

Touken Ranbu Jump



By
NikaMoth

The year is 2205.

A group of Historical Revisionists have been trying to change history for unknown reasons, only citing a vague benefit to all this. Summoning a total of 840,000,000 troops from the future to do battle to change the course of history, their army numbers far more than the combined population of Japan.

The Government of Time opposes this change, but in the face of overwhelming numbers, it would seem hopeless to stop The Revisionists and their forces, the Time Retrograde Army. But the Government of Time has an advantage the Revisionists don't. The Saniwa, or Sages, that work for the Government, have a special magic art. They can awaken the sleeping hearts of powerful items, like weapons, and give them the power to fight on their own. To bring in the personifications of tremendously powerful techniques and spirits. They are called the Touken Danshi, or "sword men."

...Or they can be women, if that's what you prefer.

As the Japanese branch of the Government of Time refuses to send mass troops of people to do battle against them (and risk changing history instead of putting it back on track), these sword men are quite powerful to take on such a vast army with so little numbers

You appear amidst this conflict.

Have +1000 CP.

Origins

Anyone can be a drop-in, gender and apparent age are your free choice.

Sage

You displayed unusual spiritual power, and so you have been chosen. You have been selected to work for the Government of Time as a sage. As a sage, you can go to the past anytime you like to correct it from the Historical Revisionists. You are in charge of the sword spirits, acting as their leader and the savior of humanity.

Touken Danshi

The Touken Danshi are the spirits awakened from weapons by the Sages who wish to defeat the Historical Revisionists. The crystallization of ancient techniques, past owners, and legends associated with the sword, they are powerful warriors in their own right. While Touken Danshi are typically men and come from bladed Japanese weapons, you are not from this world. You may choose any bladed weapon such as a sword, spear, or naginata (But you may import any weapon you own to become the spirit of the weapon, even a gun if you so prefer if you have imported it.) Your gender is also your choice.

You can have powers of the weapon if it is purported to have any, although you cannot be any swords that are in the game. While Touken Danshi are influenced by the thoughts and feelings towards the swords and their owners, you don't seem to be influenced by any thoughts or feelings whatsoever. You remain you.

Historical Revisionist

For unknown reasons, your organization have decided to start changing history to benefit themselves.

...What? Yeah, that's basically it. But if you want to know more, here.

You have an intricate knowledge of necromancy and Japanese history. You are a sorcerer of great power and skill. You are here to change the past.

Location

You shall be in the Sage's Citadel for Sages and Sword Spirits, Historical Revisionists will be placed in their base outside of time. The Sage's Citadel is a peaceful traditional castle somewhere in the mountains, in a field of green. The base outside of time is similar, but it's located in a dark void instead of mountains.

Perks

Permissions Of The Government Of Time (Free/300 CP)

The Government Of Time has authorized time travel to the Sages and their Sword Spirits, however the act of time travelling costs energy. You, along with your sword spirits (and eight others) may go use time travel. The farther you head back in time, the more that the magic to do so costs you to do. The mana costs are very difficult to pay for the average sage if you keep it. The Government of Time will spend all the magic costs for you during the jump (Don't worry about the logistics behind how they supply mana to the process.). But after you leave this realm you must pay 300 CP to keep it. At maximum the amount of time you can go back in time with the mana provided is 10 years.

If you're a Historical Revisionist or a sword spirit working under the Historical Revisionists, the summoner you work under will do all the spellcasting for you, although you may also spend 300 CP to keep it.

Sage

Clothing Designer (100 CP, Free Sage)

The Citadel is a boring place to be sometimes. Far from the convenience of 2205. That's why you've picked up a hobby, and it's clothing design. You are as skilled as a professional fashion designer when it comes to clothes, but your expertise seems to be in swimwear for some reason. But you aren't shabby in designing clothes out of that department. Comes with free tools and cloth for you to sew.

It's Fine If You're A Shut-In (100 CP, Free Sage)

People won't mind that you're a shut in freeloader doing none of the work and making everyone else do stuff. Heck, they could even bond over the chores they help each other do. Sometimes you need a little alone time. That's why whenever you want to be alone to work on a task as long as it involves being shut in your room or other similarly confined, you will be left alone and the affairs will sort themselves.

Back To What They Were (200 CP, Discount Sage)

The Saniwa Sages have protected history from those who seek to change it for many years. You have the incredibly accurate ability to sense temporal distortions in the past, however it becomes more accurate if you actually time travel to the timeframe where the distortions have occurred. Allowing you to know when and where a time traveller will enter the past. But even in the present you can sense distortions happening in the present with great accuracy.

You Care For Me? (200 CP, Discount Sage)

Mental problems or trauma won't get in the way of befriending anyone you meet. Something about the way you treat them eases their pain instead of accidentally setting them off or make their brain stuff worse. If someone were to have mental issues it's not a hurdle you have to go over to earn their friendship. Even if they're hurting from their past, you can win their trust over and convince them that you cannot hurt them. Perhaps, with your kindness, you could even begin to help them recover from their trauma and inspire them to work through their problems.

