

Sengoku Basara CYOA (Jumpchain-Compliant!)

(Version 0.2)

It is Sengoku Jidai – the Age of the Country at War. All over Japan, warlords clash to attain the title of Shogun. However, this is not the whole story in this world! Oddly anachronistic technology, strange pseudo-magical weapons, and of course, HOT BLOOD suffuse the very land, and they are all around. The clans struggle to protect their lands and power, defeat their rivals, or, in the case of those repeating the ambitions of Oda Nobunaga, seek to unify all Japan under their banner. You will spend ten years in this world, ending on October 22, 1600. To help you survive, you will have...

+1000 CP

Now get ready, because the party is starting!

Section 1: Clan

The many powerful clans that struggle for control of Japan each hold their own territories. Roll 2d8-1 to determine where you land, or pay 100 CP to choose for yourself.

1 – Date : Located in Oushuu in the north of Honshu, the Date are a proud and boisterous clan led by the One-Eyed Dragon, Date Masamune, who is known for his odd turns of phrase (which you might recognize as English phrases), his ability to wield six swords at once, and the fact that his horse has handlebars and exhaust pipes on it.

2 – Takeda : Located in Kai province in central Honshu, the Takeda are known for the skill and power of their cavalry. Led by Takeda Shingen, a man so large he needed two horses to ride, there is a true sense of family camaraderie to their whole operation. They have something of a rivalry with the Date.

3 – Chosokabe : Located on the island of Shikoku, these samurai were mere vassals to clan after clan until Chosokabe Motochika led them to greatness. He still rules them, wielding an anchor-tipped and the great warship *Bugaku* against his enemies in his quest for treasure. His clan sees him almost as a big brother figure, and they have the manner of pirates.

4 – Mouri : Based in Aki Province in southwestern Honshu, this clan is noted for its willingness to sacrifice its own members for the ambitions of its leader, Mouri Motonari. Motonari himself has a strange fascination with the sun and styles himself the “Child Of The Sun.” He also wields a ring blade and could be said to hate Chosokabe Motochika.

5 – Otomo : Based in Bungo and Buzen on the island of Kyushu, this clan is unusual in its acceptance of the foreign faith called Xavism, of which the leader, Otomo Sourin, is an avid follower. Preaching love and benevolence in all things, and yet employing violence and even foreign mercenaries against the Shimazu and Mouri, they are strange indeed...

6 – Shimazu : Based in Satsuma on the island of Kyushu, the Shimazu are an old clan who hold loyalty in the highest regard, but are eager to embrace new ideas, as is the case in their foot soldiers' use of the

Tanegashima-pattern arquebuses. Led by Shimazu Yoshihiro, they are noted rivals of the Otomo.

7 – Tokugawa : Led by Tokugawa Ieyasu, this clan based in the Kansai region has only recently come to any sort of power. They have, however, made a number of fruitful alliances and sound tactical moves. Both a wise man and an upstart, Ieyasu may have more to his destiny, and the bonds he has formed with others, than anyone can yet know...

8 – Toyotomi : Led by Toyotomi Hideyoshi and based in Kyoto, this is arguably the most powerful clan in Japan at the moment. Hideyoshi's strength is legendary, for he is capable of splitting the Seto Inland Sea with a single punch – however, perhaps massed might could bring him down, and his fists alone will not bring him total victory.

9 – Uesugi : Stationed in Echigo in west-central Honshu, this clan led by Uesugi Kenshin is noted for its connection with several Buddhist sects. Moreover, the rivalry between the ninja employed by this clan and those employed by the Takeda is legend.

10 – Hojo : This ancient clan, based in the Kanto plain and descended from the Taira, is led by Hojo Ujimasa, an old man wielding a large, multi-bladed polearm. He allows the ninja he hires to do his personal fighting for him, as his advanced age and less vitriolic personality makes it difficult for him to compete on the same level as a number of the other warlords.

11 – Oda : The clan of Oda Nobunaga is not dead. They merely wait for a chance to bring the Demon King of the Sixth Heaven back into this world and fulfill his ambition. That chance may come soon... so what will you do?

12 – Ishida : Led by Ishida Mitsunari, these loyal retainers of the Toyotomi clan fight mercilessly against Tokugawa Ieyasu, who they perceive as a traitor to the Toyotomi cause. Well, okay, that's mostly Mitsunari, but he is both driven and terrifying.

