

Tenkaichi: The Greatest Warrior Under the Rising Sun

V1.0

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Who is the greatest warrior under the rising sun? The answer will soon become abundantly clear...

But be forewarned: this isn't the history you learned in school.

The story begins in 1600, ten years after Oda Nobunaga unified all of Japan. Knowing that his life will soon come to an end, Oda Nobunaga calls the Shogun Council of Elders to Ozaka Castle to discuss who should be his successor, whether it should be his son, his loyal retainers, or done through a vote.

Apparently, all of those options are so dull for him. Instead, he wants those who want his throne to pick their strongest warrior and pit them with each other in a deadly tournament. He who wins will have the Land of the Rising Sun all to himself. And thus, by Nobunaga's words, the Tenkaichi tournament has started.

Take these **1000 CP**, Jumper, and show these fools who is truly the strongest warrior.

Discount Rules

You get one 50% discount per price tier for Perks and one 50% discount per price tier for Items as well. Discounted 100 CP Perks and Items become free. Discounts for Perks cannot be used on Items and vice versa.

Age and Sex

The Tenkaichi tournament does not discriminate. Be as young as Hozoin Inshun, or as old as Kamiizumi Ise-no-Kami, the choice is up to you. You can even enter as a woman like Fuma Kotaro.

Origin



You enter as a participating warrior in the Tenkaichi tournament, no but's and if's. You can, however, choose to either be a Japanese warrior or a foreign warrior like William Adams and Yasuke.

As there are already sixteen participants in the tournament, it would be weird if you participate and make the number go up to seventeen. Thus, for the duration of this Jump, you can choose to replace one combatant with yourself. How this is done is up to you, whether it is simply replacing them in the tournament or even inserting yourself into their body—thus replacing their consciousness. If you choose to do the latter, you will get their memory—but not their talent, abilities, or skills. You still have to purchase them in this Jump.

Starting Time and Location

You start on the 9th of July 1600, 92 days before the Tenkaichi tournament begins. You can start in any location you want, as long as it is possible for you to reach the tournament's location by the time it starts.

Perks



[Free] Epithet:

Diamond Deva King, Sword Saint, The Gem of Martial Arts. The warriors in the Tenkaichi tournament all have a signature epithet that symbolizes their fame and prowess. It only makes sense that you have one as well. Your epithet can be whatever you want, as long as it represents at least a part of yourself. This epithet will follow you wherever you go, and even people who do not know you will eventually know of your epithet.

[Free] Battle Aura:

A Battle Aura is an apparition that can be seen behind a warrior when they become serious in a fight. Similar to their epithet, it represents who they are. A Shaolin monk may have a golden Buddha statue as their Battle Aura, while a sadistic warrior may have a vile monster as their Battle Aura. You get to choose how your Battle Aura looks, as long as it represents at least a part of yourself. When this Battle Aura is manifested, your pressure and killing intent will be felt by others, and even people who cannot fight will sense that something is wrong.

[100 CP] Pretty Face:

In Tenkaichi, martial prowess is the only thing that matters. However, there are warriors who are incredibly attractive, such as Fuma Kotaro or Sasaki Kojiro. Just like them, your whole body is incredibly attractive, even by a comic book character's standards. This attractiveness persists even when your body is covered in dirt and injuries. How you appear is up to you, whether you are a conventionally attractive person, a man with a feminine and beautiful face, or a muscular and beautiful woman.

...You can also choose to be incredibly well-hung like Mori Ranmaru, without all the downsides that normally come with having (and using) such a large and glorious “spear”. This is mostly useless since you are more likely to spend your time fighting others than having sex, but the option is there. At least you do not have to worry about being cheated on due to having a small “sword” like Kanemaki Jisai. If you are a woman, you can choose to be as voluptuous as Fuma Kotaro, with no downsides.

