



刀鳴散花

HANACHIRASU

HANACHIRASU

In 1945, the first atomic bomb test in America fails; as such, the United States is forced to invade Kyushu in hopes of ending the war in the Pacific, shortly after the Soviet Union invades Hokkaido. Japan stubbornly refuses to accept the Potsdam Declaration, and the "no surrender" motto adopted by Imperial Japan results in increased casualties for the Japanese, American, and Soviet soldiers. A revised Potsdam Declaration is issued, one that maintains that Kyushu and Hokkaido will be occupied, but also allows Japan full sovereignty of the remaining islands; Japan accepts.

Unable to take over by force, both the Soviet Union and the United States try to influence the remaining of Japan through media, publicity and ideals. Such cold war is won by the americans and capitalism – but before their policies can be placed down, a general known as Ishima Kaigen changes Japan forever. Overthrowing the government, Kaigen wasted no time in issuing new laws in order to clean up japan's tainted spirit from the western ideas. Changing the capital, erecting a wall around Tokyo and banning firearms. It's not a surprise that such methods changed the country ever since, nor its strange that Kaigen couldn't maintain power for more than a couple of years. Still, the ancient culture of japan was resurrected to some extent.

Nowadays, Tokyo hasn't seen firearms or foreigners in decades. But that doesn't mean crime or conflict has disappeared from the heart of man. Instead, it's no strange to see people brandishing swords to kill each other. Especially between the Ishikawa Corporation, the greatest local bastion of capitalism; and the Hokodome-no-Kai, a terrorist group that still believes in Kaigen's ideals.

This, however, is only part of the stage for a different story. A tale of conflict and blood. One between the mad swordsman Takeda Akane and his one true rival, Igarasu Yoshia, who seeks revenge for Akane's murderous past...

Take this:

+1000cp

Background

Drop In

A foreigner would never be legally allowed within Tokyo's walls – but perhaps you managed to be smuggled in? Or is that you're just another Japanese that ended up in this city? Doesn't matter anymore. You're here, without any new memories, friends, or connections. You have some papers and ID, enough to prove your identity and right to live in this city. With a hotel room paid for the week, you are free to pursue whatever path you want.

Narrow Path

It almost seems like it was just yesterday. You were practicing swordsmanship, having fun with the locals, you had beloved friends, cherished lovers and a bright future. Of course, it all ended abruptly. A common story. You were betrayed, and everything around you crumbled away to never come back. Not like it matters, you aren't here for a better future for anyone. You are here for revenge.

Crooked Straight

Ever since you can remember, you have been dazed by swordsmanship. Without having some ridiculous talent or inhuman technique, you still applied to it. No particular reason for it. If anything, the sword itself was the end. No surprises when you started 'taking care' of the obstacles between you and a higher peak in swordsmanship. Morality? Empathy? Pity? Self-restrain? You never had any need for those things before. Mere distractions from the path you have chosen.

Willing Spectator

It stands to reason that not everyone is so blinded by their personal affairs. There are some things that are more important than a single man. Perhaps you are a hired gun bidding it's time to strike, maybe you are part of the Hokodome-no-Kai fighting for a better country, or even a high-ranked member of the Ishikawa Corporation more interested in numbers than petty sword contests. Whatever the case, you're less interested in the revenge plot going on and more in the big picture than the rest tend to miss.



Perks

Drop In

Eyes, Eyes (100cp)

You don't need to be a master warrior, a weary businessman, or a seasoned politician to realize other's intentions. While you aren't any kind of expert at it, you're now very good at reading the 'heart' of others. Their intentions towards you, their morality, and a glimpse of who they really are. In some cases this will be but a minor advantage, in others – the decisive factor between life and death.

Weapon Maker (200cp)

Just how the guns fell out of place in Tokyo and the blades reclaimed their previous popularity among warriors, so the bladesmiths of old came back to life. Sadly, some of the knowledge of ancient smithing was lost for good. However, it stands to reason that both the basics and certain techniques would be passed down, and that those with talent in creating swords would appear as well. You are one of those, gaining knowledge and technique to create swords, perhaps not outright masterpieces yet, but in average vastly superior to the common blade, even by Tokyo's standards. With time and research, you might be able to create blades that rival the past legends.

