Rurouni Kenshin

By: BK

Introduction

On July 8, 1853 the black ships landed on the coast of Japan with one goal: to open Japan's borders for trade with the United States. The arrival of these ships plunged the country into a civil war as the Ishin Shishi fought to return power to the Emperor while the Shinsengumi fought for the Tokugawa shogunate to maintain its status. This war marked the beginning of the hellish Bakumatsu Era where legendary warriors like Himura Kenshin and Hajime Saito fought to uphold their ideals on bloody battlefields across the country.

After this civil war ended in the Ishin Shishi's victory, sweeping government reforms pushed Japan into the prosperous Meiji Era. Although some warriors have found ways to assimilate into the now peaceful country, ghosts of the Bakumatsu Era still haunt this land. Despite the Meiji Government's attempts to protect its people, Japan is still plagued by drug-peddling merchants, highway bandits, remnants of the Bakumatsu,

and lowlifes of all kinds. To keep yourself safe for the next ten years in this era of upheaval, take **1000 CP**.

Age and Gender

You're 15+1d20 years old and you may freely select your gender. You may also pay 50 CP to choose your age within human limits.

Location

You can freely pick from one of the following locations or roll 1d8 to determine your starting location to gain 100 CP. You arrive at the same time Kenshin first meets Kaoru.

Kamiya Dojo (**Tokyo**)
You find yourself in a failing kenjutsu dojo owned by Kamiya Kaoru, adjutant instructor of the Kamiya Kasshin Ryu. Although it isn't as grand as other schools, every inch of the building is lovingly maintained despite the lack of students.

Akabeko (**Tokyo**)
Akabeko is a popular restaurant specializing in western-style cuisine. A cozy atmosphere, delicious food, and a kind manager make Akabeko a great spot to stop and rest. Try not to run up a tab or you might join Sanosuke on the banned customers list.

Enishi's Island (**Sea of Japan**)
An unnamed island owned by Yukishiro Enishi only accessible by a small inlet with sheer cliffs on all other sides of the island. This harsh topography combined with the harsh, shark-infested waters around the island make it a natural prison.

Aoiya (**Kyoto**)
The Aoiya is an inn with deep ties to the Oniwabanshu. While the inn served as a base of operations for the Oniwabanshu during the Bakumatsu Era, it now serves as a place for former members to make an honest living in the peaceful Meiji Era.

Binding Forest (Japan)
The Binding Forest is heaven for assassins and hell for swordsmen. A powerful magnetic field permeates the forest and robs warriors of their hard-earned sixth sense, rendering them vulnerable to all manner of underhanded tactics. In addition to disorienting warriors, the magnetic field also prevents animals from thriving here.

Rakuninmura (Japan)
Those who have given up on life due to either a criminal past or great suffering frequently drift towards Rakuninmura: run-down villages full of outcasts and the aggrieved. Despite the atmosphere of despair and resignation, occupants of Rakuninmura are keen to defend their own. You may choose where in Japan your particular Rakuninmura is .

Shrine of the Six Torii (Kyoto)
A former temple hidden in the depths of Mount Hiei which was converted into a headquarters for Shishio and the Juppon Gatana. The entrance to the shrine is marked by six torii gates hidden in a mountain cave guarded by a complex, trap-filled maze. If you can make it through the maze, you'll be greeted by the shrine: a beautiful example of traditional Japanese architecture full of all kinds of relics and art.

Free Choice
You may freely pick your starting location from one of the listed options.

Origins

All origins may be taken as a drop-in origin. Jumpers who pick the Shadow origin can start as Oniwabanshu members, jumpers who pick the Wolf origin can start as special investigators, and jumpers who pick the Demon origin can start as members of the Juppongatana.

Rurouni

Whether you wander to atone for your sins or to search for purpose in this new era, you're a wandering warrior of status similar to Kenshin himself. Due to their lack of consistent income, rurouni are frequently forced to rely on donated belongings and shelter but I'm sure you can scrape by somehow.

Shadow
Most warriors here charge right at their opponents to cut them down, but you've adopted a more roundabout approach. Like the members of the Oniwabanshu or Yaminobu, you're a ninja trained in martial arts, infiltration, interrogation, sabotage, and countless more fields that would help an assassin. Although the era may have cut down violent deaths, demand for murder will never truly vanish.