Friend To Swords (400 CP, Discount Sage)

Magical power and knowledge is not the only requirement to be selected as a sage. A sage must treat the swords well and retain their loyalty. Every touken danshi is not a faceless soldier, but an individual person

with thoughts and feelings. The sage must be kind to win their support and cooperation. Weapons also instinctively like you more, as you find yourself mastering them slightly better.

You could win the romantic or platonic affections of anyone you hang out long enough with if you so desire, or at least respect from them. You find ways to earn the respect or at least the cooperation of powerful (Or egotistical) allies, as you find ways or opportunities to prove yourself to them, and have great luck in coming out on top during these feats. This is most effective on spirits from weapons or spirits personifying human creations or items, and moreso if you actually bring them with you on outings and rely on them. Relying on someone shows a degree of trust, which is crucial to attaining friendship after all.

Material Expedition (400 CP, Discount Sage)

Finding materials to fix or create rare and powerful swords isn't easy. But with you, it is, in fact, easy. You're very lucky when you set out to search for rare or expensive materials. If you set out to find them, opportunities to gain them will quickly and numerously fall into your lap. You may still have to purchase them if they're expensive, but you may discover them being sold for cheap somewhere else or someone is willing to lend you the amount you need if you do a task for them. The task may be incredibly difficult but it'll be usually doable for you. If you need a special metal, maybe you find it when you start digging for it. If it's a rare drop in a video game, you'll be finding them a heck of a lot more.

Awakening Of The Spirit (600 CP, Discount Sage)

In this world, every physical item has a spirit sleeping within it. While the spirits widely range in strength, they can be all awoken. The Saniwa have mastered how to call forth spirits from items and enable them to take on a form of flesh and blood. Though you could call forth spirits from any item, the strongest spirits come from legendary weapons wielded by great and mighty fighters. Or similar mythic objects, like holy relics.

Masters of themselves, every touken danshi is a living, breathing, thinking thing. With sapience, emotions, and possible trauma from how they existed. For example, if they were stuck in a fire (Not whilst being forged, obviously. A normal disaster fire.) as a sword they would suffer a form of amnesia, or if they were mistreated by their master as a sword they would be bitter over it. They remember how they were treated as swords, what happened to them, and their origins. But they are more than just the embodiment of the sword. They are like a living legend associated with the sword itself. Such as displaying powers the sword has if they had any. They may also reflect past owners in many ways, such as physically resembling them, sharing their fighting styles, or even using a gun if their owner preferred to use guns, as the many possible examples. But some may appear to be completely different, especially if they hated their owners. Every spirit is unique, just take these traits as general guides and not hard rules.

These spirits, depending on the item they are awakened from, vary in strength. A group of legendary (or at least famous) blades could take on a huge army with only a group of six of them. They may attain Kiwame Form (but can only attain it once, and the requirements in the perk remain) and have the Steel Constitution and I Think I Got A Little Bit Prettier perk. Mistreatment can and will drive them off or lead them to betraying you, even if you are the "rightful" owner. Weapons stolen from their owners may still be loyal to their old owners (unless their owners abused or mistreated them as swords--then it's different) as well.

The process to awaken a spirit takes hours depending on the strength of the spirit, although it's no more than ten hours for the strongest weapon from this world. The length of time cannot be shortened through skill alone, although you may use artificial means to speed up time if you wish.

Creation Of Weapons Long Past (600 CP, Discount Sage)

You become better at the creation of weapons, and these weapons are capable of committing legendary feats that become famous. Such as destroying ghosts and other supernatural creatures, or bestowing great luck in the battles the sword is brought.

But your main skill lies in weapon copying. See You can even forge things that have been destroyed or long lost by extensively studying them, and researching them. You will have to go through the process of recreating them over and over (much like how one must keep perfecting their craft) before you manage to make a functioning copy, and this process will take time. You're making something that never existed or doesn't exist anymore, after all. Don't expect to be successful or accurate on your first attempt at making it, no matter how skilled you really are. Still, these successfully created lost artifacts will be just as powerful as the day they were made! Having pieces of the weapon will help speed up the process tremendously, however.

You can even create weapons that never existed in the first place, as long as the legend for them was real and already existed by the time you arrived in this world. No intentionally spreading legends of a powerful sword to simply be able to build it.

Touken Danshi

I Think I've Become A Little Bit Prettier (100 CP, Free Touken Danshi)

All Japanese weapons have a beauty to them. Reflections of this beauty carry to the spirit of the weapon. It reflects in their movements and physical beauty. Their legend also influences their look. You are no exception. Now your legend and aesthetics apply to all forms of yours and everything you wear or wield is affected if you so desire, or you can selectively choose how it looks. You can pick and choose what is affected and what isn't. If you have an animal motif, like a tiger, it will change to reflect that look. Never have a bad look or an inappropriate looking weapon again! This is a purely cosmetic change, but now you don't have to put effort into changing everything to suit your look or being ugly again. Isn't that nice?

Time Restraining Force (100 CP, Free Touken Danshi)

You do not have to let an innocent die to preserve history or the thread of fate. The Time Restraining Force keeps time on it's track, preventing small deviations from history from spiralling into massive changes down the line. Now it follows you from world to world if you desire. No unpredictable or impactful events spiral from minor things you have done, like saving a small child from a burning building. It may not apply to big sweeping changes, like preventing an assassination of a major historical figure. That is outside of the power of the Time Restraining Force. However, if someone were to be trying to intentionally change history or further their own ends, it could be something that they could take advantage of. Still, it's nice not to worry about stepping on stray butterflies.

