Your story begins in the Sengoku period of Japan. All has been going pretty well, until some fifteen year-old named Kagome Higurashi leaps into this time from the future using the Bone Eater's Well. If disruption of time wasn't bad enough in itself, she also brings a centipede demon back to life and empowers it using the Shikon no Tama, Jewel of the Four Souls. In her desperation to defeat the evil she unleashed, Kagome brilliantly deduces to let loose another half-demon to fight it who was bound by a sacred arrow on a tree. The hero she chooses was sealed there fifty years previously to prevent it from attacking a village and taking the Shikon no Tama for itself to become even more demonic. She continues to make other poor choices, resulting in the shattering of the sacred jewel and spreading it's destructive wish-granting powers all over Japan.

We could have sent you into the story about a day earlier to prevent all of this, but where's the fun in that?

You can join up with Kagome to help her atone for her blunders, whilst preventing her from harming anyone else wither her gross incompetence. Or you could just head off on your own, collecting pieces of the Shikon no Tama for your own nefarious purposes. Despite being a sacred relic, the jewel has never been known to grant any wishes that made anyone happy. Regardless of where you go or who you go there with, Fuedal Japan is full of demons, war, and romance; you won't be short on things to do here during your ten year stay.

# Budget

With all the demons and fighting, Japan is a pretty dangerous place. A normal person won't be able to survive on their own for long so you're being granted some points that will let you improve yourself or gain other assets that will boost your chances for survival.

**+1000cp**

Choice Points

# Background

**The choices below give you a brand new life in this universe, some complete with new memories and experiences to draw on. For some, this means you get free familiarity with world and a better understanding of how to fit in. These new memories can effect your personality and reactions to events, but you ultimately still retain control of all your choices. Backgrounds also offer some discounts on abilities and items later on.**

## Drop-In

+ You are still completely yourself
+/- No memories clouding your judgement
- You look ridiculous in that school uniform

It would appear you're just another student who travelled through the Bone Eater's Well to get here. Dressed in a normal school uniform you stick out like a sore thumb here. Your new form has no knowledge of this world beyond what you already possessed, so if you like adventure and discovery you can't go wrong with this choice. Your personality remains unchanged and you can be certain you are fully in control of all decision you make.

FREE

## Lost Soul

+ Option to uncover your history in this world
+/- No memories clouding your judgement
- People may recognize you from the past

Too spooky! You share an uncanny resemblance to someone who has recently died in this world. Or maybe you are that person? Even if that's the case, you certainly don't remember being anyone but yourself. Your personality and memories are not tampered with upon arrival. You can willingly seek out places your form has visited in whatever life it once had in order to learn more about the world or your history. People may freak out if they recognize you as a dead person though.

FREE

## Monk

+ Access to free food and lodging
+/- People expect you to be virtuous
- People expect services in exchange for food

Being a monk is pretty great. You get lots of travel and can take in the sights, and people are willing to feed you and put you up for the night. All you need to do is cleanse their home of those invisible malevolent spirits that may or may not actually be there. If conning was any indication, there isn't really any strict code you need to stick to either, though we recommend you at least pretend to be helpful. When people actually need your help with spirits, you'll feel the need to help them.

50cp

## Demon Slayer

+ You're trained to fight demons 1-on-1
+/- Honour-bound to fight off demons
- Everyone you love has been killed off

Unlike most of the peasantry you were raised to fight off demons rather than flee from them. Even at a young age you were capable of handling yourself against younger demons, and you were quickly on your way to matching the best fighters in the village. However, demons don't particularly like being slain, and some powerful ones mounted an attack that razed your home and slaughtered its inhabitants. Perhaps another Demon Slayer village will take in someone with your skills?

50cp

## Kitsune

+ People quickly warm up to you
+/- You're very cute
- People expect tricks and won't trust you

What a cute little ball of fluff you've become! Kitsune are not nearly as dangerous as the other yokai, with their magic focusing on relatively harmless tricks. Kitsune aren't very common, as a war with the Thunder Demons has killed many and driven the rest into hiding. You're not sure what has happened to your remaining family. They could be dead, or they may have left you alone in the world. Your cheerful attitude and lighthearted pranks are covering up abandonment issues.