[100 CP] I am Human:

Firstly, you are going to an era where death is very common. So common in fact, that you can find a dead body while going on a stroll. Secondly, you are going to be fighting the deadliest warriors in a deadly tournament. Those things make it very easy for someone to go insane. Fortunately, you are immune to that. No matter what happens to you or your loved ones, you will never lose your humanity and empathy. You may be traumatized, sure, but never to the point where you start hallucinating your dead grandson guiding you in a battle. Lastly, you also possess a rational mind, capable of shutting down any negative thoughts and emotions to focus on logically solving whatever challenges you face.

[100 CP] Scholar:

Just like Yagyu Munenori, you have several non-combat skills and knowledge that can aid you greatly in life. Choose three non-combat skills to be proficient in. You are incredibly talented and proficient in those skills.

[100 CP/200 CP/400 CP] Warrior's Physique:

You are a warrior, and it is only fitting that you have the body of one. For **100 CP**, you have the physique of the average Tenkaichi tournament participant. Similar to Toda Seigen, you are stronger and faster compared to the average samurai—being able to slice their nose without them noticing, but nothing remarkable amongst the Tenkaichi participants. You are tough enough to endure many injuries in a battle and keep fighting.

For **200 CP**, your physique is as incredible as Honda Tadakatsu's or Fuma Kotaro's. Shattering the ground and wall with your strength, holding and swinging an incredibly large and heavy weapon with one hand, cleaving an armored soldier in half with one strike, and even making a loud, eardrum-rupturing shockwave with your clap are within your capabilities. You are tough enough to survive injuries that should normally be lethal—if briefly, and fast enough to cross several hundred feet of distance in the blink of an eye.

Lastly, for **400 CP**, your physique can be considered the strongest amongst Tenkaichi participants, rivaling that of Hino Choko. You are strong and fast enough to create air blades by using your limbs like an actual whip, and tough enough to survive being gunned down—coming out with only minor injuries at most. Anything someone can do using the **200 CP** version of this Perk, you can do it even better.

[100 CP/200 CP/400 CP/600 CP] Martial Arts:

This is a setting centered around a martial arts tournament, after all, so you better have one yourself. With each purchase, you can choose one melee combat style that is based on a real-life martial art—whether it is one that still exists, one that is lost in history, or one that

only exists in theory. Of course, since this is a martial arts tournament *manga*, your martial arts can also have exaggerated aspects compared to their real-life counterparts. You are also skilled enough to utilize all of your talents and abilities in perfect conjunction with your martial arts.

For **100 CP**, you are as skilled as William Adams in your chosen martial art(s). You can easily defeat several ordinary soldiers without suffering any injuries. However, you are no match for the top contenders of the Tenkaichi tournament.

For **200 CP**, you are as skilled as the average Tenkaichi tournament participant. Your skill in your chosen martial art(s) is remarkable enough that you can fight most of them on equal footing even with an average physique, similar to Hattori Hanzo's skill in his Kisō-ryū. However, you are still no match for prodigies like Sasaki Kojiro or even Hozoin Inshun.

For **400 CP**, you are as skilled as Hozoin Inshun, the Gem of Martial Arts himself. Your skill in your chosen martial art(s) is truly remarkable, surpassed only by someone like Kamiizumi Ise-no-Kami. You have become one with your chosen weapon(s)—capable of using them as if they are a part of your own body. Performing unorthodox techniques like ricocheting your strikes off objects and changing their direction mid-air without decreasing their speed is something you can easily do.

Lastly, for **600 CP**, you have truly mastered the essence of martial arts. Similar to Kamiizumi Ise-no-Kami, you are skilled enough to fight someone in your sleep, and can throw or deflect the blows from someone far stronger than you with simple motions. Purchasing this version of the Perk means that you have complete mastery over all martial arts that you have—whether they are ones purchased/learned here or during previous Jumps. Should you wish to learn other martial arts, you can easily get them to this level.