Wolf
Unlike warriors who resorted to a vagrant lifestyle after the Bakumatsu, you've decided to dedicate your martial prowess to the government in order to uphold the order of this new era. You might be a policeman, an investigator, or simply a consultant for the Meiji government.

Demon
Not all warriors of the Bakumatsu were able to quench the fires of hate once the Meiji era arrived. Shishio loved the violence of the Bakumatsu while Enishi's grudge was born from it; like these two twisted souls, you're now a remnant of the Bakumatsu era: a sellsword, terrorist, or avenger who still harbors embers of the burning fields in your heart.

Perks

All perks from your origin have a 50% price discount and discounted 100 CP perks are free.

General Perks

Warrior's Suite (**Free**)
You now possess a mental music player that automatically plays any of the music appearing in a piece of Rurouni Kenshin media according to the situation. You may choose if you're the only one who can hear this music or if it is truly playing out loud.

Sword Edict Rebellion (**Free**)
As part of the deescalation of violence during the Meiji era, the government prohibited civilians from carrying swords of their own. However, most of the relevant warriors here can walk around with their weapons displayed fearlessly. Whether or not you possess their strength, you now possess their ability to carry around weapons in public without legal consequences.

Fox Lady/Lord (**100**)
Are you a member of the Takani family? It looks like you take after Megumi's beautiful appearance and seductive speech. Regardless of your gender, your appearance is flawless and you'll look good regardless of external factors like bloodstains or dirt. Despite the hygiene technology of the era, you somehow smell good to those you're attracted to and odorless to those you're not. Finally, this perk grants you the bedroom skills of a top-class courtesan, the stamina to match, and the seductive ability to put those skills to use.

Human Weapon's Eyes (**100**)
Byakuya Itekura lived for combat and his rich experience gave him the preternatural ability to visualize the fighting spirits of those he laid eyes upon. For 100 CP, you too gain this ability to see fighting spirits as ghostly images superimposed over your target. The spirits of rank-and-file mercenaries might resemble animal-human hybrids while the spirits of true warriors might resemble mythological figures or natural disasters. These spirits are symbolic of the target's nature and can clue you in to their mentality or fighting style.

Kenki (**100 CP**)
Kenki is the ki that top-class swordsmen exude when executing their masterful techniques. You gain the ability to exude an aura of Kenki that scales in potency according to your martial skill; this aura accurately conveys your martial prowess to those exposed to it and can quench the fighting spirit of those far below you in terms of skill. However, even less-skilled fighters can power through this ki or even outright ignore it if they're imperceptive enough.

Sakki (**100 CP**)
Sakki is a type of ki released by a murderous state of mind or by second-rate warriors going for a killing blow. You gain the ability to exude an aura of Sakki that scales in potency according to your bloodlust. This aura can cause strong foes to hesitate, weak foes to briefly hallucinate their own deaths, and civilians to die immediately.

Touki (**100 CP**)
Kenki is based on your martial prowess while Sakki is based on your killing intent, but Touki is a type of ki based on your fighting spirit. While similar to Sakki, Touki is released when two warriors wholeheartedly wish to battle each other without intending to kill each other. By releasing an aura of Touki, you can inflame the fighting spirits of allies in the vicinity and grant them enhanced courage. Furthermore, you may focus your Touki on yourself to enter a temporary state of pain immunity.

Sixth Sense (**Free. Requires Kenki, Sakki, OR Touki**)
Before exuding ki, one must be able to perceive it. Through talent or experience, you've gained the ability to perceive ki that grants many of the swordsmen here a form of superhuman intuition. You gain the ability to detect the three types of ki present in the surroundings even if it is being released by a hidden adversary. Furthermore, by focusing on a specific person's ki flow you can experience a split-second premonition of their next move.

Elemental Resonant Ki (**Free. Requires Kenki, Sakki, AND Touki**)
Your sword is one with heaven and earth. With this perk, your ki has resonated with an aspect of nature closely tied to your character like Kenshin with wind and Shishio with fire. Your aspect of nature can subtly move when you exude your ki in a state of extreme resolve in order to give you slight advantages. However, the main benefit of this perk is that your ki now possesses a powerful rejuvenative effect that allows you to restore yourself to the peak of your combat ability OR bring your allies back from the brink of death once per battle.

Child of Earth (**100**)
Members of the Yatsume clan were raised to be miners and their bodies are altered for this purpose using the clan's secret techniques. It looks like you've been modified by the techniques of this clan, giving you limbs twice as long as before and teeth sharpened into deadly weapons. In addition to the body of a Yatsume clan member, you've obtained their uncanny abilities to cling to vertical surfaces and burrow through earth as fast as you can run.