13 – Maeda : Located in Kaga in central Honshu, this clan is led by Maeda Toshiie. While he acts as a loyal vassal of the Oda (and later the Toyotomi), his nephew Keiji prefers the life of a habitual prankster and festival-goer. This could prove an interesting point...

14 – Ashikaga : The previous *de jure* shogunate clan of Japan, descended from the ancient Minamoto. While their last leader renounced his post a mere two years ago, and the clan is less than a shadow of its former glory after its defeat by the Oda, perhaps you could change that. What survives of the family is located in the Muromachi district of Kyoto.

15 – Free Pick : Well, now! Lucky you! You can pick any of the clans listed above, any other clan existing in Japan in October of 1590, or found your own! This final option grants you a *mon* of your own, and just enough land in the starting area of your choice to support a single, small castle, and just enough forces to uphold law and order. In addition, you *start* as a vassal of the ruling clan of the area, but may break away if you gain more power.

Section 2: Identity

Roll 1d8+19 for your age, or pay 100 CP to choose an age (within the rollable range) and gender for yourself.

Drop-In [Free] – You appear in this world as you are, with no memories to aid you, but none to hinder your decisions. The ruling Clan of your area takes you in the moment you appear unconscious in front of their main castle, sensing great potential and use in you, but expecting utmost loyalty.

Ninja [100 CP] – Hailing from a shinobi village, you and your clan are currently employed by the area's ruling Clan – mainly for reconnaissance missions, because apparently assassinations don't happen often here.

Ronin [100 CP] – A masterless samurai, you travel the country, fighting for whatever cause you deem right. You appear in a village in the home province of the Clan you rolled or chose, and the townsfolk appear to be paying you no notice.

Warlord [200 CP] – A prominent member or retainer of your Clan, you have led their armies for some five years now. If you choose this, your surname becomes that of the Clan (or one of their retainers) for the duration of your stay.

Section 3: Skills and Abilities

A Discount skill is 50% off for the specified Identity.

Hot Blood [Rated Free: For Everyone] – You can look past the chaos of the battlefield to find the art, the sport, the glory in war! Every battle is a party, and every worthy rival your guest! You ride out there with your guns on and your clan's name on your lips, because the time has come to decide it all!

Stealth [100 CP, free Ninja] – You can move about the battlefield and the more peaceful spots alike without much notice. Rank-and-file *ashigaru* just won't spot you often, and you're at least twice as good at moving silently as before.

Horsemanship [100 CP, free Warlord] – You seem to be able to ride a horse... just about anywhere in Japan. Jumping gorges, scaling walls, riding at full gallop for days on end without either you or the horse resting a wink... all of this can be done.

Lay Low [100 CP, free Ronin] – You're pretty sure you know how to keep out of... well, more trouble than you're technically already in. In fact, you can avoid issues with common thugs simply by ignoring their presence. Of course, they'd better not mess with anything you care about...

Nanban Connections [100 CP, free Drop-In] – It seems the foreigners arriving as of late are willing to trade most things with you... for a (reduced) price.

Swiftess [200 CP, discount Ninja] – Horses? Who needs horses? You can run faster than one anyway.

Lone Warrior [200 CP, discount Ronin] – Allies? Who needs allies? When fighting on your own, your killing power with the sword doubles for every hundred enemies you are pitted against.

Bravado [200 CP, discount Warlord] – Retreat? Who needs retreat? When the battle turns against you, you gain a surge of willpower, and your reckless charge may just rally those flying your banner.

Names And Dates [200 CP, discount Drop-In] – Scouts? Who needs scouts? You know your history, alright, so you'll know where your enemies will be moving around here... and should you happen to divine the future by other means, it'll be a lot easier to get someone to believe you.

Monkey Jump [400 CP, discount Ninja] – You can leap over the walls of a highland castle from the foot of the hill it's on, then land safely.

Whirling Blade [400 CP, discount Ronin] – You gain the ability to manipulate any one melee weapon with grace, precision, and near-perfect accuracy – so long as your hands are dextrous enough to hold onto the weapon during the move, you could spin it between your ring-finger and pinky for an attack. Any other way you can hold it securely is fine as well.