[200 CP] “The Strongest Kotaro”:

Fuma Kotaro's monstrous strength is not the only thing that makes her a formidable warrior. Her resilience to the deadliest drugs are also remarkable. You now gain this trait as well, being immune to the negative effects of most diseases, toxins, and drugs. Instead, you only gain their positive effects. Even taking an incredibly deadly performance-enhancing drug will only lead you to gaining a massive boost in physical prowess. At worst, you only experience brief pain.

[200 CP] Battlefield Advantage:

You can take full advantage of everything around you during combat. Using trees as a platform, kicking up dusts and debris with your strike to inflict additional damage, using tatami mats as a shield, and even using the rocking of a ship to throw your opponent off balance are something you can do. No matter how unorthodox the place you're fighting in is, you can always take full advantage of everything in it.

[200 CP] True Commander:

You have the capabilities to become a true commander. Your leadership skill has been increased to the point where you can lead a small army to victory against a bigger army. You

also exude the presence of a true commander, drawing people of your alignment to you and even inspiring people of similar status to become like you.

[200 CP] Will of a Warrior:

In a fight against an overwhelmingly powerful opponent, it is easy to give up. You, however, are not like that. No matter how strong your opponent is or how hopeless the fight you are in is, you will keep on fighting until either you win or you lose. You have the willpower, discipline, and dedication to fight and train for years even in a secluded area. No longer will you be affected by laziness or boredom—you will keep training and improving yourself even when you have no equal. This willpower is great enough that not only can you keep fighting at peak performance regardless of injuries, your body will still keep on fighting for a while even after you die.

[200 CP/400 CP/600 CP] Tenkaku no Mon:

Tenkaku no Mon—also known as the Gate of Celestial Awakening, is said to be a point which separates the realm of man from the realm of god. Once open, a practitioner can apparently even control the beating of their own heart at will. Even the principles that underlay the fighting styles of the world, which seem like mere supposition, become feasible for them in reality. The awakening and evolution of the gates in an individual varies from person to person and is inherent to their talent for martial arts and their understanding of them. In life or death situations, the gates may be awakened in response to combat against a powerful enemy where the fighter puts their full potential to the test.

When an individual uses the gates, the change in the iris in their eyes is visible, which presents four pointed edges in addition to a "ring" in the center. As the individual goes deeper and reaches more gates, the number of rings in their eyes increases.

For **200 CP**, you have achieved a deep understanding of martial arts and opened the First Gate, where your physical abilities reach your peak, unlocking all of your latent physical potential.

For **400 CP**, you have opened the Second Gate, capable of understanding the principle of the flow of power of all things and turning any force into your own strength, whether it be gravity or the force of their opponents blows. Obviously, you still get access to the benefits of the First Gate.

For **600 CP**, you have opened the Gate of Supreme Descent, the last reachable gate where the individual has reached maximum potential transcending the capabilities of the other gates. Once awakened, you can fight at your physical, technical and mental peak regardless of age. When you open this gate, your body and physical capabilities will be briefly rejuvenated back to your prime. This can have consequences, however, as Kamiizumi passes away shortly after awakening this gate—although his advanced age may have played a role as well.

If you purchase the **600 CP** version of the **Martial Arts** perk, you gain an additional Discount that can only be used on this Perk only. This Discount can be used together with the default Discount.

[400 CP] Sensei:

A great warrior should be able to pass down their skills towards their apprentices. Just like Kamiizumi Ise-no-Kami, you are a great teacher, so much so that you can pass down your skills, talent, and even Perks towards your apprentices—and they, in turn, can potentially do the same. This works not only through direct teaching, but also indirect teaching such as martial arts scrolls and books.

As a bonus, you will find that your descendants will also inherit all of your talents and Perks as well. Go forth, Jumper, and create a lineage worthy of being written down in history.

[400 CP] Guided by Zenzaemon:

Similar to Toda Seigen, all of your senses other than sight have been enhanced to the point where even without sight, you can “see” much better than those who have sight. Not only do you possess a high-level echolocation that can help you perceive your surroundings with great clarity, you are also able to pick up any sensory information—such as scent trails, wind movements, temperature, and vibration—and combine them together to achieve “sight”. You can even massively reduce the range of these senses to achieve maximum resolution—capable of detecting their bones, muscles, and even the firing of someone’s synapses to accurately predict what they are going to do. Unlike Toda, you are not required to be blind to utilize this ability.

