Shaman King
Jumpchain originally by SKAnon with collaboration of Toriko-Anon
Redone by BLADE, with help from SKAnon

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When the two stars meet the earth after long separation
Our King will awaken
To show us the path we are supposed to walk
To guide us onto the path of all living things

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The Story Thus Far

Hello and welcome to the world of Shaman King! A world where the spirits of the deceased linger around the living and those few who can see them live amongst us. We are talking, of course, of Shamans! Those who bridge this world with the next one. But who said they just ‘talk’? A powerful shaman can do much more than talking. From allowing a spirit to possess them, allowing them to use the skill the spirit had in life, to channel it to a physical medium for truly wondrous and baffling acts that some may consider impossible!

And look at you! Not only you can be one of these so-called Shamans (a rather strong one, as I won’t settle for party tricks! No sir) but you also arrive ‘in time’ for the opportunity of a lifetime! Just a few weeks from now the great tournament held every five hundred years to crown the next Shaman King will take place! Shamans from all around the world will compete and fight to become the next Shaman King and make their dreams come true.

+1000 cp

===== Origin =====

Free - Drop In
You are yourself; you have no new memories aside from the knowledge bought here. In the same way, you are not known in this world. You kinda just ‘pop’ into existence wherever you happen to roll.

Free - A Normal Family
You lived a normal life. Normal friends. Normal school. Normal dead people flying around. Normal family. Normal—wait what? Yes, after a bit of research in a primitive search engine and crazy fortune teller you realize you are the proud owner of what some very generous people could call shamanic power....What now?

Free - Shaman Lineage
Your family is dedicated to the shamanic arts, and in the past there was quite the eugenics program with a number of arranged marriages, and thanks to that your Furyoku is remarkably higher than average.

Free - Spirit / Mochirei
You arrive in this world as a ghost, and since technically you didn’t have to die for this, nor can really die, I will alter the rules a bit for the duration of this jump. If you are exorcized or enter an afterlife for more than ten days, you fail the jump.

100 cp - Patch Tribesman
Born in a society of shamans you hold more initial knowledge than any other background save maybe those of shaman lineage, also, boast a higher level of Furyoku than the average shaman, product of your ancestry. However, you cannot participate in the Shaman King Tournament for some reason, and you are obligated to recognize and the winner as the Shaman King, whomever that be as long as he won “fair and square”

100 cp - Oni
A class of spirit created by the desires, ambitions, grief, regret, rage, worries, suffering and other emotions of humans. Generally feral in nature, almost none ever move past this stage and even those who did had not seem to move beyond their desire to ‘eat’, consuming other oni and growing in size and strength. Basically, invisible monsters. Good thing you are not like those! Right?

Age and Gender
Drop In, Normal Family, and Shaman Lineage roll 1d8+12 for age.
Patch roll 2d8+18 for age.
Mochirei and Oni roll 10d8+400 for age.
All origins retain the previous jumps gender, or may pay 50 cp to decide both age and gender.

===== Power Levels =====

Mochirei

As a general rule, the Shaman needs to be stronger than the Mochirei in order to create an Oversoul easily. However, this is not an exact rule. It is possible for the spirit to be around four times as strong as you, while still being able to maintain an Oversoul with relative ease. There is a cutoff for that wiggle room though. If the Mochirei has too much power, by too large a margin, it's possible for the shaman to flat out die the instant they activate an Oversoul. Death isn't the only outcome though - one shaman was only able to hold his Oversoul for three seconds, but he was able to hold it.

For that purpose, If you are entering this jump as a Mochirei, your perks and powers are cut off, for the safety of your shaman partner. Or rather, mostly cut off. You may retain a single jumps worth of perks. I suggest something supernatural in nature. You can of course purchase access to more of your powers, but that will also require your free shamanic companion to spend more of his/her cp on raw power to keep up with you.

You start with 1,250 Reiyoku, and this number will double with every additional set of powers that you buy. Each potential level you buy will cost you 50 cp.

If your power as a Mochirei - or your Guardian Ghosts power - exceeds your shamans by more than two purchases, then the drawback 'Three Seconds' becomes mandatory.