Charge! [400 CP, discount Warlord] – If you make a melee attack while running, not only do you have the coordination to hit a moving target, but it also does half again as much damage as it normally would and panics nearby enemies.

Thieves and Beggars [400 CP, discount Drop-In] – It seems wherever you go, the local lowlives, scoundrels, pirates, and even harlots are willing to take up arms for you – if you're willing to pay them.

Mitsugi: Murehotaru [600 CP, discount Ninja] – You charge for a moment before throwing eight large shuriken made of light outwards to attack the nearest group of enemies. These cannot be blocked or evaded by mere mortals, and they will continue to attack your enemies on their own for up to a minute afterwards.

Quick Draw Slash [600 CP, discount Ronin] – When you draw a melee weapon, any enemies within its reach are automatically struck by it. This does not include bare fists or other natural weapons, but weaponized articles of clothing worn over these do count, so long as they only have melee capacity.

Bishamonten's Blessing [600 CP, discount Warlord] – Yours is truly the power of command. Not only do any and all soldiers under your command gain morale equal to yours, but you will find recruits from all the honest walk of life. You could lead these troops, even if they are mere peasants, on a suicide charge, and they would die for you with no regrets.

Tercios [600 CP, discount Drop-In] – It seems like wherever 10,000 or more enemies mount against you at once, that unit of 100 Portuguese soldiers will be there to fight for you – and you can expect similar foreign support should you ever go to war beyond this world. With enough negotiation, you can

definitely obtain more troops, but you'll need to negotiate for each battle.

Section 4: Items

Unless stated otherwise, any Item here can be purchased more than once.

Cool Outfit [Free] – Whether a camo-themed ninja outfit, a catsuit, a variant of samurai armor, or some other period-appropriate clothing, you have a really cool outfit that resists damage and dirt. Seriously, this thing is awesome.

Smoke Bombs [50 CP, discount Ninja] – Ten smoke bombs. They replenish every four days.

20,000 Zenny [50 CP, discount Drop-In] – You'd think it'd be yen or something, but no. In any case, it's quite a bit of money.

Buki [100 CP, free Warlord, Ronin] – A simple bladed, ranged, or blunt weapon native to 16th-century Japan. This includes Tanegashima pistols and arquebuses.

Yuumei Buki [150 CP, free Warlord, discount Ninja] – Whether a rarer Japanese weapon of the Sengoku Era, a pair of brass knuckles, a weaponized version of a mundane tool (possibly anachronistic), or a tricky multi-form weapon, this instrument of battle is a cut above most. This includes basic Saika or Portuguese gunpowder weapons.

Elemental Weapon [200 CP, discount Warlord] – Much like Yuumei Buki, but with a key difference – the weapon is imbued with one of the elements – Fire, Ice, Lightning, Wind, Light, or Darkness. Fire burns the enemy, dealing extra damage for a few moments. Ice temporarily freezes the enemy.

Lightning hits nearby enemies with each strike, whereas Light breaks guards. Wind draws enemies towards the user, and Darkness saps life for the user from any foe slain with it. The Element chosen can also be applied to any weapons you already have. One Element per weapon.

Warhorse [200 CP, 1 free Warlord, Drop-In] – A swift, hardy horse for fast transport. Optional free attachment of motorcycle parts (besides wheels and engine) that looks really cool and does not harm the horse.

Fune [300 CP] – A small ship, capable of sailing around the coast of Japan. It should fit in any pocket dimensions you somehow gain access to...

Saika Contacts [400 CP, discount Drop-In] – You have a letter effectively promising you a single favor from the Saika Renegades, whether that may be a masterwork arquebus or their support in a battle.

Siege Engine [400 CP, discount Warlord] – You have a catapult that has seen action at twenty sieges prior to coming into your possession. It is known for its strange tendency to strike the weakest part of any wall it is aimed at.

Anon-Ikki [400 CP, discount Ronin] – These peasants, rogues, warrior-monks, and other discontents have decided to throw their lot in with you rather than deal with your rivals. Their leader, a young woman from southern Honshu (name her as you wish, with respect to 16th-century Japanese naming conventions), so respects your potential that she will even follow you to another world, should you ask. What is more, so long as they are in combat at least 50 meters away from you in a battle, you can fight as if you were alone.

