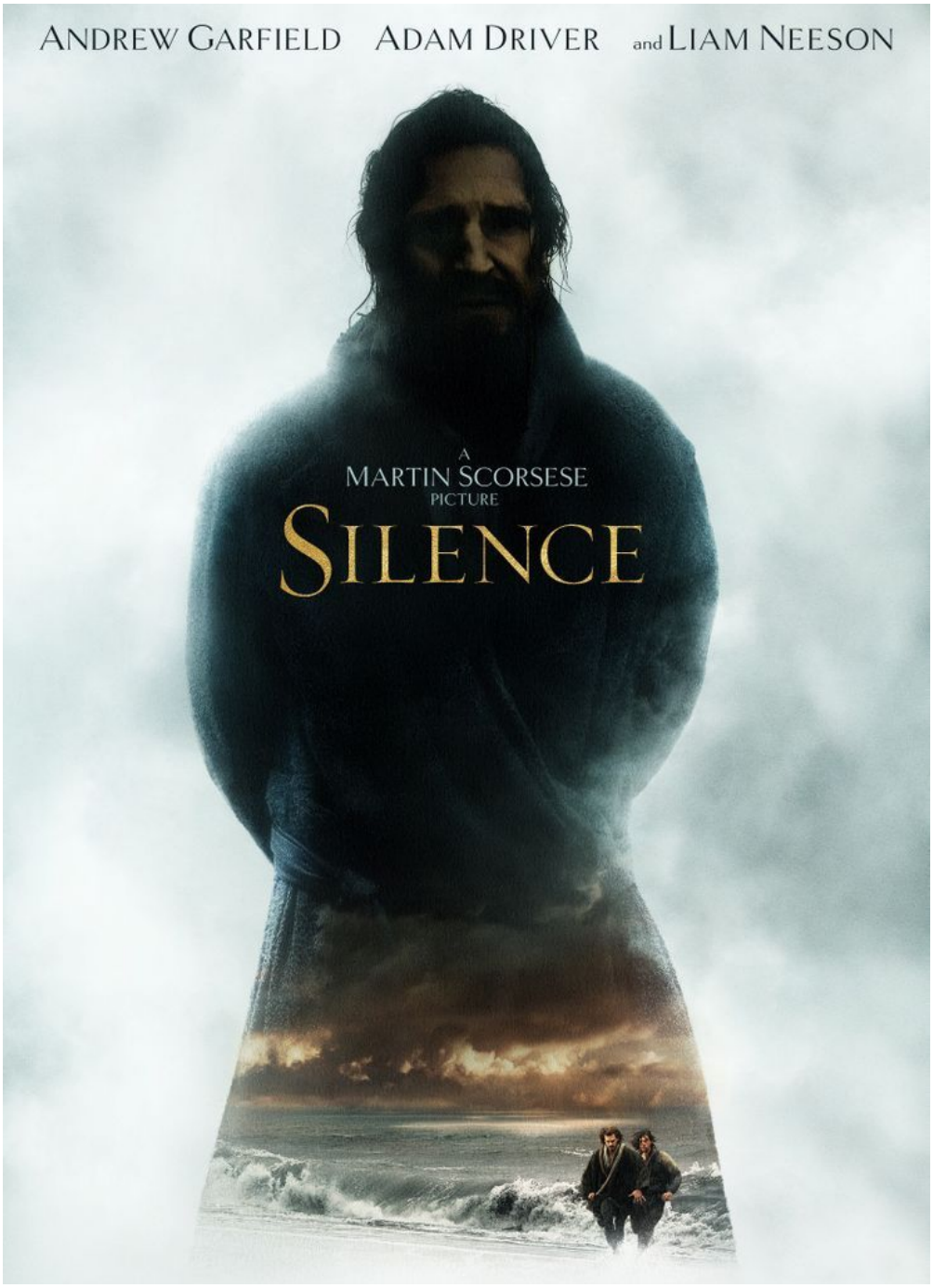
Silence

v1.0

by Cunuroi (credit to Insertrandomnickname for template)



Gain **1000 CP**.

Japan, 1640. There used to be 300,000 Christians living in Japan. But that was before the Shogun, fearful of Western influence, rounded up and martyred the foreign priests and proceeded to do their best to destroy the faith amongst the local populace. Now, few dare to preach the Good News openly and the scattered remnants of the faith hide and meet in secret. It is into this dark land you step. Will Japan succeed in crushing the Gospel of the Lord and the pernicious influence it represents, or will you bring redemption to the both the persecuted faithful in Japan and the greater population?