Shaman

The Patch tribe has somehow found a way to measure Furyoku, the energy used by shamans to channel spirits into the living world. It is the fuel that techniques burn from, and the blocks with which they bridge this world with the spiritual one. It is representative of the shaman's closeness with the life- death-rebirth cycle. This power can increase with training, but true advances are only done by experiencing "death".

Unlike most magic systems however, Furyoku is a bit weird. Furyoku doesn't actually decrease under normal circumstances. Activating your Oversoul requires power, but if you hold it for half an hour, and then turn it off, you won't have actually lost any energy. Now, if you get into a fight and it breaks, then you've lost energy.

You start with 2,500 points of Furyoku, and can double that for every 200 cp you spend on doing so. Patch receives two free, and Shaman Lineage receives a discount on every purchase here.

Oni

Oni are divided loosely by their size and strength, among other characteristics. You start as a common Oni, that is, around two meters tall -rather one and a half tall with the rest being because of a huge mask-like face. By purchasing advanced Oni perks, that is the 300, the 400, and two 600 perks, your size and strength will increase. Buying one makes you a Naka-Oni, or medium-sized, about four meters tall. Buying two doubles your height again making you an Oh-Oni or ‘big’. Buying the third makes you a Cho-Oni, a super Ogre, slightly taller but much stronger.

Oni are capable of acting as both a Shaman and a Mochirei, though given that they have the closest thing to an ‘evil’ nature a ghost can have, they WILL be treated poorly. For power levels, each of the rank up perks provides one free power upgrade to Furyoku OR Reiyoku, after which they must purchase their power manually.

===== Location =====

You arrive in the capital city of your chosen nation. About five years into the jump, you will most likely be sought out by a Patch officiant to see if you can participate in the Shaman Fight.

1 - Japan
Land of the ninja and home to old Shamanic practices involving the use of natural spirits and gods. Here it seems that the country has been moving ahead in the last twenty years, leaving behind more and more of their spiritual heritage, with shamanic arts being left as a superstition or a myth.

2 - England
Land of the teacups and Sherlock Holmes. In this country the general public has already moved past the stage of spiritual arts having sway in their lives. There might be some individuals that still practice them but they are rare and center in the more utilitarian uses of the practice.

3 - America
Land of the free, and the home of the brave. While this place is far more technological than most places, the stories of shamanic influence are also well recorded. There are Indian tribes scattered about, and most small towns will have a ghost story to tell you. Try not to overeat.

4 - Iceland
Land of ice and Vikings. In this cold place winters can reach down to -5°C. A chilly place to be.

5 - Egypt
Land of sand and wrapped corpses. This country in the north of Africa and south of the Mediterranean is famous for its huge tomb and flesh eating scarabs. You will appear gazing at the great pyramids... from the comfort of your apartment. The whole desert thing is on the other side of them.

6 - South America
Land of jungles and cities in the clouds. In the untamed wilds of the Amazon or high peaks of Peru the isolated areas were fertile soil that the spiritual tribe took well enough to. With dozens of spiritually aware cultures existing in the continent, this is one of the places with such living and widespread spiritual traditions.

7 - The Patch Village
Home of the Patch tribe and occasionally the Great Spirit. This ninja-less hidden village is maintained exclusively by the Patch, with foreigners being usually banned from entrance. Of course this changes whenever the Shaman Fight takes place. Amusingly enough, this means a lot of novelty stores will open to provide for clients as if the Great Shaman Fight was akin to a world sports event. As a Patch, you will arrive inside the village itself, whereas the other origins will arrive outside and nearby.

8 - Anywhere with land
Lucky you! Feel free to choose where to arrive upon this earth. For the sake of fairness, Mu is off limits.

===== Perks =====

50 and 100 cp perks/items are free to origin.
All others standard discount.

General

Free - Shamanism
A Shaman is someone who can connect with the world of spirits and gods; this allows the person to do amazing things, like taking the skills and techniques of a spirit by assimilating it within him. They can ask for advice to the spirits, heal the sick and gather the ghosts of the dead in this world. Moreover, by contacting the dead, they can also speak with great historical figures and much more.