Shizukana-Tachi [400 CP, discount Ninja] – So long as you hold this blade, your footsteps are silent, even as you run. Furthermore, you could drop it after drawing it from its scabbard and it would still not make a sound, and none will hear the screams of those slain by it.

Section 5: Drawbacks

You can take up to +600 CP worth of Drawbacks. Any further are simply for flavor – you get no bonuses beyond +600.

Xavi's Love [+100 CP] – You have an embarrassing name from your brief time as a Xavist. You'd prefer not to remember it, but your rivals know it and bring it up at every possible opportunity.

Dokuganryuu [+100 CP] – You lost an eye to leprosy and have no depth perception. Luckily, you get a cool eyepatch in exchange.

Mad Love [+100 CP] – You were supposed to kill someone, but you fell in love with them instead. *Very* deeply in love, to the point where the mere mention of their name makes you swoon, and their presence can reduce you to a lewdly fantasizing, twitching pile on the ground.

Dense [+100 CP] – You are incapable of focusing on anything but the battle at hand during combat, and when you DO get some downtime, your mind is on the next battle rather than on your waifu. To put it plainly, the very idea of sexuality (or even a number of other non-warfare activities) does not occur to you at all.

OYAKATA-SAMAAAAAAA [+200 CP] – You are unflinchingly, loudly, bombastically formal and respectful in everything you do. What is more, your devotion to the leader of your Clan overrides all else.

IEYASUUUUU [+200 CP] – You seem to be taking this “only one can be Shogun” thing a bit seriously. However, there is one person you would gladly give up the shogunate just to see the death of – it's the Daimyo of one of the other clans. Roll on the Clan table again to determine your archnemesis, rerolling if you roll Free Pick or your own Clan.

ORE WA MUTEKIIIIIII [+300 CP] – You would be just fine, if not for your belief that you are absolutely invincible. You will even let people hit you with their strongest attacks, dropping your guard completely, just to show how utterly invulnerable you are.

Victory Condition [+300 CP] – Depending on your Clan, there is a mission you must fulfill before you can leave this world – the ten years mean nothing now. If you have your own Clan, your goal is that of the Clan you begin as a vassal to.

Otomo: Convert over half of Japan to Xavism.

Toyotomi: Conquer all of Japan, then conquer Korea.

Oda: Eliminate the last of the Ashikaga, then conquer Japan.

Tokugawa: Make vassals of all other clans, then rule Japan without dispute for five years.

Takeda: Become the wealthiest clan in Japan and vassalize the Uesugi.

Date: Obtain a 1,000,000-koku total of land holdings, obtain a European ship, and send an emissary successfully to Rome.

Shimazu: Destroy or vassalize the Otomo, then conquer the Ryukyu Kingdom.

Ashikaga: Restore the clan to its former glory – retake Kyoto, destroy the Toyotomi, Oda, and Tokugawa, then reconquer all of Japan!

Maeda: Protect the Kaga domain at all costs and take Kyoto, either for yourselves or for the Toyotomi.

Ishida: Break the Tokugawa and at least make vassals of them.

Hojo: Protect Odawara Castle at all costs, and ensure the capture and/or death of both Toyotomi Hideyoshi and Tokugawa Ieyasu.

Uesugi: Vassalize the Takeda and prevent Xavism from spreading to your lands.

Mouri: Vassalize or destroy the Chosokabe and convince all of Japan to recognize you as the child of the Sun.

Chosokabe: Vassalize or destroy the Mouri and capture a Portuguese ship and its loot.

Lukewarm Blood [+300 CP] - You just don't see the party going on here. This is war. Death, blood, devastation, you've seen too much, and there's no burning spirit inside of you to make you seek a worthy foe. You don't even have sheer cold-blooded brutality - you're simply far too human, far too

SANE for this world. That won't earn you as many friends as you might hope.

Nobunaga's Ambition [+600 CP] – Everyone's after you now – and they know about all of your tricks, seeing them as the “ultimate power” you gained from a demonic contract. Every single Clan besides yours will aim to finish you off once and for all. Be prepared to take on the world.

Regardless of what you chose, at the end of your ten years here, you have three choices. All of your Drawbacks are revoked.

Go Home – You return to Earth with everything you had on hand before.

Stay Here – You remain in this world with all of your previous boons – your earthly affairs are taken care of.

Move On – You move on to the next world with everything you've earned so far.