Reflections Of A Legend (200 CP, Discount Sword Spirit)

If you work with someone closely on a task, you could gain traits and skills from them if you could do it. You could potentially gain someone's ferocity or willpower easily depending on how close you are, or copy their skills or techniques easier. This becomes a lot more rapid if someone uses you in battle as a

weapon, however. Their very core seems to sink into you and merges with your own the longer they use you. Your personality does not change, but parts of you seem to improve on each other. This only applies to skills and powers within your capabilities.

Gun Toting Sword (200 CP, Discount Sword Spirit)

Nobody thinks it's odd that you use a gun despite being a spirit that comes from a sword. You seem to be fighting just fine with a pistol in one hand and a sword in the other. You're able to combine two conflicting or irrelevant skills and end up creating something that has all of the positives and none of the downsides of the skills or fighting styles. For example, toting a gun in one hand and a sword in the other and combining your swordsmanship and gunmanship into a functional combat art, or turning simple equine care into an endurance building exercise through your knowledge of both horses and exercise.

Peerless Scout (400 CP, Discount Sword Spirit)

You are an exceptionally skilled scouter, able to assess the strength of any single person or army you view and able to discern the best and worst possible circumstances you may fight them in. Such as determining the best and worst formation to fight in, for example. Luck also arranges for you to set up these ideal circumstances if you so desire it to start a fight. Your scouting also applies to you being able to take the quickest route to your intended destination, and to know in advance when you'll be attacked or where the enemy is.

Steel Constitution (400 CP, Discount Sword Spirit)

No touken danshi has ever broken easily in the face of danger. It takes intense fire or intense battles to truly destroy you. You are the pride of a blacksmith. How could they hope to shatter you at full strength with only one cut? When you are at full health, no one can kill you with one hit. Instead, you shall be left standing near death, when another strike can and will kill you. But that leaves you time to run, strike back with an equally as powerful blow, or heal, yes?

Kiwame Journey (600 CP, Discount Sword Spirit)

Kiwame form is a form where the touken danshi becomes stronger than they were before, a general boost to stats and power parameters. It is attained after a great period of time and a journey of self reflection. Kiwame form is a permanent powerup to all aspects of yourself. This is not something to be achieved lightly--it is attained after a great journey of self reflection and character development. This development can be either positive or negative, but there must be some form of change. Whether accepting that you are a blade of revenge and immersing yourself in those negative feelings to become stronger, or kicking your addiction to alcohol, or coming to terms with the fact that you did not exist until the legend that stated you did exist come along, or conquering a great fear of yours, the change must be significant. You can go back in your character development and you will not lose this power.

While during the jump you can only attain it once, after you leave you may attain it an almost infinite amount of times. However, the stipulations remain, and it will be harder to attain a new Kiwame form each and every time. Once you feel you have been able to grow enough to get a new form, you must go on a four day journey of deep introspection.

Impact Of A Legend (600 CP, Discount Sword Spirit)

Sword spirits are influenced by the thoughts and feelings they inspired. Legends are wondrously grand. As a sword spoken of and recorded of countless times, they give you power. Strong enough to create your existence if you never existed in the first place (But the people of Japan believe you did). But a

legend can change more than that. If notable size of people believe your spiritual strength is so powerful, even birds flying overhead drop dead and your mere presence wards away illnesses, then it shall be that you are strong enough to do that.

However, there is a catch. You cannot intentionally start this rumor yourself or have your allies do it for you. But if many were to revere you as a deity, you may very well become one yourself so long as you did not proclaim yourself as a god first. When you leave a world, if the people of the next world do not believe your legend, you shall lose all benefits of this perk until they believe in you again. You may only reap positive benefits from this boon, if you are purported to have a weakness you do not gain that weakness.

Historical Revisionist

Mysterious Motives (100 CP, Free Historical Revisionist)

No one will know of your motives, at least all magical attempts to discern why you are acting this way and what you want will fail, ranging from mind reading to scrying if it were to give your intentions away. If they were to get the answer, they'll have to get it out of you yourself. Or think hard on it as they observe your actions.

To Change History (100 CP, Free Historical Revisionist)

You happen to instinctively know what you can do to nudge things to further your plans. This is most effective when you meddle with the fabric of history if you happen to be time travelling, or events that will happen without your interference. Accomplishing what you intend to do is another--you'll still have to suffer opposition from those in your way. It'll still be only a vague hint and not a complete plan. If you were to stop a disaster, you'd know what day it would happen and who you need to stop, but you won't know how it will happen. Or maybe you want to protect yourself from whatever's out there on your way someplace so you pick the weapon that's the most effective against the kind of foe that'll fight you on your way back.

Charismatic Strategist (200 CP, Discount Historical Revisionist)

You are very good at tactics when it comes to coordinating army movements and waging great campaigns as you sit around plotting your schemes. You are in charge of your minions as well. Your minions are much less likely to turn against you and in general they work better under you than they would under anyone else.