Formless Hit (400cp)

Said to be the strongest, a single technique that can be used in any situation. The truth is a bit different. Nothing but a simple slash, not even a powerful thrust. It's but a single slash with a blade. If anything is noteworthy about this 'technique' then it would be the ease it can be used. No matter the situation, your awareness, the place, or time, it does not matter. This slash can be used from any angle, always striking with full force, ignoring your current state. Surely, some masters would say it touches a peak of swordsmanship, while others would just scoff.

Rise & Fall (600cp)

Ishima Kaigen wasn't just a mere politician or writer. Kaigen was someone that managed to forcefully grasp the hearts of many and use them to force ideals into the country, even during a time when that shouldn't have happened. A storm in the form of a human. Political radicalism aside, there's no denying Kaigen was charismatic and relentless, same virtues that now apply to you. Of course, it's not like you will be able to match Kaigen's legacy with this alone, not unless you pour yourself into a cause, the same way Kaigen did. Although, it would be better for everyone if you don't do that.



Narrow Path

Mirror, Mirror (100cp)

Vengeance does nothing but taint your heart. It feeds the circle of violence and death. However, you can still take it, no regrets in your heart. You know yourself; you know morality and have become able to tell objectively one from the other. Never shall you be confused about the righteousness or wickedness of your actions, nor you will be bothered by it unless you let it be so.

Born To Slash (200cp)

As expected, people aren't like in movies or novels. A sword is a weapon to kill and a single stroke is more than enough to incapacitate or steal the life of any. And, to reach expertise in this art, one must train incessantly for years. Well, perhaps there's some truth to those fiction works. Every now and then, it appears someone talented, prodigal enough to master forms and katas in days. You are one such example. Swordsmanship is in your very core, and you absorb anything related to it with great ease.

All Tokyo Roads (400cp)

In every duel, there are four chances for victory. Four times when you can take advantage to strike decisively. Sen-no-sen, when the enemy is distracted or shows a direct opening. Sen, when your enemy is committed and about to attack. Sen-no-go is during the middle of the enemy attack. Go-no-sen happens just after he finishes an attack, just before recovering. All duels are a matter of controlling these four chances. You know this and have thrown yourself to understanding how to conceal and take advantage of this. To a scary degree of efficiency.

Maken (600cp)

All famous swordsmen and kenjutsu schools are so because they reached this. Maken is a single technique that, in a way, borders on the inhuman. Hitotsu-no-tachi, capable of slaying any opponent in a single stroke. Shin-no-ippo, who could strike terror enough to paralyze any enemy. San-dan-zuki, three attacks in a single movement and breath. Much like the Hiru-no-tsuki, capable of messing with the timing and reaction of an opponent. Every age is said to have its own Maken, sometimes more than one. You too have reached, touched, that peak of Japanese swordsmanship. But, it's still just that. A single advantage in battle. Feel free to choose something on this level as your new ace.



Crooked Straight

Cotton-Eyed Jumper (100cp)

Looks are often deceiving, and while most masters can read enough to find the true nature of an opponent – most civilians are completely unable to tell the difference. This is an advantage. You got some really nice looks with you, enough to deceive those with low instincts or gain the favor of the superficial.

Cunning Monster (200cp)

After reaching certain level of skill, sword fighting stops being a simple contest of technique, initiative or physical specs. It becomes a mental battle of deception. To hide your intentions while reading the opponent's. Will he use his right or left hand? He wants sen or go-no-sen? What's the reach of his blade? Even those with considerable skill will struggle and fail unless they can overcome this wall. Of course, you count within the numbers of those who have done so already.