50cp

## Hanyō

+ Physically superior to humans
+/- Demon blood coursing through your veins
- You have poor anger management

Demons tend to be a lot stronger and a lot more volatile than regular folk. You're only half a demon though, so you're just a bit stronger and a bit angrier than you used to be. Some hanyo are hideous to behold, and luckily you aren't one of them. You look mostly human, save for some unusual eyes and possibly a tail and ears. The same blood that makes you so much stronger than humans also makes you generally more emotional. It will be hard to hide your feelings.

300cp

## Age

When you arrive here you're age is 12 + 1d8 years old. If you find this age to be disagreeable, a small fee allows you to select any age from 13 to 20. Hanyo, being half-demon, have an extended lifespan making them ten times as old as other backgrounds.

50cp

## Gender

Your biological sex is unchanged when you enter this world. If you want to switch things up you can do so for a small fee.

50cp

## Imports

Companions imported from other settings gain 300cp to spend on abilities when imported. Importing as a Hanyo costs 300cp, with a discount for Hanyo jumpers. Some options bought on the equipment page may be applied to an imported companion, if you pay an additional 50cp they gain 300cp to spend.

50cp

# Location

There are plenty of places to visit in Japan no matter the era. Rather than force you to struggle over which of the fantastic sight you want to see first, we'll let chance take care of that process with a quick roll of the die. If you want to pick your own starting location the cost is just 100cp.

**Roll 1d8**

## 1 Kaede's Village

Located in the Musashi Province of fuedal Japan. It was home to the priestess Kikyo who guarded the Shikon Jewel fifty years ago. Now an elderly woman named Kaede, Kikyo's younger sister, is in charge of the place.

## 2 Bone Eater's Well

This well is located in a small forest clearing not far from Kaede's Village. The well is used to dispose of bodies of demons and monsters but it also has the purpose of being used as a gateway between the present day and the Feudal Era.

## 3 Yōkai Taijiya Village

The home of Sango and Kohaku, and presumably many other Demon Slayers as well. They do quite well for themselves here, taking requests from other settlements and sending out their residents to deal with demonic threats.

## 4 Inu no Taishō's Tomb

The giant skeletal remains of Inuyasha's father are kept in an alternate dimension. There is no discernable way to leave this realm, and it doesn't really have much to offer besides a rusty sword. You wouldn't steal someone's inheritance, would you?

## 5 Kagewaki's Castle

Home to the late Lord Kagewaki, this castle is a formidable stronghold against demonic threats to the area. Lately a false Kagewaki has been using his armies to cause trouble all ovrt the area. If you act now you could seriously inconvienence Naraku's schemes.

## 6 Hōraijima

A place where yokai and humans live peacefully together. Since Hanyo children are unaccepted by the world, a barrier separates the town from others. The barrier weakens every 50 years. It will be a few years before you can leave.

## 7 Free Selection

Fuedal Japan is a big place, maybe even as big as Japan! You can begin anywhere in the nation, your choice.

## 8 Higurashi Shrine

A large property on which the Higurashi family lives in the modern era. You're not family, and you're not allowed to stay here. Being in the modern era is relatively safe, but incredibly dull. If everyone in Fuedal Japan dies because you were here, expect serious effects in the present.

# Skills & Special Abilites

**The next ten years under constant pressure of demons and evil warlords might not be fun, especially when they're being powered up by shards of the Shikon no Tama. Why not buy some perks to give yourself an edge?**

Choices marked "Discounted" reduce the price by 50% for indicated background.
Choices marked "Free" can be taken at no cost, if you have the associated background.

### For Medical Reasons

You can claim preposterous or rare illnesses as an excuse for missing appointments or other commitments. If you have allies to making this excuse for you, it will be believed unless someone has concrete evidence against you.

Discount: Drop-In 100cp

### Marksmanship

When it comes to archery, you are incredibly skilled. Unless you're competing on the global scale, there aren't many people who measure up to your ability to handle a bow.

Discount: Drop-In & Lost Soul 100cp

### Sympathetic

You are able to easily determine when others are in need of help and the causes of their pain. You are better attuned to being able to help others through their suffering.

Discount: Lost Soul 100cp

### No School, No Problem

You can avoid attending school almost indefinitely without arousing suspicion. So long as you attend a full day of class at least once a month you will escape any disciplinary action.