Got Off Lucky (200 CP, Discount Historical Revisionist)

The Kebiishii is a powerful force that protects time from all foreign bodies, you included. But it's ire is equal, as it will also go after the Sages that seek to protect time as well.

...Too bad (For them) that it never seems to come after you or give you trouble. Oh, it does go after you, but not quite as much as it does the Sages, for some reason. Every time a force would be hostile to both you and your enemies, it would seem that it's less likely to go after you and more likely to go after your enemies. As long as you don't intentionally try to attack it and your enemies exist, you'll be generally left alone with only occasional attacks or interference. Of course, if the hostile force makes peace with your enemies or they happen to be all gone, it'll finally turn on you.

Hidden From Sight (400 CP, Discount Historical Revisionist)

People can't use magical means to track you, although they can sense that you exist, somewhere. They'll have to physically look for you if they want to find you. And you are very clever when it comes to hiding! Until you act out, it'll be extremely difficult for people to find you and preemptively kill you. After all, what sort of plotter lets themselves be found before they set their schemes into motion? Once those plans are set into motion, you will no longer remain hidden so be careful!

Mook Summons (400 CP, Discount Historical Revisionist)

You're a skilled, powerful summoner. A specific summoner. You can summon up zombie enemies to your side at any time as long as you have enough magic power to keep creating zombie minions. These minions aren't quite as strong as a touken danshi. But more than that, you can summon any minions or companions right by your side at anytime in dramatic flash and thunder, in but a single instant. Never be caught alone again. The minions you make by default are zombie and skeletal.

All Into One (600 CP, Discount Historical Revisionist)

Wouldn't it be cool if you could have all your minions fuse into one big final boss? Or multiple monsters? Now you can do exactly that!

Sometimes the power distribution of your army isn't distributed properly. It isn't efficient to have your minions leap all at once at the heroes when they can all be cut down in a single strike. Sometimes you need to have them combine their power to take on a singular foe. Or into multiple monsters. While the total power of your army will be the same even when they've merged into different monsters or into bigger monsters, the sheer concentrated power will be enough to make any heroes quake in their boots.

You can't merge with your whole army with this perk, and neither does it bypass companion limits. The transformation can last as long as you desire. You cannot merge with your army or companions this way. The transformation has to be done without coercion and with consent, although if the minions in question aren't sapient and are just mindless that can be skipped.

Rewriting History (600 CP, Discount Historical Revisionist)

You can travel absolutely anywhere in human (or civilization in general, whichever is longer in the setting) history with but a simple ritual (And take up to an entire army with you), and returning to the present with a snap of your fingers is even easier. This requires absolutely no energy to cast no matter how far back you go into the past. Seems easy, right? Too bad using this ritual will earn the attention of the Kebiishii, which can and will eventually attack you if you stay in the past for too long (about a few days). Even if you don't intend to cause any change and to merely observe, it doesn't matter. The Kebiishii attacks all forces that should not be there. While it will also attack any other time travellers, it is primarily focused on you.

While it will not bother you at all times, you should remain on alert for it. The Kebiishii manifests as a powerful warrior from that age and the culture of the area you're in, however its true strength is always equal to yours. It isn't stronger, and it isn't weaker than you, however. Whenever it shows up, you'll have a tough fight on your hands, although no matter what it shouldn't be impossible to defeat it.

However, it does not follow you into the present. Return to the present and you shall be safe, and doing so is but a snap. But return to that time period, and it will be waiting for you there. You cannot escape.

Post-Chain, the Kebiishii goes away. You now have free time travel.

Companions

Companion Import (50 CP Per Companion, 300 CP for eight)

Trying to change or preserve history isn't a task that can be done alone. Even the touken danshi need allies. You may import or create allies as you wish for 50 CP each and they attain the standard 600 CP. You allies may import weapons they own to become a weapon.

If you wish, you may have the spirit of a weapon not in the game as a companion for 50 CP. They get the standard 600 CP. They will also have the Touken Danshi origin.

Sword Spirit Imports (Free, See Description)

Importing a weapon you or your companions own to become a sword spirit is free no matter how many you import, however if you wish for them to have CP you must pay 50 CP for one each to gain the standard 600 CP to spend on anything in the jump, and their origin will be Touken Danshi.

Sword Spirit (First Purchase Free For Sages And Touken Danshi, 50 CP Per Spirit)

You get one sword spirit for free. However, it costs 50 CP to purchase more canon sword spirits. They get no CP, but if they they have a canon Kiwame form they may attain it in-jump.

The Saniwa (Free For Touken Danshi, 50 CP otherwise. See Description)

The Saniwa that summoned you, a Touken Danshi. Their gender and personality is up to you to decide, but they are a free companion if you're a Touken Danshi. If you wish for them to have CP (Or to purchase them if you're not a Touken Danshi), pay 50 CP for them to have 600 CP to spend, and they will have the Sage origin.

If you're someone other than the Touken Danshi, this is a Saniwa that has decided to come along with you on your travels.

Items

Swimwear (50 CP)

This swimwear is always so comfortable. It fits you perfectly always and accentuates the right places on you to make you look sexy and attractive (Or at least you look flattering in it if you don't want to look sexy.). It always fits you and everyone that wears it.