100 cp - Two Part Oversoul
By using two different mediums while channeling one spirit to attain a new oversoul. This goes beyond simply adding a new object to a possession; it is a transformation of the oversoul. Usually the new medium is something beyond a common artifact.

200 cp - Ghost whisperer
In this world, spirits are not all beings with mindsets beyond human comprehension. All of them were alive to begin with, and most still retain memories of humanity.With this you can be sure that when you try to reason with a ghost, rather than meaningless noise or crude displays of emotion, you will earn an actual answer. This perk makes spirits more willing to try and talk directly of what troubles them instead of raking cupboards and breaking windows. But, be warned that no amount of talk may stop a malevolent spirit who truly intends to cause harm.

Free / 300 cp - Its Got To Be Magical
Due to the funky nature of shamanic powers, in order to bypass or destroy something made via shamanic power, you need another shaman. Mostly this comes into play with Oversouls - or OS for short - in that they are basically indestructible via normal means. In jump, this will hold true. A shield OS could block a railgun, or a sword OS could cut a tank in half. Post jump however, they would lose their ‘fuck off and git gud’ levels of anti-normal and merely require ten times the effort in order to break via non-magical means. Alternatively, for a relatively low price of 300 cp, you can maintain this effect in full, leaving your Oversouls utterly immune to the might of technology.

300cp - Reishi, mandatory drawback ‘Night Parade Of 100 Demons’ OR ‘You Got Issues’.
“A spirit who sees all” is a rare ability. Without having to look or listen, the user can understand other people’s feelings and minds, reading their soul. This is not done on will, it automatically bombards the user with their surrounding thoughts, worries, grudges, sorrow and other feelings. The thoughts won’t be expressed in organized sentences unless they are organized as if the person is prepared to speak them. Over time the ability gets progressively stronger, forcing more and more emotions onto the user, the concentration of negative emotions giving birth to Oni. This gives you a deep –if vague– understanding of the person you interact with, the same kind Hao had that allowed him to bring his followers to nigh-religious loyalty. You’d still need the experience, but the capacity is there. Post-jump, this ability can be dialed down to silence at will.

400 cp - Kinji Jusatsu And Jugon Zonshi
Kinji Jusatsu is ‘the forbidden killing curse’ an attack with the power to remove a soul from its body. The body, however, remains in good condition, thus resurrection can be easily done with some Furyoku. Jugon Zonshi is the exact opposite, a resurrection technique capable of bringing back the recently deceased. Does not have a time limit, but the body must be in good condition - if the body is missing an arm or a leg, the body will bleed out, and the resurrected will die again in short order. The resurrection technique is easier to use the less powerful the revived is, as you won’t have to spend extra energy dragging them out of their afterlife.

400 - Fumon Tonkou
”if one can notice the change in the opponent’s furyoku by shape, a path will open " By sensing the enemies OS the user can ‘ride’ the waves of spiritual power out of danger, and even into a counterattack position. This has its limits: it requires detection of the enemy’s furyoku, and the user being able to doge by himself in the first place. Out of jump works with mystical energies you can feel.

400 cp - Armor Oversoul
An armor style Oversoul covers the body and is able to execute both offense and defense without changing form. A shaman creates it by releasing both all of his Furyoku and reiryoku at the same time, condensing it into a high-density Oversoul. Though easy to maintain, it is truly taxing to repair. Try not to let it get destroyed - you probably don’t have enough energy for a second one.

500 cp - Furyoku nullification
Technique used by a shaman in which he uses his furyoku to “wrestle” another shaman’s furyoku , making him lose his OS. The difficulty of this technique is relative to the difference in power between the user and the target and enough furyoku can overwhelm it. It only works against the spiritual. Post jump, this will be compatible with most supernatural energies, assuming you can use them too.

300 cp - Mu-Mumyouyaku-mu, requires Furyoku Nullification
“The Absence of Ignorance”, A technique “learnt in Hell”. The power of purification. It can convert anyone’s spiritual energy into nothing, basically, an offensive version of Furyoku nullification, the strike cancels out both energies.