Discount: Drop-In 100cp

### Confidence

You have no problem approaching attractive members of your preferred gender or suggesting lewd activities. This doesn't make you any more likely to succeed, but you can easily overcome any hang-ups over being rejected.

Free: Monk 100cp

### Filter

Your body is more capable of dealing with the miasma and disease produced by demons. This improves your resistance to the harmful effects of similar 'bad air'.

Discount: Lost Soul 100cp

### Strongest in the Village

You can handle heavy weapons easily. Your new level of strength may come as a shock to others, as it comes with no additional muscle mass.

Free: Demon Slayer 100cp

### Foxfire

Though the fire magic of kitsune isn't very powerful, it can neutralize other fire attacks and burn away flammable things like spiderwebs. Foxfire may also be held like a torch when you need lighting.

Free: Kitsune 100cp

### Some Sort of Jumping Demon?

You can leap high in the air and land without harm. Your general acrobatics and speed improve slightly. Any companions imported as Hanyo gain this perk for free.

Free: Imported Hanyo
Discount: Hanyo 100cp

### Moral Compass

You can detect the presence of powerful good and evil forces. The greater their commitment to good/evil, the further you can sense them from. Normal people usually don't sway far enough in either direction to be detected, this is mostly for powerful spiritual beings.

Discount: Drop-In 200cp

### Sacred Sutras

You can imbue strips of paper with spiritual power to counter a specific evil. Each paper has a special prayer, and thus is tailored for a specific purpose such as general protection, good luck, safe travel, removing a ghost or spirit, or sealing off a demon or spirit.

Discount: Monk 200cp

### Blades of Blood

You gain powerful logic-defying claws that can slice through objects and demons. You can use the claws to toss your own blood at enemies, which magically creates powerful shuriken-like crescents that can be used at a range.

Discount: Hanyo 200cp

### Glare

You can unnerve any opponent or ally with an intimidating stare. The braver a foe the less effective this will be, but it will always have some effect. Blind targets will usually be unaffected, unless they can percieve your body language in some way.

Discount: Demon Slayer 200cp

### Spiritual Immobilization

On touch, you can render another human both invisible and completely immobile. Enough spiritual strength will allow a person to free themselves from this ability.

Discount: Lost Soul 200cp

### Fox Magic

A variety of simple tricks. You can throw your voice, make surfaces incredibly sticky, or even create realistic duplicates of others from balloons.

Discount: Kitsune 200cp

## Scavenger

You're familiar with how harsh the world can be. You're better at foraging for food in the wilderness and know what can't be eaten. You're quite good at catching fish as well.

100cp

## Flaming Transformation

Instantly assume any alternate forms you have by engulfing yourself in harmless flame. For those who favour flashy and instantaneous transformations.

200cp

## Dokkasō

Your hands can release an acid strong enough to liquefy normal flesh and bone on contact. This can be used through claw strikes if you have them, sprayed, or even simply transferred by punching.

400cp

## Purification

You can purify corruption and evil from anything you lay your hands on. With practice, you should eventually be able to use bursts of purifying energy at a range.

Discount: Drop-In 400cp

## Superhuman Senses

You can detect hints of blood from kilometers away and identify yokai by scent alone. Your sense of taste is likewise improved; no ingredient in a dish will escape your notice. You can easily overhear others whispering some distance away.

Discount: Hanyo 400cp

## Healer

Even those on the brink of death can be saved with your skill in healing. You are able to see the beings from the Netherworld and can use this to ward them away from those on their deathbed.

Discount: Lost Soul 400cp

## Toxic

You are a master in the craft of poisons, and know the best ones and best ways to use these against foes. You also have an inkling of when such toxins will be ineffective and best saved for later.

Discount: Demon Slayer 400cp

## Spiritual Barrier

You have the power to erect barriers using spiritual powers. They can vary in size, protecting you and others as well. If you have something to channel the power with, such as a staff, it becomes much more durable.

Free: Monk 400cp

## Toy Transformer

You can transform toys into threatening illusory foes to frighten opponents. You are also able to enlarge toys or magically empower them to function as though they were the real thing.

Discount: Kitsune 400cp

## Wind Magic

This skill allows you to attack others with blasts of strong wind or even bladed winds. You can now travel through the air on powerful wind currents, or move even more quickly via a miniature cyclone.