Tiny Figures (50 CP)

These are tiny figures of the sword spirits you have, fully poseable and cute looking! They come in a display case and you'll never lose the pieces to them. Good for making pictures.

Saniwa Sage

White Talismen (100 CP, Free Saniwa Sage)

These white paper talismen repair any broken weapon or item (And heal any spirits connected to the item), but complex machinery is outside of their power to repair. Sword Spirits get broken or dented quite

a lot in battle, so you'll need it! They must be administered outside of battle as they must be laid on with care and take time to completely heal (about an hour or two).

Konnosuke Fox (Free/200 CP, Discount Saniwa Sage)

This cute little fox is Konnosuke! Your very own Konnosuke! He is a helper to the Sages (There are multiple of them and so you decide the name and appearance.) It can also sense time space distortions and record things and events. It will point you in the direction of things and will scout for you, but cannot actually fight. They have a historical database in their head of all the things they can do and transmit information to you via a mental link. You may import a pet into this slot.

Saniwa Sages get a Konnosuke Fox for free to help them during the jump. To keep it they must pay 100 CP, although for everyone else to have one they have to pay 200 CP.

Request Token (400 CP, Discount Saniwa Sage)

This handheld token is used when one gets impatient with the creation process. Or maybe you need that super strong weapon **now**. Used to instantly finish up crafting or constructing something. You get three per realm visit, and if you do not use it you may keep the ones you did not use. May also be used to finish the ritual to awaken a sword spirit if you take the Awakening Of The Spirit perk. All you must do is press the middle and let it glow, and then it shall disappear. Your creation will be complete when you see it again.

The Citadel (600 CP, Discount Saniwa Sage)

This is a massive castle, and it's yours now. A beautiful, castle that anyone would be at home within. It's the comfy, ideal setting for all sorts of slice of life shenanigans. There is a beautiful garden in the courtyard that reflects the current season. The Citadel is always safe and will never be raided even if you use it as a base. It also has a workshop with any tools or magical implements you need to maintain or create more swords. The exterior and interior by default reflects a typical Japanese castle but if you so desire the appearance can look like something else.

Also comes with internet access that works in time periods with internet access.

Sword Spirit

Little History Book (100 CP, Free Sword Spirit)

It's small enough to be carried in your pocket, and it always updates to the setting you go to. It is a very accurate book, telling you dates and important details about what happened in the past. Although should there be any deviation from the chain of events, the contents of the book won't change to accommodate this chain.

Horse (200 CP, Discount Sword Spirit)

Every sword spirit has a loyal steed to carry them over long distances. This horse is strong and fast. It cannot die ever. Nobody seems to think it inappropriate, no matter the time period, that you're riding it. Caring for it with a friend seems to permanently improve both of your toughness to a barely noticeable degree. It is very fast.

Tousou Army (400 CP, Discount Sword Spirit)

This tiny keychain army becomes a bigger army when activated. They aren't stronger than the average person of the setting you are at currently but they're determined and willing to take the brunt for you before you die. Actual blows to you will be redirected to them before you take damage, but they will die. They won't come back until a week later.

Omamori (600 CP, Discount Sword Spirit)

Omamori charms are special. They can revive someone who has one back to full power and health, and they cannot die again during the fight they're revived in if the owner died during a fight. But there are many ways to lose a fight if you cannot die, like getting knocked out or your opponent fleeing, so it does not ensure victory. You get only one Omamori per jump, and you may give it to another person for them to use. It cannot be stolen and then used by someone else, only by those you desire.

Historical Revisionist

Necromancy 101 (100 CP, Free Historical Revisionist)

All about the capture and binding of wayward souls of the dead, and the resurrection of their cold bodies in a zombie-like state. But this book has more to it. It is the perfect focus for a necromancy-related spell, as any spells cast with it related to necromancy get a minor boost in power. You raise more zombies, they become cheaper to upkeep, they become harder to kill, ect ect.

Storing Scroll (200 CP, First Purchase Discounted Historical Revisionist)

This is a scroll that lets you store wayward souls fresh from the corpses of the dead (But you may imprison ghosts or stolen souls inside of it, if you're able to spend the magic needed to bind the souls of powerful spirits.). You may keep only up to twenty souls in it, but if a strong willed soul escapes from it, the rest of the souls will escape. If you have no knowledge of souls, it comes with a small scroll that teaches you how to use it to bind souls to it.

Sword Talismans (400 CP, Discount Historical Revisionist)

These talismans can also summon sword spirits, but these spirits aren't quite as powerful as the real deal. They're not sapient, and neither can they friends with people. Their only use is for minions and nothing more. But they do give off a sickly undead aura that horrifies the weak-willed that look upon it. Slapping them onto any sword instantly summons them, and while legendary or famous swords are more likely to have powerful sword spirits, they'll never be as strong as the real deal. You may also put a soul into the sword talisman spirit to animate it and make it stronger, but you can put only one soul into the talismen.

This soul can be anything, even the soul of an animal. If you have no other method to put the soul inside it, you will have to bind a spirit to the weapon directly.