Starting Location: Free Choice.

- **1. Nagasaki:** The site of most of the story, and where the persecution of Japanese Christians and their foreign priests took place. Beware Jumper: the Shogun has closed these lands. Any foreigner found in this place will suffer death -or worse.
- **2. Macau:** A bustling trade city where you can find some daring souls who will brave the Shogun's quarantine. Perhaps you may even find a few people familiar with Japan to guide you..

Choose your age, sex, and gender. Your race will be determined by your Origin- all except **Jesuit** must be Japanese.

Origin

- **Jesuit (Drop-In) -** A rarity: a foreigner in Japan. You are registered in no temples and you have no family here, you are a transplant brought by The Great Commission. There have been no new Jesuits in Japan since 1633 where most were persecuted and Father Ferreira apostatized. Perhaps you are one of his students, sent to save his soul. Perhaps you are a member of a parallel mission, unwilling to give up on Japan. Perhaps you have somehow survived hidden all these years since the Great Martyrdom. It matters not. Whatever your story, you are a foreigner with no links to the land in an age of isolation and distrust. The Inquisitor and his men will stop at nothing to capture you and crush your spirit, but so long as you stay you give hope to your flock.
- **Kakure Kirishitan -** You are one of the "Hidden Christians", the faithful remnant who have held fast to the faith after so many have died or surrendered it during the great persecutions. You may lack priests, you may lack Bibles and you may lack churches, but you *will* keep the faith alive.
- **Inquisitor -** Perhaps you were once a Christian, perhaps not. But what is certain is that the Shogun has decreed that Christianity is a subversive influence in Japan and the duty for rooting it out in your province has fallen to you, its governor. Succeed and earn favor, fail and you may find whispers about *your* reliability spreading.
- **Apostate -** You are one of many who chose a more prudent path in the face of the demands of the state. When asked you apostatized, and so saved your life. But now you must live with what you have done, and the memory of those you failed...

Perks

One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin..

General Perks

- **Japanese [Free] -** Trust me, you will need this.

Jesuit (Drop-In)

- **In Imitation Of Christ [100 CP] -** It can be hard, preaching to a totally different culture. Ideas get jumbled up, the disdain for the locals' strange habits can strain the last nerve of even the best priest. But... one must be all things to all people in order to win as many as possible. You have an innate grasp of how to craft your statements and sermons in order to bridge cultural gaps but, more importantly, you possess an innate reservoir of patience and understanding to help you deal with these differences. While you will always be firm about the important beliefs you will never feel disdain or contempt for your comrades and flock and they will rest assured in that.

- **Teach, But Also Learn [200 CP] -** There are some Jesuits who disdain the local religion and culture. Not you. While you believe you bring the Truth in all its charisma you also know that you have much to learn from your flock. From now on you passively pick up skills and knowledge from any group that is subordinate to you the longer you work with them and fulfill your duties to them. This always begins with language(whose basics you can pick up in a few days of regular contact) then local customs and then any skill known by a member of the group.

- **They ASKED To Be Tortured [400 CP] -** You do not fear those who can kill the body. Your willpower is boundless: no amount of temptation, pain or suffering can move you from your duties.

- **The Most Painful Act Of Love [600 CP] -** Sometimes, we are faced with an impossible decision: our principles or those under our care.

  But even betrayal has its place. After all, was it not necessary for Judas to betray Jesus?

  Now, when you betray a group and turn against it, what should be a devastating blow to its morale and power backfires and actually secures its safety.

This depends on how important you are to said group. A footsoldier may only buy a few weeks of respite and increase the morale of the army unit he was in but the leader of a congregation abandoning his flock or a king betraying his own land into the enemy's hands will see it strengthened beyond all comprehension: the laity will become unwavering in their cause, inquisitors will be discouraged as Christians seem to slip between their fingers like water, armies will suddenly gain the ability to defeat many multiples of their number. The more grievous and irrevocable the betrayal, the stronger this effect.

The minute you renounce your betrayal the effect breaks, and reality reasserts itself with a vengeance.