Prodigal User (400cp)

Techniques are, in the end, just forms and movements designed for certain situations in a battle. By themselves, they aren't that impressive, no matter their level or reach. Any idiot could eventually get them by practicing. But real skill is needed for a technique to shine, to use flow of battle to force those forms into action. It's not enough to wait for an opening, you must create the opening. That was engraved in your mind and body during training, making you excel at it.,

Need For Speed (600cp)

The two first openings in a duel are when you're taken by surprise and when you are committed to attack and thus aren't thinking of defense. Those do not apply to you. Not a supernatural happenstance, either, but a natural result of your speed and honed instincts. Those two work together to let you immediately react to attacks, even those that you don't perceive directly. A preprogrammed response. However, you must remember that if your opponent is fast enough, no defense will save you from the cold steel of his blade. Be cautious.



Willing Spectator

The Wall (100cp)

There are many schools of fighting, even those that are utterly devoted to technique above all. The one trained in is the complete opposite, much like the guards of the Ichikawa Corporation, your pursuit started with the training of your body. Seemingly based around the American training for special forces, you underwent a hellish training – and obtained a body that is incomparable with the average fighter here. Not to say that you are only slow muscle, as your speed, vitality, and resilience increased to match your towering mass.

Hidden Knife (200cp)

Far too many bloody battles are fought in the middle of day, with civilians witnessing the execution of the weaker side. Not you, be in business or in direct combat, you know how to prepare and make sure the battle is done within shadows, far from the public eye or private records. Not to say that all tracks of it will be completely covered, rather being that no one but a selected few will know about it. Or rather, if you succeed, then no one but you will know it happened.

Modern King (400cp)

Fighting, with fists, swords, staffs, guns. Isn't all the same at the end? Someone dies in the end. Such lack of elegance, of purpose, what a waste of resources. Wouldn't then, be the most moral for you to take over? If people won't treasure their lives, they might as well give them for your cause. You're trained and naturally inclined to business ventures of today's standards. Quite enough to be a high-ranked member of the Ichikawa Corporation or single-handedly finance the operation of a terrorist organization.

Monkey That Sees (600cp)

An ability that's comparable to a cheat, if used correctly. You were born with a special power in your eyes and muscle control, an unfair advantage over all the other martial artists and practitioners of swordsmanship. You're able to perfectly replicate any technique you see, up to the most minuscule micro-movements in the body. Even the most complex or confusing forms being easily imitated. And yet... Being able to replicate any technique you witness means nothing if you don't understand the logic behind it.



ITEMS

One 100cp item free, one of each price 50% discounted

Kimono (100cp)

One colored kimono, tailored to perfection for your personal use. It carries the color that better represents you, as well as a simple design representing your beliefs and character. Nothing strange about it, aside that it doesn't need to be washed as it's always clean, devoid of stains and thorn parts.

Warrior'Soul (100cp)

This one is a simple, but sharp sword. Not necessarily a katana, it can be a nodachi or a wakizashi. As expected, japanese swords would normally dull or bend after being used a few times or after killing some enemies. If it's a shoddy work, it might even break during a fight. This one is a good one, however, good enough to slay a few dozen men without losing edge. Comes with a free set to clean, maintain and polish the blade. Minor reparations as well.

Last Resort (200cp)

A single handgun, a Glock 34 with a modified magazine. To get a hold of this in modern Tokyo is difficult, and to fire it means to make an enemy out of everyone. To damn oneself to a life of persecution as the lowest of the low. But that's fine. There's no sword that can defeat the mighty gun. No amount of training or muscle can stop a well placed bullet. Your magazine will refill each day.

ID Card (200cp)

One forgotten mistake by a previous manager that ended up in your hands as a payment for a weird job. It allows you to enter the buildings, secrets rooms and even laboratories of many corporations and groups, including certain corporation and terrorist group. It also serves as a false ID and a credit card in many places.

Water, Wind, Fire (400cp)

An unusual masterpiece, perhaps the one of the few supernatural happenstances in this place. This sword was forged with you in mind, with your personality, dreams, attitude, talent, and more in mind. Thus, it was enchanted for yourself only. It will do things like lost or gain weight, extent its reach, lose edge... all this seemingly randomly. However, it will be the last step for you to reach a new step in your swordsmanship each time. Trust your sword.

Corporation (400cp)

This inherited chain of stores is what's left of your family's legacy. Nothing as big as the Ichikawas, but close. And it will only grow if you apply yourself to it. It will hire automatically locals to fill up the needed roles and they will do their job splendidly, from guards to vice-presidents. However, loyalty is not ensured.