Mt Fuji (**300**)
Like the Destroying Yang himself, you possess a monstrous physique that could allow you to dominate battlefields without martial skill. You stand at nearly 20 feet in height with a musclebound frame that somehow allows you to move your hulking limbs with extreme agility. With arms and armor of proportional size, you could destroy buildings with your swings and even survive such blows.

The Basics (**100. Can be purchased multiple times**)
By paying 100 CP you can purchase the technique repertoire of a single character from this world. This perk only grants you their knowledge and you must acquire the physical ability to perform these techniques through other means.

Rurouni Perks

Wanderer's Wisdom (**100**)
Whether they're living on the streets or in the wild, any rurouni worth their salt has the know-how to eke out a life anywhere. This perk grants you the basic skills required to survive on your own such as: ancient hunting practices, herbal medicine, cooking, first aid, etc. If you need a skill to survive in the wilderness, odds are you have the bare minimum of experience in it.

Fleetfooted (**100**)
Ever had to run from Tokyo to Kyoto through forests and mountains? If you ever do, this perk could come in handy. This perk subtly distorts time while you're traveling to ensure that you or your companions never arrive late to anything regardless of its distance. However, this perk only works if you have the ability to make the journey in the first place and will not help you overcome environmental dangers, wild animals, or ambushes.

A New Era (**200**)
The bloodstained fields of the Bakumatsu era have long since been cleaned up, but the hearts of men don't move on so easily. With this perk, your heart is spotless; regardless of the horrors you might have witnessed or even committed, you are guaranteed to process psychological stress in the most healthy manner possible at ten times the speed.

Fight Merchant Insurance (**200**)
Sanosuke is a living sandbag who's endured countless beatdowns, but he somehow manages to bounce back from brutal beatdowns with astonishing speed. This perk grants you his vitality, gives you immunity to mundane diseases, prevents you from being permanently injured by an attack not intended to do so, and significantly enhances your pain tolerance.

Rurouni's Trade (**400**)

Most Rurouni have to resort to begging or scraping out a living in a Rakuninmura, but a jumper such as yourself should be able to earn an honest living. This perk gives you the ability to always be able to find a job that doesn't care about your past, uses your preferred skills, and pays enough to survive. Furthermore, you'll never have to worry about your skills growing dull in this new era; your skills never grow rusty from disuse.

Unchained (**400**)
Despite being Shishio's right hand man, Sojiro somehow escaped the law and became a wandering swordsman. Although you might not have Sojiro's speed or skill, this perk grants you his elusiveness. You cannot be tracked down by the government or people working on behalf of the government. However, this perk only halves your chances of being caught if pursued by a private citizen.

Hitokiri (**600**)
During the Bakumatsu, countless swordsmen survived by becoming ruthless murderers who swallowed their morals for their ideals. You might not have lived such a life, but this perk grants you the benefits of surviving in that hell. This perk grants you the experiences of a Bakumatsu-era warrior as if you truly fought there; in future settings you may select one war and gain the combat experience you would have acquired from fighting in it.

In addition to the rich combat experience granted by this perk, you gain the ability to enter and exit a state of mind that mutes your emotions while giving you instinctual knowledge on how to kill your opponent in the quickest manner possible. Weaknesses stand out like sore thumbs and your body moves with unnatural fluidity as your strikes disassemble your opponents with mechanical efficiency.

Shadow Perks

Oniwa Secret Technique (**100**)

Like a certain family marked by stars, you've mastered the most essential skill for a covert operative: retreat. With this perk, you automatically take note of and memorize any escape routes you see. When you actually make your daring escape, your mental and physical speed skyrocket in proportion to how close your pursuers are to catching you.

Sunshine and Rainbows (**100**)
Sneaking through the shadows and backstabbing high-profile targets is a fun aesthetic, but the life of a ninja can get a lot darker than that. This perk grants you experience in the darkest facet of your career: torture. You have a solid understanding of parts of human anatomy that cause pain without truly dealing damage alongside knowledge of how to construct and operate the torture tools of the era.

Onmitsu Expertise (**200**)
How could a squad of ninja nearly assassinate arguably the greatest swordsman of the Bakumatsu? Preparation: a field you now excel in. You possess a brilliant mind for tactics, engineering, and psychological warfare that grants you the ability to come up with and execute complex plans to assassinate even the strongest of warriors. This perk also makes your traps completely undetectable by those of less martial skill than you.