[400 CP] Signature Technique:

Many fighters in the Tenkaichi tournament possess their own signature technique, which can turn the tides of the battle when used correctly. Examples of this include Kamiizumi’s Swordless Victory, Honda’s Vajra Forbidden Territory, and Ogasawara’s Anatomical Alchemy. You now have one signature technique, which is the culmination of all your abilities, training, experience, and martial prowess. This technique can even overwhelm opponents who are equal to you. The nature of this technique is up to you, whether it is an offensive, defensive, enhancement, or predictive technique. You may purchase this Perk many times, with each purchase giving you a different signature technique.

[400 CP] World Mapping:

You have the talent to see through the essence of everything, you can accurately analyze the subtlest twitch in other people’s muscles, said muscles’ mass and definition, their movements, accuracy, and eventually their thinking patterns and logic. Even something like an object’s weight and hardness or a creature’s physical capabilities can be accurately analyzed by your sight within a split second. In its strongest state, you can even mentally parse everything in your field of vision, such as the number, form, and trajectory of objects—thus turning them into a weapon to your advantage. Taking this Perk will give a massive boost to other analysis and precognitive abilities that you may have.

If you take **Guided by Zenzaemon** as well, you can utilize this ability with your other senses—allowing you to analyze everything around you even when your vision is impaired.

[600 CP] Born in Front of the Gate:

Hozoin Inshun is said to have been standing in front of the Tenkaku no Mon since birth,

before turning away from it due to lack of training. People will say the same thing about you as well. You are talented enough to master any movement or combat skill in an inhumanly short amount of time. Even skills that require years to perfect can be perfected by you in mere weeks, if not days. You are also capable of easily defeating someone of three times your age and experience. Even reaching the deepest gate of Tenkaku no Mon is something you can do with a bit of training. Train as hard as you can, and there is no telling how far you can go. Remember, the only thing that hinders Musashi and Inshun is their lack of desire to continue training until they meet a worthy opponent.

Unlike both of them, your skills are not the only thing you can train. You can even train your powers and Perks to achieve greater heights than their previous capabilities. Who knows, maybe you will even become a literal God of Martial Arts.

[600 CP] Continuous Growth:

Some fighters in the Tenkaichi tournament are able to massively grow in power, skill, and experience during combat. You can now do this as well. When faced with a powerful opponent(s), you can grow in power, skill, and experience during the duration of the combat. This rate of growth is far greater than what you normally achieve with regular training. The stronger your opponent is compared to you, the faster you will grow. Face a team of martial arts grandmasters and you may be able to gain decades worth of skill and experience, provided that you survive.

As a bonus, you will find that your skills never degrade due to lack of use. They may stagnate, sure, but you will never get rusty.