Drop In

50 cp - Laid Back
Some call it having your head in the clouds but to you it's just clearing your mind of unnecessary thoughts. Not only allows for easier possession and increased acceptance rate but also keeps a cool head and makes you less affected by stress.

100 cp - Safety Is That Way
Knowing where the danger is, is the first step to running the hell away. You have a sixth sense - or maybe a seventh, if the sixth is already taken by spiritual sight - that allows you to determine the best direction to walk in… To avoid anything remotely dangerous. Or run towards it if you're suicidal, I guess.

200 cp - Strong Sense Of Self
It is not really willpower, but knowing what makes you, you. With this, recognizing and resisting things that alter your personality such as hypnosis, possession or suggestion, is somewhat easier. For a spirit, however it means having difficulty to attain an oversoul or a soul fusion should your motives not be well synchronized. On the other hand, forcing and maintaining a possession on a human should be easier.

300 cp - Awesome Made Mundane
There once was a technique, created by the shaman known as 'wooden sword' Ryu. This technique was a giant thumb OS. He used it to hitchhike. Similarly, you will find yourself using your various powers to do utterly mundane things, simply because it's easier. From using giant hands to carry things, to using your ice natured spirit as AC, to even using a giant sword OS to cut bread, there seems to be no limit to degrading your superpowers. Thanks to this casual usage, your proficiency with said arts is fantastic. Dexterity, summoning speed, and efficiency are nothing short of amazing. This also extends onto other mystical techniques as you use them in daily life over long periods.

400 cp - Flowers of Not My Problem
Let me share a little secret with you. The Shaman King fight is all about determining who will have the right to merge with the great spirit and become the "God" of the world. But, what do you think happened to the people who won the previous tournaments? The answer - they're still here and they don't much like Hao, especially not the one that invented capitalism after the last tournament. The good news is that you're currently beneath their notice, and will be staying there for the most part. In fact, divinities, powerful spirits, and their ilk will all ignore you or fail to notice you unless you go out of your way to gather their attention or simply become absurdly noticeable.

600 cp - Unorthodox Shamanism
Congratulations mate! You are now the John Constantine version of a shaman. No, you don't get to be British or anything like that actually. Well you do find an easier way to utilize your shamanic abilities in conjunction with stuff that your average ghost whisperer would not even consider viable and bending the 'traditional' methods into more advantageous or efficient versions. Utilizing cheap stuff as a medium, as well as having a bit more leeway for what constitutes 'appropriate' materials or methods for your practice. All with little to no effect in the overall power. Instead of 'handmade puppets' you could just use commercial toys for example.

600 cp - Dead Zone
In this world, shamanic powers reign absolute. Normal methods fail to even damage it, and technology isn't much better off. There are techniques, however, to annul, or cancel out, shamanic abilities. This is not one of those powers. You may, at will, begin generating a field that will drain shamanic powers. It starts small, but will grow the more it drains. Anyone inside it, should they attempt to use their powers, will merely have their energy siphoned to you. Neither shaman, nor ghost, nor oni or nature spirit is immune to this. At its full potential, this is a utter fuck you to shamanic powers, as the field will continually grow the more it absorbs, until it covers the entire planet. Ghosts will still exist, and can still be seen by shamans, but creating an Oversoul will be impossible. You can, of course, choose not to allow the field to get too big by diverting the absorbed energy from itself to you, or to simply turn it off.

A Normal Family

50 cp - Normal Person Skills
All these ghosts running around, and those shamans with their near death experiences and secret tournaments… Do any of them know how to cook? How about driving? You know, all the things that a normal person wouldn't have a servant do for them? Granted, most people probably would want a servant - or at least a maid - but they don't, so they do them for themselves. Basically, you are fully independent, and will not set the house on fire trying to cook dinner if left alone for the evening.

100 cp´- Not-so-normal-person skills
Well, you might not have been fully, one hundred percent, completely normal to be honest… You have this one talent of yours for a certain thing. Maybe you are a prodigy of a certain field, like kendo, or are ridiculously studious. Maybe you are planning on joining the military, and know a lot about weapons. This is borderline professional grade, even if you are a kid.