And the Oscar Goes to Jumper (**200**)
You gain the ability to create disguises allowing you to flawlessly replicate the appearance of anything with a humanoid body plan. Furthermore, by observing your target for a few hours, you gain the ability to replicate their voice and mannerisms. This impersonation increases in quality based on the time you spend observing them with an hour being enough to fool acquaintances while 24 hours would be enough to fool their own parents.

Cool Factor>Facts and Logic (**400**)

Aoshi helped Kenshin on occasion, but at one point he trained like a madman to kill Kenshin. With this perk, you too can flip-flop between good and evil without harsh consequences. You may have your past deeds excused when joining a new faction as long as they aren't the complete opposites to your new faction's goals. Furthermore, you will only be judged by your personal acts rather than any groups you're a part of.

Iwanbo Series (**400**)
Gein of the Six Comrades was a masterful puppeteer who specialized in fighting using puppets created from human corpses. This perk grants you Gein's ability to modify corpses into wearable puppets and enough engineering skill to add mechanical enhancements to these puppets. Furthermore, you can create puppets identical to real people out of inorganic materials to make almost indistinguishable fake corpses.

Okashira (**600**)
Shinomori Aoshi mastered the ninja arts and surpassed the previous generation Okashira at the tender age of 15. This perk grants you Aoshi's monstrous talent capable of mastering lifetimes' worth of combat and infiltration skills in under a decade. Furthermore, you gain his inhuman sensitivity that allows you to accurately measure centimeters with your sight alone and hear whispers from blocks away. Your mind is hardened to match even the most grizzled ninja, muting your feelings of disgust, hesitation, and fear while in combat.

Wolf Perks

Special Agent Experience (**100**)
Over the course of a long career as a special agent for the government, you've obtained a flawless understanding of the law. You know the legal system of the Meiji era like the back of your hand and have a cunning mind suited for finding legal loopholes. In future worlds, you gain innate knowledge of the local legal system in excruciating detail.

Ambidextrous (**100**)

Like Saito, you can use both your hands with the dexterity of your dominant hand. If you gain additional limbs, this perk applies to them as well.

Zetsujin (**200**)
You possess a razor-sharp tongue and a quick-witted mind suited for brutally mocking your enemies. This perk enhances the effectiveness of your insults while decreasing the mental fortitude of your enemies by an amount proportional to how much more martially-skilled you are in comparison to them. You may also reduce the impact of your insults in order to mock your allies without damaging your relationship with them.

Shinsengumi-Kenjutsu (**400**)
If the Shinsengumi restricted themselves to their swordsmanship, they couldn't have held on for as long as they did against the Ishin Shishi. Members of the Shinsengumi were trained in aikido, jiu jitsu, and judo to fight in all situations. Now, you have received enough training in said martial arts to fight on real battlefields alongside the ability to seamlessly convert your armed techniques to unarmed versions and vice versa.

Laws are for Side Characters (**400**)
You're too cool for stuff like paying taxes, not murdering people, and wearing seatbelts. This perk gives you the ability to break the law without legal consequences as long as it can be justified as being done for the greater good and does not constitute as a direct attack against the entity you are disobeying.

Wolf of Mibu (**400**)
You can tame a dog with food, you can tame a man with money, but there's nothing that can tame a Wolf of Mibu. You're a masterful tracker capable of hunting down your targets with minimal traces across countries. Your skills are so refined, the only way your enemies can escape your grasp is by not leaving any traces behind, escaping the

country, or simply outrunning you. Furthermore, this perk ensures that your motivation to hunt down your target will never falter.

Aku Soku Zan-Swift Death to Evil (**600**)
The code of justice shared by the Shinsengumi and Hitokiri is to slay evil immediately. As long as you are fighting against a truly evil being, your strength grows explosively with each exchange of blows and you're quicker to come up with countermeasures to their techniques. This growing strength is cut off when you reach the same power level as your opposition, but you gain half of this temporary boost as a permanent upgrade if you manage to defeat them. You also gain an intuitive sense of good and evil, allowing you to categorize people you see as either good, evil, or neutral.

Demon Perks

Lord of Hell (**100**)
Even without exerting yourself, the potency of your ki is imbued into all of your movements. This means that those who have spent any decent amount of time in combat will be able to sense your martial skill level at a glance; this inclines martial artists to respect you if you can back up your aura. This perk is toggleable.