400cp

## Puppet Show

With a heart and stand of your own hair, plus some additional material for mass, you can construct passable substitutes of yourself. You can act through these golems while keeping yourself out of harm's way, but they are quite easy to defeat for competent warriors.

400cp

## Master Manipulator

You know how to twist the perceptions of others and have them make the decisions that best serve your purposes. With a little planning, you could easily trick two lovers into attempting to kill one another.

400cp

## Sacred Arrow

Pulverize your enemies from afar with spiritual power. You can charge an arrow with spiritual power to devastating effect and the attack suppresses the powers of demons. The incredible strength of this attack can be increased by support from others.

Discount: Drop-In 600cp

## Kazaana

You may willingly summon a small portal to a void dimension on the palm of your hand. It creates a terrible sucking wind that draws in practically everything in front of the hole. Taking too much poison or miasma can have an adverse effect on your body.

Discount: Monk 600cp

## Demonic Attributes

Your durability, strength, stamina, regeneration and agility are all significantly improved. You can choose one of these attributes to be vastly beyond peak human performance.

Free: Hanyo 600cp

## Only You

When you are passionate about a goal and driven to succeed, you are able to use everything in your power to its full potential. A normal human fighter could hold their own against waves of demons with this power.

Discount: Demon Slayer 600cp

## Shindamachu

You may call upon a small group of yokai to collect the souls of the recently deceased for you. Collected souls can be harnessed to vastly increase the power of your spiritual attacks. These yokai are unintelligent and can only be directed to harvest souls.

Discount: Lost Soul 600cp

## Shapeshifting

You can take on whatever shape you want, including inanimate objects like bows, balloons, or massive gourds. The new body won't offer any additional physical strengths beyond what you already possessed.

Discount: Kitsune 600cp

# Items & Allies

**Skills are all well and good, but sometimes you need something physical to hold on to. Nothing is better than having the right tool for the job and being able to whip in out in the moment of need, after all.**

Choices marked "Discounted" reduce the price by 50% for indicated background.
Choices marked "Free" can be taken at no cost, if you have the associated background.

### Kimono

This clothing can be as casual or elegant as you wish. Either way, it will help you blend in the time period much better than what you have on now. With each additional purchase the number of kimonos you recieve doubles.

Free: Not Drop-In — 50cp

### Map Pack

Provides you with a dozen detailed maps of the important locations in feudal japan. Trying to replicate the incredible detail of these artistic maps would be futile, they're incredibly informative on the area.

50cp

### Kanna's Mirror

Reflect any attack blocked with the mirror (except for any attacks powered by soul). The mirror can be used to spy from any other mirror-like surface. It can even summon a single mirror demon to hold back a foe.

400cp

### Quiver

A rather nice looking quiver of arrows. The quiver creates replacement arrows over time, so unless you're in a prolonged fight you shouldn't find yourself ever out of ammunition.

Discount: Drop-In — 100cp

### Fireproofing

The hair of the fire-rat is a very versatile substance. You can upgrade any one of your items with the material, making it completely impervious to damage from fire. It also becomes generally more durable as a side-effect. For 400cp you are not limited to 1 item.

Discount: Hanyo — 100cp

### Shakujō

Monk staff that makes noise while moving so as not to startle wild animals. It is exceptionally useful for channeling spiritual powers.

Discount: Monk — 100cp

### Toy Chest

This brightly coloured box can be used to retrieve a number of useful toys. Among these toys are a small horse, spinning top, and a snake. Some leaves too.

Free: Kitsune — 100cp

### Beads of Subjugation

A necklace of enchanted beads. When you speak a certain trigger word the beads activate, forcing the wearer to follow through with the spoken action. Only you can remove beads from a target.

Discount: Lost Soul — 200cp

### Hiraikotsu

A giant boomerang made from parts of vanquished demons. Because of the material it is nearly unbreakable. You're familiar with its use and it will return to you upon being thrown..

Discount: Demon Slayer — 100cp

### Firebombs

You have an endless supply of colourful, noisemaking firecrackers. If you strike a foe with them it'll cause minor damage, but the real benefit lies in disorienting others.