Kakure Kirishitan

- **It Is You Who Feeds Us [100 CP] -** Most Kirishitan are peasants and you have an innate sense of how to portray yourself with the appropriate humility and gratitude to your direct superiors. But you also seem to know how to leverage this instead of simply being taken advantage of: show superior loyalty and gratitude and he will slowly find himself living up to his side of the bargain. An honest priest would soon find that he works even harder due to your thanks, as it validates everything he is doing. A corrupt government official will find it harder and harder to extort bribes from you so long as you appear grateful for the services he does provide.

- **We Pay Our Taxes Every Year [200 CP] -** And that's what the state REALLY cares about right? So long as you fulfill the nominal duties of your position -paying taxes and duties and such- you seem to just...slide off the radar of any overzealous state officials. Even better: if you pay MORE than you should this effect is strengthened. Don't cheat on your taxes or overpay and you'll find that police, officials and all sorts are far less likely to ever find or notice you or your town, unless you do something really spectacular.

- **Oral Tradition [400 CP] -** It is hard to maintain worship in a land without priests -many of the traditions become warped and strange over the years as they pass from person to person, generation to generation. But somehow, you manage. Not only do you have a fully retroactive eidetic memory, the information you spread doesn't seem to degrade with time and distance. In fact: it gets stronger. The longer the chain of people who have passed on a bit of information the clearer and more fixed it becomes for everyone in that chain. If it has passed through at least ten percent of your group the receiver is unlikely to ever forget it. If it passes through thirty percent...then even the most minute detail is burned into their minds forever.

- **The Blood Of Martyrs Is The Seed Of The Church [600 CP] -** Tertullian's famous words. They proved true as Christianity conquered the Roman world and they'll prove true in Japan too, no matter what the Shogun does.

  Whenever you join a group the suffering inflicted by those who persecute it only seems to make matters worse. The more they torture and persecute you and the more you bear it the stronger the group seems to become. Creeds will become sharper in people's minds, bonds will become stronger and the willpower of everyone in the group to face their persecutors will skyrocket. Even worse, the steadfastness of your brothers will start to inspire sympathy and admiration amongst the very people persecuting you AND the wider populace and you will find new converts flocking to you the longer the persecution goes.

Inquisitor

- **Don't Look So Scared [100 CP] -** For a ruthless torturer, you do possess an affable demeanour. You have a natural gift for conversation and amusing parables and putting people at ease and you exude an avuncular charm, even to those you persecute. They will never forget what you are , but even they will admit, in their darkest moments, that they miss your talks.

- **A Peaceful House [200cp]** - The Japanese were in part successful in their battle against the Jesuits because they were able to use information provided by Dutch and English traders who had religious and political differences with them. The Shogun skillfully played the groups against one another and was thus able to maintain control over Japan for centuries.

  You have a similar knack for diplomacy, and can skillfully play nations and groups against one another in order to maximize your chances of success. You have an instinctive grasp of how to balance multiple groups to prevent any of them from banding together or overthrowing your reign.

- **Do A Single, Simple Thing... [400 CP] -** Your skills with physical torture are legendary. You know all the soft, weak spots in the human body and just how to bring agony to any person. But even more than that: you understand psychological torture, how to get at people who do not respond to physical torture. You are a master at finding the chink in someone's armor and usng it to get them to betray themselves. The more time you spend around someone the more you can hone in on their weak spots and figure out how to get them to break by doing a single, small thing (a formality really) that betrays

their beliefs. But once they have done so, the next act becomes easier and the next act easier until they are bound to your will.

- **The Roots Are Cut [600 CP] -** You don't need to completely destroy belief systems to render them harmless. You understand quite well that there's a middle ground, and you know how to isolate and twist belief systems and social groups to render them harmless.

  The more you attack or persecute a group or ideology, the more damage you do to it, the more it mutates so that whatever offended you about it is neutralized. Offended by the foreign links of Catholic Christianity? Well, by the time you're done it'll become a localized cult with no link to the Portuguese and no chance of becoming a political threat. Offended by Marxists and willing to deploy the power of the state against them? Soon they'll somehow find ways to justify accepting and working within the capitalist system and enjoying all its luxuries, even if they nominally preach Marxism.

Apostate

- **Survivor [100 CP] -** You have been cut off from your family and society and so have to fend for yourself. But you're good at that. You have a natural knack for hunting and foraging and can feed yourself comfortably in any forest or wilderness you land in. In cities too you quickly learn areas of opportunity where you can earn enough to thrive or, at least, drink your sorrows away.