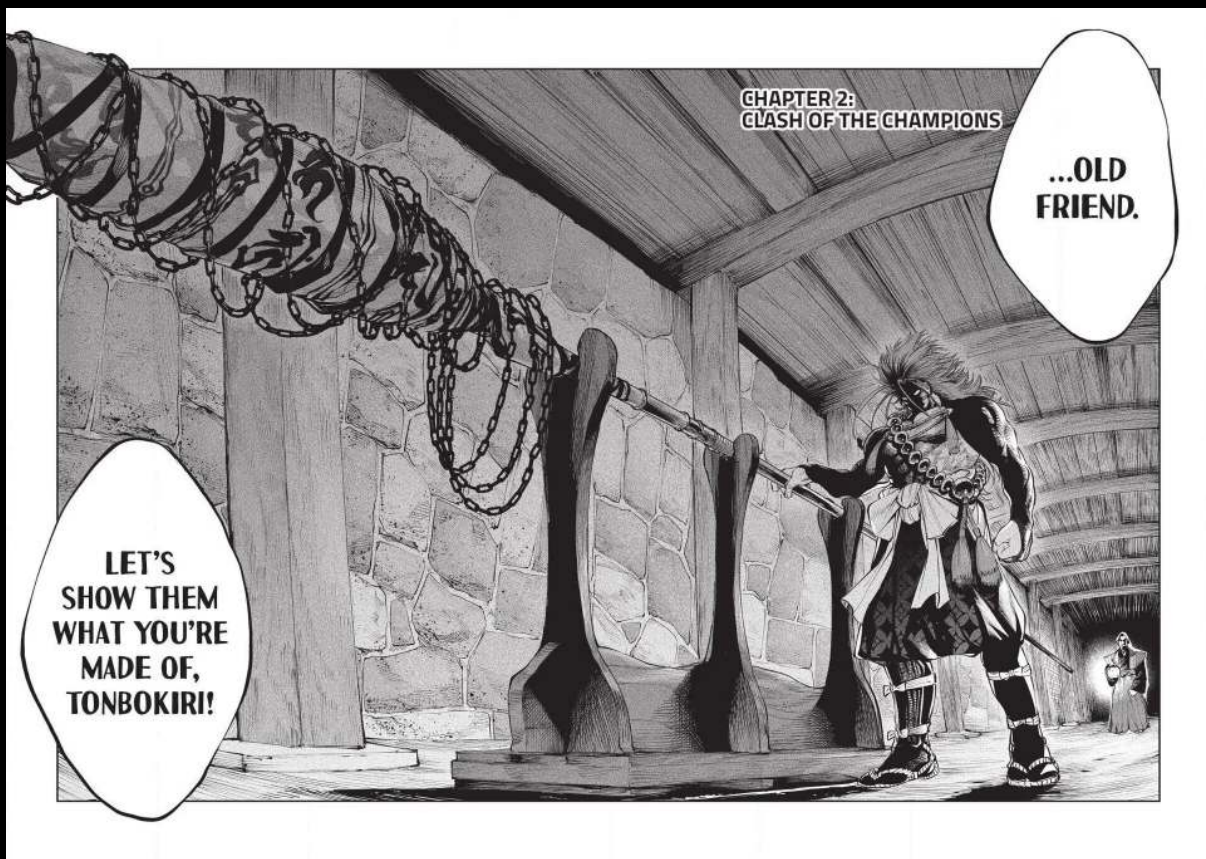
[600 CP] Imagination Training:

Yagyu Munenori, in his three years of being locked away with his movements and senses sealed, was able to keep honing his skill by carefully imagining himself fighting and killing hundreds of thousands of warriors in vivid detail. Now, you can do this. You are able to vividly imagine yourself training or fighting someone else and grow stronger as if you are actually fighting them. This training is as effective as going into a real battle, so if you take the **Continuous Growth** perk as well, its effect will activate depending on how powerful your imagined opponent is. The only limitation this Perk has is that your imagination has to be rooted in what you have seen and experienced, so you cannot just imagine a made-up person or creature and fight against them.

[600 CP] I'll be the One to Polish It:

You have an upgraded version of Yagyu Munenori's talent, capable of instantly copying any technique you have seen and integrating it into your own combat style. See a western swordsman's binding technique and use it with a katana. See an iaijutsu technique and you can somehow use it with a spear. As long as you can perfectly perceive the technique, you can perfectly copy it. If the technique requires a special kind of physique to perform, you can adjust it to fit your own body so that it will not potentially cause a backlash.

Items



[Free] Combat Attire:

You have your own self-repairing and self-cleaning combat attire, suited to your taste. This attire will never hinder your capabilities in combat. However, it can only be as tough as regular armor at most.

[100 CP] Humble Abode:

Some warriors live in a cave, like Nagamitsu's master. You, however, do not have to resort to that. What you have here is a humble home that can comfortably fit you and a small family. It is always supplied with everything essential—such as clean water and food—and can include a small training room if you wish.