Discount: Kitsune — 200cp

### Tanuki (Companion)

Incredibly loyal and sworn to a noble bond between master and servant. This wise tanuki is capable of shapeshifting, and is quite practiced at seduction. You may choose its age and gender. If this is not an imported ally it lacks the skills and courage for battle.

Discount: Monk — 300cp

### Nekomata (Companion)

A cute and very intelligent cat with two fluffy tails. It can take on a larger, combat capable form after a flaming transformation. While big it is capable of great speed and flight. While small it is absolutely adorable.

Discount: Demon Slayer — 300cp

### Shikon Jewel Shard

This mystic treasure is said to grant the wishes of others, and it does, in a way. It should be noted that no good has ever come to those who make wishes using the jewel. Perhaps the immense spiritual power it has could be harnessed some other way...

Discount: Lost Soul — 400cp

### Sacred Longbow of Mount Azusa

This faithful replica of the holy bow has even copied the vast spiritual power of the original. It is able to hit whatever the shooter wants it to, either by teleporting its arrows or simply going right through anything in the way.

Discount: Drop-In — 600cp

### Janpāseiga

An incredible weapon forged from the bone of a powerful demon. No other living creatures can wield it to it's potential, and it is capable of drawing on demonic and spiritual energy and honing it for a wide variety of destructive purposes.

Discount: Hanyo — 600cp

# Complications

**If you're finding yourself short on choice points, there is a way to gain a few more. Like making a wish on a Shikon Jewel Shard, what you gain from taking on these complications may not be worth the suffering they inflict. You can take as many as you want, but there is a limit on the points gained.**

**Maximum Benefit**

**+600cp**

### Osuwari

You have a great necklace made out of beads of subjugation. When a certain innocuous trigger word is spoken, the magic causes your body to come crashing towards the ground. This will hurt, but not do lasting damage.

+100cp

### Bear My Children

You have a peculiar way of greeting others that will make them see you as a lecher, fool, or lecherous fool. Whenever making a first impression with someone you find attractive you will request they make children with you.

+100cp

### Flea

At least it isn't fleas? You have a single flea yokai that has taken up residence on your body, who occasionally drinks your tasty tasty lifejuices. Nothing in your blood can harm it, and you aren't able to hurt it any more than flicking it away. Being fed on leaves that spot a little itchy. +100cp

### Mortal Mode

Once per month, Hanyo lose their demonic power. You wish you were so lucky. For three nights each month, you lose all your powers. Supernatural or skill-based, you are no more than who you were before your adventures began.

+200cp

### From the Waist Down

It seems as though some demon heritage has given you a few adjustments to your lower body, without any of the other benefits of having demon blood. This form cannot be removed. This could be any creature from the animal kingdom, so be ready for the worst.

+200cp

### Vengeful

You have a deep grudge against the demon Naraku. You find his very existence unforgivable and plans for revenge constantly stir in your mind. It will be difficult to enjoy anything, even if defeated you will continue to wish harsher fates upon him.

+200cp

### Nothingness

You have no sense of self and basically only do what another wishes of you. You may develop emotions and will of your own, but it will be a long time coming.

+300cp

### Sibling Rivalry

You have an older sibling in this reality who possesses all of your strengths and more. They don't necessarily want you dead, but any material possessions you have they will take by force – believing they possess some virtue that makes them more deserving than you.

+300cp

### You Want a Piece of Me?

You have a fraction of Naraku in you and he is constantly messing with your mind and getting you to carry out his objectives. No amount of passive willpower can suppress this, you need to focus constantly on resisting his messages or you may end up bending to his will. +300cp

**After ten years in feudal Japan, you only need to make one last choice.**

**Regardless of your final decision, all benefits you've gained over the course of your journey remain with you. Unless you really want to keep them, you can end the effects of any complications you've chosen.**

## Return

When you arrive back home it's as though no time has passed in your absence. Your companions will soon meet you again in this life, and if you want you can create identities in the real world for them to easily assimilate.

## Stay

Fresh, unpolluted air and scenic landscapes everywhere. With all the demons around it's certainly no paradise, but you need something to keep occupied, right? You gain an additional 1000cp to spend here, but can never travel to another world.

## Continue

Plenty of unexplored worlds are out there waiting for you. You can jump to anywhere you haven't visited yet. Maybe someday you'll be able to come back here again.