200 cp - Muscle Memory
When possessed by a ghost, they will probably try to fight the way they fought in life, though not as successfully due to the friction between your will and theirs. However, this can be a good thing as much as a bad - you have a unique talent for learning these fighting styles. Of course, first you need a ghost.

300 cp - A Dream
Everyone has a dream. A goal they would go to hell and back again to achieve. Be it monumentally difficult or beyond the scope of a mere human being; For greed or love or even just a peaceful life pursuing it is not for those of fickle heart. As long as you have a final goal, the willpower to surpass any obstacle will be there as long as you hold to that hope.

400 cp - Why Can't We Be Friends?
Ultimately, teamwork is probably going to save your life here. Not only is having friends good, but the Shaman Fight is set so that you spend two thirds of it in teams of three - teamwork is downright vital. So, why can't you be friends? Because you're on opposing teams, and are going to be fighting soon? That's a weak reason. All shamans are good people, so there really isn't any reason. With that in mind, you can make friends with pretty much anyone. A gang of street thugs? Treating you like one of their own after a week. A high class shaman arrogant type? Well, they will like you, but good luck getting them to say that.

600 cp - Neo Shamanism
Ah the wonders of technology... Remember when you actually had to touch the steering wheel? Now day people - well you, just you but hey! Not complaining eh? - Can just ask their ghostly friend possessing their car to do it. Maybe it isn't like the flashier giant sword out there, but this has potential! What? The ability to create artifact spirits. Well, it does have its limitations. Whatever it is, it must be truly important for you in some sense, and the new spirit will be weak and may take more than a lifetime to actually develop a budding personality; and then there's the Furyoku cost... But I believe the potential outweighs these limitations very well. Every day more and more interesting things appear! One of these days everyone will have one of those cellphone thingies!

600 cp - Getting The Gang Back Together
Sometimes, when you start developing superpowers, you leave you old friends behind. You usually make new ones, but there's always one or two whom you stop being friends with. Or maybe it's an entire gang. Regardless, if you can spend time with them, your old friends will start to develop powers of their own. In this jump, it means shamanic powers. In others, it may mean slight intelligence boosts so that they can build themselves power armor, or a sudden fascination with martial arts. Regardless, you don't need to leave them behind anymore, because they can, and WILL, be coming with you from now on. Even if it is just to sit on the sidelines and cheer at you during the Shaman Fight. It's time to get the gang back together.

Shaman

50cp - Shikigami
A basic training technique with many uses for advanced shamans, by infusing small nature spirits onto leaves or talismans you can create servants that can carry on simple tasks. Advanced users can bind stronger spirits to use as guards and similar feats.

100 cp - 100% Gattai
Every decently trained shaman is capable of allowing a spirit to dwell within his body, channeling their will and abilities, but only a few (for a given value of few) can fuse their will with their spirit's completely, enabling the spirit to use its full capacity as if alive again.

200 cp - Exorcism
A basic shamanic technique; the use of chants or prayer to help a spirit to pass over or purge an unwanted ghost. It may just be ignored by stronger spiritual beings, or if you screw up the incantations or something. As a side note, the spirit in question must actually understand the language. No idea why though.

300 cp - Flowing / Solid Oversoul
An Oversoul is basically a big hunk of willpower and Furyoku, so obviously by modifying the exact amounts of each you can modify the Oversoul. By loosening your willpower - but not your concentration - you can cause the Oversoul to become more fluid, such as making a sword curve or grow longer, at the risk of making it fragile. By sharpening your willpower, you can make the opposite happen, and make the Oversoul harder to break. Using these two techniques separately is easy, but combining them would be the work of a lifetime.

400 cp – Nature Manipulation
There's a little thing about an elemental OS, and it's that, despite how 'real' they seem, their effects are purely spiritual in cause, being a pale imitation of the real forces they emulate only the most powerful and specialized being able even begin to reproduce the raw power in a single true lightning bolt. Not only that but this means that their contact with the world is limited in some ways, but more glaring is the fact that they can be stopped by spiritual barriers.
However, it is not beyond shamans to produce real effects in the world. You are given the knowledge and skill of how to manipulate one real force through spirit power alone: Having an OS incite lighting to strike by manipulating the near atmospheric composition or a similar feat, or just plain making a real rock monster is not far off from you.