Companions

Import (100cp/400cp)

As expected living in this world alone would be a torture. For 100cp I'll let you import a single companion, they will get 600cp to spent as they see fit. If you really need more people I can let you get a full roster of 8 companions for only 400cp, each will also get 600cp to spent.

Canon Companion (200cp)

Oh, so you took shine to a character here? Why? Are you crazy? Mentally disabled? Whatever. Feel free to take any of these psychos as companions if you can convince them to come along. Remember that they must be alive by the time the jump ends. Don't worry, I will make sure you have plenty of opportunities for you to hit it off. Although you should maintain your distance with some.

Great Pretender (Free)

The only one you could call an equal, a mirror image of yourself, your complete opposite and the one that complements you in the most twisted way possible. If you are calm then they are impulsive; if you are prudish then they are slutty; and so on. Only one thing connects you. Your symmetrical skill with the blade and they absolute certainty that you need to defeat them, if you ever want to become complete. Such a fate can be avoided, however. If you can truly meet someone that represents everything you are not, then you will obtain what's probably the best ally for you, covering all your blind spots and forcing you to evolve.



Drawbacks

Feeble (+100cp)

Small, weak, light. You don't have the build of a fighter, if anything, you look like a sickly teenager, despite your age. If you are swordsman, then I hope you were following a school that put technique over strength, for you are hopeless in the latter case. Even then, expect to under-perform compared to your peers.

Madman (+100cp)

You're like a kid – no, like a spoiled brat. You have obtained power and wield it without care, unsympathetic of those around you, only caring about fulfilling your own goals. Without giving a second thought to the suffering and dead of others. I'd call you heartless, but it's obvious you still feel hedonistic pleasure. Nothing to say here, but that you're a monster with human flesh.

Burned (+200cp)

Horrific. Terrible. Abhorred. Inhumane. Something happened in your past. Something that changed you completely as a person. Something that let you a husk of a man, fated to have a spirit many decades older than its body. Whatever it was, it left a trauma that you won't be able to overcome until the time here is over. In the best case, it will be only night terrors and intrusive thoughts – at worst, however, expect to lose your own morality and sense of being in pursuit of inner peace. Peace that won't be granted to you.

Scar Tissue (+200cp)

It was fire that gave warmth to man, and it was fire that took it away from you. Yeats ago you were victim of a fire, one strong enough to burn most of your skin and irreparably damage your vision. Thanks to modern medicine you are still alive, but in constant pain. Unable to move much without forcing your scarred skin into agony. Similarly destroyed is your vision, needing a special visor to filter light, otherwise it would hurt even more your eyes. However, you are functionally blind. This will remain incurable until the jump is over.

Kaigen's Ambition (+400cp)

You want the truth? Kaigen never died. She gave her life to the cause and thus she can't die until the cause is completed. As Akane admits to Igarasu that he killed because of jealousy – he loved Igarasu more than anyone else. More than some other slut. As Igarasu admits having the same feelings and Akane prepares to die alongside his beloved. Kaigen will reappear in the main theater, brandishing necromancy and an army of undead warriors. Her aim? Take over Tokyo, create a country of immortal ideals and resurrect the last divine emperor using Igarashi's corpse.

Final Choice

I'm tired of this...

So, you want to go to your original world? What a bit disappointment you are, I can't believe it. Well, it can't be helped then. Whatever. Go back with everything you gained until now. Are you sure? Don't think you can get back on this, you know!? I'm being serious! We're going to be done if you go through that door! Jumper!

This is where I belong

...Really? You want to stay in here? What? Why? We were having fun, weren't we?! There's no need to stop here, you know? I mean, why don't you try a few more worlds and then decide? Eh? Wait, don't ignore me!!

Further, I still want more.

Yay! That's what I wanted to hear! Let's go to the next adventure! I knew I could count on you, jumper!



Notes

Yes, loli Kaigen is an actual ending. It got like 2 spin offs following that so...

Fuck if I know how necromancy works here. It came outta nowhere.

Made by Ricrod