[100 CP] Minor Weapons:

With a purchase of this, you gain a dozen minor weapons such as throwing knives and/or smoke bombs. These weapons, while numerous, are nothing remarkable otherwise. That said, do not underestimate their potential. Hanzo Hattori is able to use these weapons to gain advantage against Sasaki Kojiro, after all.

[200 CP] Personal Weapon:

Tonbokiri, an incredibly long and heavy spear. Fuma Shuriken, a large and heavy shuriken attached to a chain. Monohoshizao Nagamitsu, an odachi that is flexible enough to be used as a whip. These are all unique weapons that exist in the Tenkaichi tournament. You now have a personal weapon like this for your own. This weapon can be anything you want, as long as it is either a purely melee weapon or a throwing weapon. This weapon is

self-maintaining and self-repairing, and is of the highest quality compared to others of its kind. It can withstand your own tremendous strength without breaking, and can channel any of your abilities with ease. This weapon grows stronger alongside you, ensuring it will never become obsolete. It can even be a set of weapons, such as a katana and a wakizashi, or a melee weapon and a shield. You may purchase this item many times, with each purchase giving you a different weapon.

[400 CP] Miyabi Orochi #7:

Miyabi Orochi is a drug—or rather, a deadly poison—that is manufactured by the Fuma Clan. Normally, the poison will stop the heart of a normal person. However, should they survive, the drug will give a massive boost to their physical capabilities and virtually limitless stamina. What you have here is an upgraded version of the one owned by Fuma Kotaro the Sixth. When used, you not only gain limitless stamina and a massive boost to your physical capabilities and, but also a massive increase to your abilities' firepower and effectiveness. You gain one dose that lasts for ten minutes when injected. This dose only refills each year.

[400 CP] Sailing Ship:

You have a large sailing ship similar to William Adams', which can help you travel to another continent in a short time. This ship is indestructible, always filled with whatever you need, and never runs out of fuel. If it requires wind to move, then it will somehow always be powered by it even though there should be no wind. The ship can also be used to your leverage—such as using it as an arena for a deadly tournament—and nobody will oppose it. Any rocking your ship has will only throw your enemy off balance, and never yours.

[600 CP] Castle:

You gain a large, indestructible castle of your own design. This castle can always accommodate you and your Companions, as well as your profession and/or hobby within reason. You may choose if the castle is self-maintaining or constantly maintained by numerous loyal staff.

[600 CP] Arena:

What you have here is several locations that can be used as an arena for combat, with the place and environment repairing themselves should they be destroyed. Still, these locations are durable enough that you and your Companions can duke it out against each other at full strength, without worrying about completely decimating them. Moreover, any destruction is contained within these locations, so even a universe-destroying attack will only destroy it at most.

Companions



[50 CP/200 CP] Old/New Recruits:

For **50 CP** each, you can bring an existing Companion into this world or create a new one. Alternatively, you may spend **200 CP** to bring in or create up to eight Companions at once. Each Companion receives **800 CP** to spend on Perks and Items, and they may take Drawbacks that only affect them. They are not allowed to take Companions.

[100 CP/200 CP] Canon Character:

Each time you purchase this, you gain the guaranteed loyalty of one existing character from the Tenkaichi manga. For **100 CP**, you instead gain the loyalty of a character that does not participate in the Tenkaichi tournament, excluding the likes of Oda Nobunaga himself. For **200 CP**, you instead gain the loyalty of a Tenkaichi tournament participant. You can choose what relationship you have with them.

[Free] Loyal Friend:

You have your own loyal friend, similar to Kuro or Takuan. This friend will always be by your side and try to pull you back from the abyss, no matter what. They may not be strong as you, but they sure as hell will not let you become an evil demon.

[100 CP] Big-Titted Retainers:

Just like Kamiizumi, you have two beautiful and voluptuous women as your loyal retainers. They both take only one Companion slot and are skilled enough to be your assistant in solving things that are not combat-related. If you are not into women, then you can have two handsome and well-hung male retainers instead.