600 cp - The Ascent Out Of Hell
Like Hao, you have managed to do something nearly impossible. You have died, and fought your way out of hell. Or rather, you possess the potential to do so. Once per jump, when you die, you will find yourself facing off against a rather large number of Oni and other demons, and probably some form of emotional trial. This will take a very long time, but there's a time compression aspect as well. The hundred years or so it will take you the first time will barely equal a day. Should you succeed, you will wake back up wherever you were when you died, fully healed and with a slight increase in Furyoku. Will also probably impress the hell out of the local demon equivalents, but that's a side effect of literally breaking out of hell.

For the duration of the jump, all other 1ups will bring you to this place as well, allowing you to understand death and so grow in power with their use, before bringing you back to life properly.

600 cp - Traditional Shamanism
If old stuff was so good to have lasted this long then it must be something else compared to today's fads isn't it? With this perk any 'traditional' methods seem to be more effective when used by you, growing along with the age and complexity of the practice. This is the perk that makes seemingly useless gestures like incense burning, meditation, clothing, etc. to somehow make the results up to three times more effective, in exchange for practicality and efficiency.

Patch Tribesman

50 cp - Patch works
As a member of the proud Patch Tribe you partake in the traditional role of a maker and seller of trinkets. With simple materials and your newfound dexterity for small and delicate works you can make interesting souvenirs.

100 cp - Combat Training
As it tends to be required, your family has trained-or arranged your training- in a martial style complimentary with your Mochirei's capabilities. You probably got possessed by them in an attempt to teach you their fighting style, and have successfully managed to form a weak Oversoul with them.

200 cp - Multiple Oversouls
An experienced shaman is capable of maintaining and coordinating more than one spirit at a time. Of course it all depends on the number and strength of the spirits and shaman in question. In the same fashion as a Patch Officer, you start with mastery over two O.S. made with decently strong spirits close to you. With a couple of years this could double with a soft cap of 10; conversely, using many weak random small spirits on the same Fashion as Anahol or the Boz, you could wield 50, tripling in a couple of years and with a soft cap of 1000.

300 cp - OS GATTAI
Sometimes, death by a thousand papercuts just isn't enough. So, with your five oversouls, combine them into one, more powerful oversoul. You now have an easier time combining multiple OS into a single weapon: A coyote, a buffalo, a turtle, a snake and a condor into silver Totem-cannon? Sure, why not; A lion, a tiger, a shark, a bull and an eagle into an extra-long sword? Easy. Of course, you do need to be able to use simultaneous OS in the first place.

400 cp - Patch Decorative Arts
A technique passed down patch tribe for generations(!!!), by using special tribal decorations—and no small amount of Furyoku— they can form oversouls on the most curious forms, included but not limited to: a giant plane, helicopters, a submarine and a vigilance system, all indistinguishable from the real thing in both form and function to both Shaman and mundane senses. This ability efficiency is further boosted by the 'Patch Works' perk. Of course, the decorations scale in complexity along with the complexity the oversoul would have should it be made the mundane way.

600 cp - The Patch Song
A secret art of the patch and their ultimate convincing technique by singing/hearing this song, those of the patch tribe, usually the priests/officials, eliminate emotions as fear or happiness, morals as good or evil to completely focus on fighting, obtain enough Furyoku to protect the Shaman King. It is a kind of conditioning bordering on brainwashing, but the boost received is more than substantial. Thankfully, you have no obsessive desire to protect the shaman king.

600 cp - The Technique Of Generations.
One of the things you need to realize about the Patch is that they've spent the last several thousand years hosting the Shaman Tournament. And not only are they still here, but they are still strong. If you take this perk, your shamanic powers will receive a massive upgrade, though not in the traditional sense. Instead of having more power, you know more about the power you already have. For your Shamanic Style, you would normally be lucky for them to come with a few years of training. Now, they come with the accumulated weight of knowledge of the Patch tribe… From over the last six thousand years. Sadly, you aren't six thousand years old. Regardless, where the other shamans have one or two years training in their style, you have upwards of a decade.