Born King (**100**)
Shishio was a psychotic terrorist, but damn did he have a way of getting people to do what he wanted. Even with burnt skin and a terrifying, bandaged appearance, he could still romance Yumi and maintain his command over the Juppongatana. This perk makes it so your appearance has no negative impact on your interpersonal relationships while also boosting your charisma to the level of a veteran politician.

Broken Smile (**200**)
Like Souji, you've acquired the uncanny ability to completely conceal your thoughts and emotions by putting on an inscrutable grin. Your facial expressions and body language will never reveal your thoughts and emotions without a deliberate motion on

your part. Furthermore, this perk stops your mind and emotions from being unconsentingly read through supernatural or technological means; instead, they will see a false mindscape suited for your current expression.

Jinchuu (**200**)
After the Bakumatsu, some hitokiri were judged through fair trials, but others were plotted against and died a miserable death after their enemies ruined their lives. You specialize in the latter form of judgment; targeting loved ones, stealing precious keepsakes, and cutting away at one's mind with barbed insults are all skills you've mastered. This perk boosts the effectiveness of your judgment if you're targeting someone who has committed serious crimes with the boost scaling off how serious their crimes were. A pickpocket could be driven to tears, but a legendary hitokiri could be reduced to a hollow shell of themselves if you really applied yourself.

You Can't be A Crossdresser Without Resolve (**400**)
Kamatari would never be as strong as Sojiro or as beautiful as Yumi, but he channeled all the unrequited love he felt towards Shishio into carrying out his orders. This perk's effects are twofold; you will not face physically harmful discrimination due to uncontrollable factors such as your race, gender, or sexual orientation. You will also be able to easily channel any amount of your negative emotions into productive outlets.

Hellfire (**400**)
When Shishio was burned alive, he clung onto life with fierce determination and managed to escape death at the cost of living on with severe deformities and crippling his fighting ability. Now you too possess the willpower to perform such a feat. Once per year upon getting fatally wounded, you can gain a severe chronic condition similar to Shishio's rather than dying.

Nerves of Insanity (**600**)

Enishi's past trauma haunted him and forced his nervous system to remain in a state of constant tension, causing his nerves to grow in size and power to cope with the strain. Instead of having to be traumatized, you can gain these enhanced nerves for 600 CP. When you toggle this perk on, your nerves stand out against your skin in a way resembling blood vessels, your physical abilities skyrocket enough to overwhelm your previous self, your senses are enhanced to match the peaks of the animal kingdom, and your reaction time is doubled. However, this perk doubles your sensitivity to pain and your enhanced senses are susceptible to overload.

Items

Used or lost items are replaced within 24 hours unless mentioned otherwise. You have one 50% discount for each price tier and discounted 100 CP items are free. You can import any item into any item here that is similar to it.

Level 1 Sword (**Free**)

You receive an average, mundane weapon of your choice as long as it exists in this world. Additional purchases cost 50 CP.

Sakabatou (**Free**)

A Sakabatou, or reverse-bladed sword, is a katana with the blade facing the user and the blunt part facing the enemy. It's completely impractical for use in battle, but a powerful swordsman doing his best to avoid killing could use it. This Sakabatou will not kill or permanently injure any living thing regardless of how hard you swing it.

Magic Bandages (**100**)

A roll of bandages big enough to completely cover a person. These bandages relieve their wearer of chronic conditions and allow them to live and fight as if they were healthy so long as the vast majority of their body is bandaged. These bandages are also self-cleaning.

Spider's Web Opium (**100**)
A form of opium developed by Takani Megumi with half the production cost and four times the effectiveness of normal opium. You gain five gallons of liquid Spider's Web Opium and a set of instructions detailing how to make more.

Corpse Doll Creator (**100**)
If you place a photograph, painting, drawing, or other sort of likeness into this empty envelope, it will disappear and instantly return with a hyper realistic corpse doll resembling the contents of the envelope.

White Plum Perfume (**200**)
A vial of white plum-scented perfume that allows someone who continuously smells it to recover from mental trauma at three times the speed they would recover normally.

Hidden Weapons (**200**)
You receive an unlimited supply of knives, hand-held explosives, poisons, and all sorts of tools that a ninja from this world would conceivably have. You may pull any number of these objects out of your clothes even if it makes no logical sense for you to store that many ninja tools.