Castle Outside Of Time (600 CP, Discount Historical Revisionist)

Time does not flow in this castle, unless you specify places or things for it to flow in. Just in case you want to live in it and grow a nice garden in it. You could also freeze time on anyone and anything in this castle. The people frozen will not be conscious during the time they are frozen. No one ages while they live within, either.

For you see, this Castle itself is outside of the flow of time. It takes powerful dimensional magics to sense and reach it, for in order to arrive at it, one must break free of the confines of time. Only then it will be possible to reach. This castle is exceedingly lavish. You may come here with just a thought.

Drawbacks

No drawback limits because I don't like them

If I'm This Worn Out, I Won't Be Loved (+100 CP)

You didn't have a happy past. You were born to low birth, always looked down on as hideous and second rate. Something happened that you that further marred your looks, and this hasn't been kind to your psyche. You have a preoccupation with yourself being presentable and beautiful, and when you're near death you'll see yourself as worthless. You will always be fixated on making sure you look beautiful, and you crave love and attention.

Alcoholic (+100 CP)

You have seen horrors that you can't tolerate. They always hang in the back of your mind, waiting to swarm through you to claim your senses once more. Or maybe you were a sword spirit was won over in a drinking game. Whatever the case, you love getting intoxicated. You are an alcoholic. You can't rely on your tolerance to alcohol if you DO have a tolerance, always being perpetually smashed. If you don't drink, you'll be in a terribly sour mood!

Never Cool (+100 CP)

You're not badass. You COULD be, but any reputation from cool things you do will be marred by embarrassing or funny things that happen to you not long after. If you were a sword spirit, your legend also involves you doing some minor feat, like cutting a candlestick in half. And just that. Expect to be the butt of all the jokes from your allies.

Just A Replica (+100 CP, Can Only Be Taken By Sword Spirits)

In history, there was a great and powerful sword used to slay many beasts. Or maybe it slew an entire army in one strike. Maybe the sword, when forged, was cooled in the blood of demons. Perhaps it was used to kill a ghost. Or retrieved from the corpse of a fearsome beast. Hell, maybe it could have been owned by a god at some point!

...You aren't that sword. You are, however, a very pretty replica of that sword. The smith's finest work of all his life, in fact! People have adored you for ages! You're just as good a sword as the rest of them!

But you're just a replica. And it's something that you'll be preoccupied with! You hate it when someone brings it up or calls you beautiful, because they're just complementing the original and not you! Even if someone looks at you funny you'll threaten them, clearly they hate you for being a replica!

Never Actually Used (+200 CP)

You haven't seen battle. If you are a sword spirit, you were never actually used in combat, hence you're not as good as the others. Perhaps you were meant as a trophy or a symbol of peace, either way don't expect to be good at fighting in the beginning. You'll learn soon enough, hopefully. If you're a Historical Revisionist, you have no combat experience whatsoever. If you're a Sage, you're a very new sage, fresh out of training.

I'll Never Get Along With Those Shinsengumi Blades (+200 CP)

You can't get along with certain allies. You have some kind of ideological conflict with them that makes civil discussion or living together difficult. Maybe your owner came into a conflict with the owners of some other blades. You can work together in a fight but off the battlefield you'll argue a ton. Are you sure you want to put up with allies you hate as people?

Single Issue Anger (+200 CP)

Unchecked anger issues, huh? You always have that bloodlust lurking in the back of your mind, that rage over a single topic. It will lead you to hate others based on something they have. Maybe you hate forgeries, or maybe you hate those who treat you unkindly. Or otherwise you've got some issues with anger. You're a scary, intimidating sort who gets mad over some topics.

Burned Away My Memory (+200 CP)

You were once trapped in a massive, burning fire. You remember all of the flames as they clung painfully to your body--but you don't remember what came before. Fire burned away your memories of your true nature from out of this world. You remember little about who you are and where you came from. If you had any knowledge of this world from before, you don't remember it now. Or remember who you really are--a Jumper.

You'll slowly get your memories back over time in the form of dreams and other reminders of your past.

Kiwame Jumper (+300 CP, Cannot Be Taken On First Jump)

You don't have your old powers or warehouse, just the ones that you have from this jump.

...You also have a notable personality flaw that wasn't there either. Something happened to you that made your character development flip all the way back. Or if you made no growth, you're worst person than before. Your out of jump powers are sealed away in your kiwame form, or simply blocked away by a mysterious force if you're not a sword spirit.

You must make an attempt to get better as a person to erase this flaw, and then you must go on a journey of four days where you undergo much thinking and pondering about your past and what you have done. You will become better as a person. Only then may you receive your powers and warehouse access back, as your powers return in Kiwame Form.

Easily Shattered (+400 CP)

Oh, I hope you didn't want to get too attached to your allies. And I hope you don't mind long waiting times to get new allies or to reforge or fix them again! Because now your friends and allies die and shatter easily. You'll be going through swords and minions easily. The foes are just plain harder and people shatter more easily.

All Of History Is At Stake (+600 CP)

Somehow, the historical revisionists have extended their reach outside Japan. While their focus was on Japan, originally, there are many other dissatisfied people and organizations globally who would love to change history to suit their desires. They've teamed up with the Historical Revisionists. It's not just Japanese history that's at stake now. It's the rest of the world, as well. The Government of Time is at its wits end, and all the branches are scrambling to deal with the chaos.