Mochirei

50 cp - Hitodama Mode (Mochirei Only)
A compact mode for spirits. Reduces your spiritual energy to just above undetectable, and leaves you as a small orb that fits in the palm of the hand. Has a small number of decorations to identify you, like a helmet or miniature sword.

100 cp - Old Fashioned Fighting Spirit
Five hundred year old samurai uses a fighting style that went out of style four hundred years ago. Makes sense, right? As a Mochirei, you know one of those out-of-style styles. Or maybe you found scrolls on it and learned it that way, if you aren't a Mochirei. Point is, you have basically completely and utterly mastered one ordinary martial art style. On the off chance that you're a nature spirit of some sort, then you don't really have an actual style, but you are very good at using your nature powers in physical combat.

200 cp - Memory-dependent image
You really thought Bason was a 10ft tall man that wore inch-thick plates of gold armor while riding to battle? Certain spirits change their aspect after a certain time of being dead. It is an exaggeration of their attributes, product of faulty memory of self; coupled with a form dependent on self-perception. As a spirit this will only reflect the power sets you use here, one dominant theme and maybe some details. Purely aesthetic. As a living human or out of jump this gives you an air or 'aura' according to the design, whether intimidating, majestic, etc, it's up to you.

300 cp - Forced Possession
Different from the fusion, in this one the soul of the spirit subjugates the one of the human, gaining control of the body and a shallow access to their memories. Of course, depending on their strengths, the human in question can resist and even reject the spirit. This manifests as a boost to hypnosis or similar abilities.

400 cp - Elemental Aspect
Usually a spirit would need to undertake a special kind of 'training' to become attuned to nature. With this you can skip the whole process, gaining an aspect of wind, water, fire, earth, thunder, ice, wood etc. Includes a small amount of scientific knowledge around your element, so that you can make more of it using shamanic powers.

600 cp - Conceptual Authority
If a spirit is powerful enough, and has the drive to do so, they can, with time, be mistaken for a god. While it does take an extraordinarily long time, the results are more than worth it. Beyond just the power boost, they also gain conceptual authority over something. It's rather like Elemental Aspect, but instead of 'wood' or 'ice', it can be something like 'death', 'law' or even a still more powerful elemental affinity. Under normal circumstances, this would manifest as attacks of your element failing to harm you, or maybe it would allow you to create a variable OS - 'justice' might allow you to create a number of execution weapons from a single spirit/medium combination. Mind you, this won't make you a god - only give you the affinity.

600 cp - Genius Loci
At the beginning of a jump, you may choose a 'territory' to be your home. When inside this location, you are aware of everything and everyone inside of it, and have the ability to read their surface thoughts and emotions. You can also alter the area slightly, from moving things around with telekinesis to turning cold water hot, or maybe instantly cooking a can of soup. Lastly, you gain a power boost to your Reiyoku, drawn from the ambient magical power. Leaving this territory isn't really *supposed* to be possible, but a powerful shaman may be able to bring you with them, though you will forfeit the power boost. Or you could not be a spirit and just walk out.

Oni

50 cp - Oni Daiko (Oni Only)
Oni are a mass of negative emotions that snowballed until it became sentient. Bigger oni have the ability to “release” these grudges as fully formed oni into their service. Note that as you release them your form will diminish, don’t get surrounded with more than you can fight off.

100 cp - Just A Kid
For an Oni, you can be pretty damn stealthy. When you want to go unnoticed, you can squeeze yourself into a smaller form - a ‘kidmode’ - and hide yourself from most shamans. You resemble a normal human child, though you probably have some form of obvious tell, like horns or something. While in this form, your nature as an Oni cannot be detected. As long as you don’t use any of your Oni powers that is.