Iwanbou Series Puppet (**400**)
A massive humanoid doll with four mechanisms designed to make it a formidable weapon. The Iwanbou Series Puppet has extraordinarily thick skin capable of enduring blows from Kenshin using the blade of his Sakabatou, 360 degrees of movement in all of its artificial joints, the ability to dis/connect its body parts, and has a mesh of woven steel around the operator's chamber to protect them in addition to the formidable durability of the doll. The doll requires exceptional strength and dexterity to pilot, but I'm sure you'll get the hang of it.

Successor's Mantle (**400**)
You receive a coat identical to the one worn by Hiko Seijuro, but resized to fit you perfectly. This coat is fitted with a series of springs that can resist your movements to provide a constant workout no matter how physically strong you may be. You can adjust the tension of the springs anywhere from complete immobility to a total lack of resistance.

A Dojo (**400**)
You receive a replica of the Kamiya Kashin Ryu Dojo with your name on the plaque. This dojo is self-cleaning, self-repairing, and multiplies the learning speed of those who train in its walls by three times. You also automatically gain any certification that is required to run a dojo commercially. In future worlds this dojo can be dropped in an existing location in-setting or made to be a warehouse attachment.

Aoiya (**600**)
A copy of the Aoiya Inn: a two-floored building with a central garden and countless guest rooms. This inn is self-cleaning, self, repairing, and multiplies the recovery speed of those resting in its walls by three times. Furthermore, you gain a group of unwaveringly-loyal ninja on par with the Oniwabanshu sans Aoshi.

Arai Shakku's Masterpiece (**600**)
Arai Shakku, an unparalleled swordsmith crafted countless fantastical weapons, but the Sakabatou and Mugenjin stand out even among his incredible productions. With this item, however, a third blade on par with the aforementioned ones has found its way to your hands. This weapon is indestructible, perfectly suited for your fighting style, and is extremely receptive to empowerment from Ki and other supernatural energies.

Companions

Canon Character (**200**)

You may choose a canon character to be predisposed to liking you and you may take them as a companion on your chain by obtaining their informed consent.

Original Character (**100**)
You may create a character from this world by making their build from this jumpdoc using 600 CP. This original character's personality, appearance, and build is decided by you while their history is decided by Jumpchan. You may take them as a companion on your chain by obtaining their informed consent.

Import (**100**)
Each companion that you import into this jump gets a stipend of 600 CP to spend on perks and items.

Drawbacks

Supplement Toggle (+**0**)
You can attach this jump to another jump as a supplement.

Kaoru's Kitchen Expertise (+**100**)
The food you cook, while edible, is extremely disgusting and would only be eaten by a famine victim or a loved one who valued your feelings over their own.

Sword Edict (+**100**)
Most characters here can walk around with swords on their hips despite the law prohibiting it. Unfortunately, you don't share the same immunity. You will constantly be harassed by government personnel with attempts to confiscate your weapons, arrest you, or kill you depending on your level of resistance.

Companion Null (+**100**)
You may not import companions into this jump.

Start in Bakumatsu (+**200**)

Start with an opium addiction (+**200**)

Item Null (+**200**)
You may not use items from other jumps and you lose access to your warehouse for the duration of this jump.

Nonkilling Oath (+**300**)
You may not initiate violent conflict, permanently injure, or kill anyone during your time here. If you do, you fail your chain.

Power Null (+**300**)
You may not use powers and perks from outside this jump.

Someone like Enishi wants to get revenge on you (+**300**) (+**400 if taken with Nonkilling Oath**)
Someone on the same level as Enishi in terms of influence and personal power wants to drive you to the brink of despair, then kill you. Their martial art is suited to counter yours and they will not actually attempt to kill you directly until your tenth year here.

Flames of Hell (+**300**)
You're affected by Shishio's Hyperthermia. You're horrifically disfigured by body-spanning burns, your voice is extremely raspy, and you feel extremely hot at all times. Furthermore, you may only fight at your full strength for 15 minutes before health issues begin. After 20 minutes you experience extreme pain, heatstroke, nausea, delirium, and psychosis. After 22 minutes, your body fluids begin to evaporate rapidly as your cognitive function declines. After 25 minutes, you spontaneously combust.

End

Stay

You remain in this world.

Return

You return to your original world with all items, perks, and companions.

Go

You move on to your next jump.

Change Log

Version 1

ROUGH jump finished