- **Blockade Runner [200 CP] -** You are a natural smuggler. Even small amounts of knowledge about a region will let you know how to disguise contraband and slip past blockades, roadblocks and patrols in order to get to your destination with your cargo secure.

- **Held In Great Esteem [400cp] -** The Shogun wishes to appear generous to apostates, but you've received a better deal than most. You've not only been given wealth but status and freedom. You may travel Japan and visit any estate or temple under his patronage.

  In the future, any time you turn your coat, you know how to extract maximal rewards and benefits from doing so.

- **I Am Not A Christian! [600 CP] -** And people seem to believe you, just like that. Whenever you are accused of being part of a persecuted group or committing a non-violent crime, you find that a nominal show of innocence seems to get authorities off your back. Step on the face of Jesus, burn a bag of heroin while reciting the DARE motto...You can do this over and over but, no matter how farcical it seems, the authorities seem mollified by your display and believe your (de) conversion sincere, every time.

Items

One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin.

Kakure Kirishitan

- **Rice And Fish [100 CP] -** You have a basic supply of foodstuffs: rice and fish and some bread enough to fill a person for a day or to at least sustain three people less comfortably. Renews daily.

- **Holy Relics [200 CP] -** Ashes of the martyred, bones of the priests of the church. You possess these in great numbers. When produced during congregations they seem to strengthen the community spirit and faith of all present. Appear as worthless scraps to Inquisitors and all hostile forces.

- **The Village [400 CP] -** A mid-sized village in Nagasaki, capable of holding a few dozen villagers. Its waters near the village always seem to have a plentiful supply of fish that almost leap into the nets, and food grows exceptionally fast and with little effort. It is also isolated: the only way to get to it is through muddy roads that seem almost hostile to government officials. Less determined tax collectors and inquisitors may give up altogether.

- **The Hut [600 CP] -** A nondescript hut used by the peasants for making charcoal. Or so it seems from the outside. Inside it is a church, as spacious and well-furnished as it needs to be to fit your congregation. It'll grow as your group goes and for some reason, Inquisitors and outsiders to your group can't seem to find it no matter how hard they try. If you declare a member of your group an outsider they'll lose the ability to see it too. Follows you to new location.

Jesuit

- **Travelwear [100 CP] -** You have a perfectly comfortable, everclean set of clothing appropriate for a Japanese peasant of the time. Tunic, sandals, a nice, wide straw hat

and a bag… you look like any other peasant on the road. No, really: as long as you keep your head down and don't speak or draw attention to yourself people just assume that you are just another native of the place you're in and report nothing untoward.

- **Rosary Beads [200 CP] -** You have a set of prayer beads. At will you can pull out one and hand it to a member of your congregation without ever running out. It fills them with a sense of fulfilment and solidarity every time they hold it, and seems especially shy to show its face during contraband searches. It'll disappear until the coast is clear then find its way back into the hands of the faithful.

- **Baptismal Font [400 CP] -** You have a stone baptismal font for baptizing new Christians. It always possesses the purest, coolest water and pouring it over someone not only washes their sins away, but their blemishes and illnesses leaving them in as good a state as someone of their years could be.

- **The Good Book [600 CP] -** You have with you a treasure among treasures: the Bible itself. It is indestructible and cannot be tarnished or stolen. Reading the pages from this book allows one to master or memorize the content five times faster than you ordinarily would. Even better, the pages can shift from Portuguese to any other language you desire. Tearing a page out will see it replaced in a day. Of course, most of the remaining Christians can't read. But it doesn't matter for this book. People can always read these pages and understand them, even if they are illiterate. After this jump you can change the content inside this book by placing any other book on top of it.

Inquisitor

- **30 Pieces Of Silver [100 CP] -** Sometimes people need a bit of inducement to serve the Shogun. Luckily, your position comes with benefits. But things have changed since the days of the Romans: 30 pieces won't even buy you a tenth of a priest so you instead have 1200 pieces of silver, enough to meet the bounty on four Jesuit priests. This renews every year.

- **Estate [200 CP] -** You have an estate in Nagasaki, nice and comfortable and always unbothered by any extremes of heat or pests. A place to rest and recharge after your hard work. Can be inserted into future jumps or just kept as a warehouse attachment.

