadow (depending upon where you go in the manga or anime plotline).

There comes a time where any journey must end or a decision to continue on must be made. At the end of your decade of adventure, you must also make a decision.

Stop and Relax

You could stay in this world with its adventure and delights. Heck, you could even cross the seas to find new things to explore. You get to keep what you have earned in your Jumpchain thus far.

Return to Where you Belong

Or you could return home. You'll still have your awesome stuff and wonderful memories, but maybe you've had enough of your travels.

Continue on that Journey

Or you can keep on traveling. Who knows where the road leads you? But no matter what, you will always find adventure wherever you may travel.