But you won't be taking them on alone. No, similar organizations to the Saniwa Sages exist, (As the Government of Time's reach extends internationally), using similar techniques of time travel and using weapon/item spirits to fight. With some minor differences from culture to culture.

But they're all squabbling with each other, all disagreeing how they should tackle this new problem. The Government of Time meanwhile is also dealing with some major bureaucratic issues, and the paperwork is not being processed or approved fast enough for them to be able to step in and get everyone to work together.

If you don't take the initiative and get the Sage Organizations to cooperate, they'll never be able to take down the Historical Revisionists. You'll have to reconcile the differences between each organization.

Now, if you're a Historical Revisionist, the situation is different for you. While the Saniwa Sages and their international equivalent are all a united front, your potential allies are also full of infighting. You must accomplish your goals together.

Notes

Why are the Historical Revisionists trying to change history?

Their reasons aren't given. Two fucking years the game has been out and we've learned jack and shit about their motives. I get that you shouldn't expect much in plot in a game like this but we at least need a reason for the villains to be this way, dammit! Although I like the theory that they're just alternate timeline swords wishing to avert the fates of their masters, it sadly isn't confirmed to be canon.

Are split timelines a thing?

They are not. Standard time travel rules work. You travel back to the past, you do shit, and it can change the future. If somehow you travelled to a time where you existed you may run into your past self and interacting with them WILL change the timeline. And if you somehow screw up and decide to time travel to the same time period (again) it will end up like the ending to that one spongebob episode and you'll have to deal with the ensuing headache.

If you have perks or abilities about traveling to other timelines or stuff like that, however, perk fiat makes those timelines exist.

What do we call item spirits that aren't weapon spirits?

For simplicity's sake I just call them "spirits". Touken Danshi is a word that means "Sword Man", so I wouldn't use it to refer to spirits from something other than a bladed weapon.

Do Ais count as items in terms of awakening their spirit?

I'm gonna say yes.

They're referred to as gods sometimes. Are they actually gods?

They're referred to as "kami/gami" at points which CAN mean god, but the word can also be used to refer to spirits. Japanese culture does not (usually) differentiate between general

supernatural creatures and gods, unlike Western culture, or the difference isn't as big or distinct. Some of the swords are even divine iirc. However I am not Japanese, so I am not the foremost expert on this topic.

So TL;DR Fanwank.

How does time travel work?

This is primarily based on the game and not the anime, so I'm gonna say standard time travel rules work here. If something in the past changes, it changes in the present/future. On that note--no such thing as "time pressure" exists either as this isn't based on the anime.

Do our summoning or crafting perks apply to making the weapons and summoning the sword boys?

Both! Your crafting perks apply if you made the weapon you're summoning from, and the summoning perks apply if you summon the sword boy or spirit from the thing.

What if we want sword girls instead of boys?

Go ahead, you get to decide what gender they are.

Can the awakened spirits count as companions?

They can if you import them as one and convince them to come with.

Can we awaken the spirit of Item NPs?

Yes but they are connected to a summoned spirit and the spirit dies, they will fade away with them. But in cases like Avalon where it existed before the spirit was summoned, the spirit won't fade away if the owner dies.

Is Fate Excalibur's spirit a Saberface?



It's a valid question.

~~Up to you but very likely that it is a Saberface.~~

Any other cool potential F/GO shenanigans?

If you want some ideas for shenanigans, some fun facts.

Kashuu is Okita Souji's sword that she uses in her first ascension.

Izuminokami Kanesada is Hijitaka's sword. (Also he's the prettiest swordboy and if you disagree you're wrong.)

Iwatooshi is Benkei's Naginata.

Hizamaru is Ushiwakamaru's sword, but in F/GO he's referred to as Usumidori.

What's The Difference Between Rewriting History and Permissions Of The Government Of Time?

Government Of Time is mechanically a weaker version of Rewriting History (It wasn't originally intended that way but that's how it turned out).

However Government Of Time doesn't set off the Kebiishii after you leave this world, which may make it better in some people's eyes.

If you want to go REAL ULTIMATE POWER mode and don't mind having a scaling foe following you around, go with Rewriting History because it has no mana needed (plus you can take an entire army with you), although you still go through your total time spent in the world. If you spend ten years in the past when the jump gives you ten years to be in the world, you'll still leave at the end of those ten years. Trying to use time travel to avoid in-setting conflicts without physically going someplace else or using other means to avoid conflict will land you in a similar scaled conflict.

Government Of Time doesn't set off the Kebiishii either and it's cheaper if you don't go Historical Revisionist.

Does the Kebiishii follow us after the jump if we take Rewriting History?

Once you leave this jump, *the Kebiishii will not follow you unless you use the ritual in Rewriting History*. Using other forms of time travel after the jump will not set off the Kebiishii, and if you have Rewriting History it still won't show up if you use other methods of time travel unless you use the ritual.

The Kebiishii in Rewriting History is too strong!!!