- **Fumi-e [400 CP] -** Christians unfortunately tend to look like any other Japanese person. But the Shogun's government found that it had great success in ferreting them out with these. Fumi-e (a "stepping image") is a likeness of Jesus that all loyal subjects of the Shogunate were asked to step on to prove they weren't Christian and many, many Christians found they couldn't, even on the pain of death. You have your own fumi-e, a beautiful image of Christ in silver that is second to none at getting Christians to reveal

themselves. Its likeness is so perfect that almost no true believer can bring themselves to step on it and even those with the willpower to do so usually betray some distress about the act. In future jumps it'll morph to fit whatever ideology or group you are persecuting (a copy of Das Kapital for communists, a flag for spies from a certain country, a colander for Pastafarians...you name it)

- **The Pit [600 CP] -** The most infamous and useful tool in the Inquisitor's arsenal, ana-tsurushi -or "the Pit' - to Western Christians, quickly proved most useful in breaking the will of the Christians unfortunate enough to fall into your hands. You possess a small tarp. If you lay it out over a flat surface it immediately becomes a hole six feet deep half-filled with excrement with a frame above it you can hang Christians (or other discontents) from upside-down. Anyone hung from this crane will be immobile and will suffer the greatest agony, no matter how physically strong or durable they are until they recant or die. For their sake it better the former, because men have been known to suffer 12 days before passing.

Apostate

- **Sake [100 CP] -** The most delicious bottle of sake. No hangover. If you don't want to get fall-down drunk to forget your troubles it'll instead level off at a nice buzz. Refills once emptied.

- **Fishing Boat [200 CP] -** You have a nice inconspicuous fishing boat to travel around and make your living with. It's thrice as fast as any comparable vessel and seems far better suited to traveling between the islands of Japan than it should be. Oh! And it always seems to have a dozen or so fish pre-catched.

- **Potter's Field [400 CP] -** The Shogun is eager to show himself generous to apostates, which is surely why he has rewarded you thus: you have been granted the name and estate of a dead man. You now have a Japanese name and a spacious Japanese house in Nagasaki with an income worthy of a lord. Normally, this would come with any widows and children that survived him but you have luckily ended up with a bachelor's title.

- **The Pouch [600 CP] -** You possess a strange little pouch, probably only large enough to hold a small cross or Christian image. What's so strange about it? No one ever seems to notice it, even if you're wearing it brazenly. Even better: even if someone were to somehow get their hands on it they can't seem to find anything inside and you can recall it to you at will. Whatever is inside can be found or removed by you alone. And whatever it is, holy relic or symbol of faith or something else entirely, works just as well concealed as it does revealed so long as its effect is aimed at you

Drawbacks

Take as many as you like.

- **The Great Martyrdom [0cp] -** If you will, you can start earlier in the story, in 1632-3, during the wave of persecution that so scarred Father Ferreira and Kichijiro. Or, if you prefer, any time before the story takes place but after Christians have landed in Japan.

- **Despised Our Ways [100cp/200cp] -** You're not going to have fun here.For some reason you loathe Japan and all Japanese ways, even if you are a native of Japan. For 100cp this is just a general distaste you can mask. For 200cp this actually affects your ability to speak Japanese (your facility with it seems to be in a constant state of decay and you need to spend constant effort relearning it) or interact with the local populace.

- **An Example to the Others [200cp] -** You are a known apostate. And not one of the high value pets of the Inquisitor either. You are scum, despised by the Shogun's men for your weakness and by the Christians for your betrayal. This reputation seems to shadow you across Japan.

- **The Mark Of Christ [200] -** You have a cross branded into your cheek and you can't seem to hide it for long. You better have a very good explanation for this.

- **Four Hundred For A Christian Brother [300cp] -** The Inquisitor has gotten wind that there are Christians and priests rallying again and is determined to prevent it. He has doubled the bounties on all Christians and put one on you specifically with your general description and location. If he catches you, expect psychological and physical torture until you renounce the faith.

- **Behold! The Son of God! [300 CP] -** People seem to continually mistake your orders and words. If you are a priest or Christian every doctrine you speak will seem to get twisted in some sort of way and you'll have to spend a lot of time correcting people and if you are an Inquisitor your orders tend to go wrong in ways that favor the people you're hunting ("burn the relics, not turn the relics over!")

- **This Land Is A Swamp[400 CP] -** Nothing takes root here. And yes, that seems to include powers. All your other perks and powers besides the ones bought in this jump don't seem to work for the duration of the jump.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain game and return home**
- **End your Jumpchain game and remain in Japan.**
- **Continue your Jumpchain game and move on to the next Jump**