[200 CP] Rival:

You have a rival, someone who will always be as strong as you are. Your rival is always happy to fight with you, and will always stand by your side no matter what. No longer will you have to worry about having no equal.

[400 CP] Master:

This person is someone who has taught you to become a great warrior, and they will continue teaching you to their fullest should you wish to. No matter how strong you have become, this person will always be able to teach you to achieve greater heights, be it as a warrior or as a person. They are strong and skilled enough to be considered one of, if not the world's strongest martial artist.

Drawbacks



[+0 CP] Supplement:

You can use this document to supplement another Jump, either by bringing your purchase to that Jump or merging the two settings. As usual, the CP pools are kept separated.

[+50 CP] Extended Time:

With each purchase, you can extend the duration of this Jump for an additional year. This can be purchased 10 times at maximum.

[+100 CP] Nobody:

Just like Musashi, you are a nobody. This means that nobody will be rooting for you, and others will only see you as either an amateur or a straight-up liability. Of course, a warrior does not need support, right?.

This drawback can be lifted if enough people have seen your true power.

[+100 CP] Blind:

Just like Toda Seigen, you are now blind. This blindness can never be cured, but can be compensated by your other senses. This drawback can be purchased multiple times, each

time giving you a different lost sense.

[+200 CP] I Don't Get It:

Why would someone prioritise others rather than their own strength and life? This is a question you will always have during this Jump. You are an emotionless and apathetic person, uncaring about others' lives. This is not absolute, however, as there is a chance someone can unlock your empathy, just like Kuro did to Kojiro.

[+200 CP] Least Insane Tenkaichi Participant:

Yagyu's obsession with perfect killing, Toda hallucinating his own dead grandson guiding him, and Togo's obsession with becoming a perfect sword. The participants of the Tenkaichi tournament are not what you call a normal person. Now, you, too, can be just as insane as them. You have a form of mental illness that will push people away from you and may turn you into a heartless, sadistic warrior.

[+200 CP/+400 CP/+600 CP] Sealed Potential:

For **200 CP**, most of your combat skills are sealed away behind your latent potential. You know nothing except for the basics of your combat style(s), and have to unlock them by going through a battle against a powerful opponent in the tournament.

For **400 CP**, you instead have no experience in martial arts at all. You can only use your overwhelming strength to fight against others.

For **600 CP**, your abilities and Perks are also sealed away, requiring many battles against powerful enemies to unlock.

[+400 CP] Revenge:

Someone has wronged you. Maybe they have killed your beloved grandson, or maybe they stole your lover away from you. Whatever the case, it has filled you with revenge, so much so that you are willing to raise children to kill each other to gain revenge.

[+400 CP] The "War" in Warrior:

You have an insatiable thirst for combat. If your country is at peace, then you will go to another country to seek war. If the entire world is at peace, you will make sure that there *is* a conflict for you to participate in. Nothing will stop you from seeking worthy battles, even if it takes the entire world to be engulfed in a war.

[+600 CP] Old:

You are an old and frail person, just like Toda Seigen and Kamiizumi Ise-no-Kami. This means that your abilities and stamina have been greatly reduced, and you can only rely on your skills, techniques, and experience in combat. If you push yourself to fight like you did in your prime, you will only survive for a short time before dying.

[+600 CP] "Jobber":

Congratulations, you are now William Adams.

...Well, not really. You are still as strong as you normally are. However, you are unfortunate enough to fight someone far stronger than you in your very first round. This opponent is

strong enough that even when you are fighting at full power, they can toy around with you and still win. I wish you luck, Jumper.

Ending

Move On:

Your journey in this world may have been great, but there are still many other journeys awaiting you in other worlds.

Stay Here:

Perhaps you have become attached to this world and many of its inhabitants. In that case, you may choose to spend the rest of your life here.

Go Home:

The adventures you have until now have been great, but you have realized that nothing is better than home. You may choose to go home, bringing your Perks, Items, and Companions with you.