People in-setting and in-game fight off the Kebiishii even when it scales to them. It is not impossible to fight off, even if it scales to you in the Rewriting History perk. It does not have your perks. If you have a luck perk, that can help you kick its ass.

The whole reason why the Sages exist is because the Kebiishii aren't enough to stop the Historical Revisionists, and it's scaling to an army bigger than the population of Japan. If the Kebiishii could do its job properly, the Sages wouldn't need to exist. That means that even if it scales to you, you can still defeat it.

It also doesn't scale to near-death powerups like Zenkai from Dragon Ball Z or powers from items that aren't connected to you but you can still use. (Like some Rider Belts). If someone could steal the item from you and use it, the item is not connected to it.

If we use other forms of time travel in this jump, will the Kebiishii show up?

Yes, because it protects the timestream from foreign bodies. *No it will not follow you after the jump unless you use the ritual in Rewriting History.*

Does the Kebiishii in Rewriting History really scale with your strength in canon?

In the game, it actually does iirc. It's hard to tell because I can't read Japanese (Well I can but I have preschool level reading comprehension with Japanese and with Kanji I might as well go fuck myself, so it's usually useless) but I've been told so by multiple people.

Gun Toting Sword

This does not apply to combining arts of mystic bents, although you could combine magical skills with mundane skills. You can combine your talent for drawing with making summoning circles to make better, more efficient summoning circles, but you can't combine the skills of making magic ingredients with chanting magic words or combine whole magic systems with it.

Impact Of A Legend

If you have a cult (Or legend) that follows you, their beliefs will let you retain any benefits gained from Impact of a Legend if they caused that. Only stuff that benefits you may take effect. The strength of the power does not scale with the people believing you have that power, only what the legend stipulates is your maximum. A whole planet of people believing you have eye beams doesn't make the power of your eye beams scale with their belief.

All Of History Is At Stake

If you have perks for dealing with red tape, then it's possible for you to try to help the Government of Time out with dealing with it, circumnavigating a large part of getting people to cooperate, but it will not be of their own volition which may cause some problems down the line.

If you want to see my take on how I would write the Sage equivalent organizations for the drawback, read this. It's completely optional to read and you can fanwank your own interpretation of how the organizations interact and operate in the drawback.

Northern American equivalents to the Saniwa Sages are expected to be able to fight alongside their weapon spirits or at least protect themselves during their short time in the past. (Plus they mass produce their weapon spirits in the form of guns and other army weapons, although they

aren't very powerful. But they make up in skill for power). They are extremely uncooperative, as currently there is a large amount of infighting going on, although the Canadian faction in the group is willing to work with you.

The Central American equivalent to the Saniwa Sages have the most Sages working on the clock. Their projection uses magic to support their weapon spirits during their time travelling missions. (Such as buffing them. All sages, no matter the organization, can heal the touken danshis in the past but can't do much beyond that) This is because they have developed a way to cut down mana costs in travelling to the past, but it's a closely guarded secret of the group. But they may need to share it if you need to overcome the Historical Revisionists, as the Historical Revisionists have a similar skill that enables them to buff their armies.

The European equivalent to the Saniwa Sages are heavily ingrained in the Catholic Church and are the most organized, however the Lutheran schism made a similar schism in the organization. But it's been relaxed in the past 400 years. They are also very cooperative with you. They've recently been hard hit as a huge chunk of their organization has joined the Historical Revisionists for some reason.

The Southern American version of the sages seem to be at peace with the Kebiishi, not really registering as foreign substances (But the Kebiishi does not protect them) to them with their magic. How is a mystery, but they never thought to share their secrets as they don't really discuss their techniques with other organizations.

The Middle Eastern equivalent summons spirits from famous manuscripts alongside weapons, using the spirits from those texts to strategize for the weapons. (They do not fight, however, but they do send one or two text spirits to strategize and support).

The African equivalent is oldest organization. It has been around since humans were able to travel back in time and master magic. They are the most experienced organization. (The Middle Eastern organization is the second oldest.). Although they have always preferred to stick to their own duties instead of freely poking their noses into the affairs of other organizations. Africa is a big place and so they must be on the clock to maintain it's history, they have no resources to devote to dealing with the affairs of others. But they won't turn down a request for assistance in these dire times. They are actually the most cooperative organization in this drawback and have the least amount of internal conflict. Their base of operations is in Cairo, but they used to be based in Morocco.

The Australian organization, like the American Sages, expect the sages to fight by the sides of the spirits. And like the American Sages, they also mass produce their weapons (But at a smaller rate). It would seem that influence of the land's inhabitants has sunk into these weapons, as their weapon spirits have a lot of animal motifs, giving them features of the animals that they can then weaponize.

Thanks to Valeria for being a gigantic help as she gave me input with the Capstones, the Discord/IRC/Thread as well for encouragement and input, and my Touken Ranbu pal for giving me the fun facts about the swords in F/GO.

Notes

0.4 - Posted to thread on request

0.5 - Jumpable. Also nerfed the Kebinshii after doing more research and learning it only scales to the strongest person in the party--it no longer scales to you and the people you gang up on it with, only to the strongest person fighting it at a time. So feel free to gang up on them for an advantage now.

0.6 - Clarified some points in the matter.

0.7 - Just clarified more points.