200 cp - Stalking Spirit
You gain a natural affinity to hide your presence and sight from others. Even if you were the size of a house you could find a way to circle unsuspecting people in a forest without giving yourself away or appear out of seemingly nowhere. Of course this won’t keep you from being seen by other people, but it is pretty impressive anyway.

300 cp - Smell For Power
You gain yet another sense, this one for detecting anything that can *directly* power you up –say, other, lesser oni to consume, magical batteries to absorb, etc--. As long as it is within five kilometers you will get a feel of its general direction.

400 cp - Purify This
Those monks and exorcists always with their chanting and magic, trying to poof you out of the living world. Who do they think they are? Who do they think *you* are? With this perk you can show 'em'. Not only you become much more resistant to any "purging" or "purifying" attempts against you, if the person trying it on you is not up to par, you can just shove them away, and with a piece of your mind to boot; a painful backlash of whatever they tried on you will hit them back.

600 cp - Super Ogre
As with the Cho-Oni that guard one of the several Hells, you have gained the ability to truly harm - and even destroy - souls. On intent, wounds you make not only scar the body but also the spirit itself, weakening soul-based supernatural power and slowing recovery time. In effect, you can attack the soul itself. And the damage you deal it, while maybe not permanent, simply cannot be shrugged off like nothing.

600 cp - Demons Out
Demons out. This is the last ditch, the final gambit, the Ave Maria. Whenever you are near death, you will start to summon feral oni out of seemingly nowhere. First tiny dust devils, then bigger, then Naka oni, then bigger until finally a Gigantic demon of mist and bones called Black Oni, a true monster of dark energies hell bent on causing destruction. You must remember, these demons do not follow orders. They are not bodyguards nor minions, they are the kill or be killed response, kicking and screaming against whatever managed to put you in the state to need them right now. Endangering your own life to take advantage of this power is a sure way to an early grave.

===== Items =====

General

100 cp / 200 cp - Corpse Collection (free Taoist and Necromancer, discount further purchases)
A small number of dead bodies for use by Taoist practitioners or Necromancers. Each purchase comes with five prepared corpses or 20 cleaned skeletons. The corpses come with a number of Jufu talismans for controlling them. You can also swap out one of the bodies to give the others an animal part, or one of the skeletons for an animal skeleton. For 200 cp instead of 100 cp, you instead gain a supply of bodies in a condition of your choosing. Want a ton of pickled cats? Done. Want a famous movie star who recently suffered an accident? That can probably be arranged, though don't expect anything else special for the immediate future.

50 cp - Battle Outfit
A shaman's state of mind is a cornerstone to their abilities, by accustoming oneself to wearing an attire with certain purpose, their capabilities can receive a small, but considerable boost. Once used it cannot change, even if you are a 30 something with hot pants and a leather vest.

Drop In
100 cp - Paperwork
Legal papers in order; Includes ID, passport, visa, and miscellaneous identifying paperwork appear in your warehouse or in your person. Very useful for those who still need to use airlines. This includes the option for a proper (retroactive) paper trail in every future jump, should you bother to look or try to utilize it.

200 cp - Out Of Context Medium
Due to the way the world works, an object from outside this jump wouldn't function as a proper medium, lacking some fundamental aspect. WIth this, you can import one item into the world, allowing you to use it as a proper medium. Surely you have a spare Excalibur or two lying around, right?

400 cp - Tsukumogami Import
A tsukumogami, also known as 'Spirit of the Artifact' is quite literally, the soul of an inanimate object that was brought to life by the experiences and feelings the object was exposed to for at least a hundred years -or maybe some sort of ritual- these are simple spirits which feel gratitude the owner who took care of them. With each purchase you can grant an item its very own soul. The resulting spirit's power will be along the lines of what the object was to begin with.

600 cp - Spiritual Crafts
The instructions and knowledge to build machinery powered by stored Furyoku, such as the Golem, albeit lesser. In simple terms, robots with SOUL power. Unlikely to break out into the blues. Jokes aside, be wary as these kind of... eat souls… For those willing to pay the price, however, one such machine went on to break free of its builders and become the Shaman King - in other words, take care the same doesn't happen to you, but never doubt the power contained here.

A Normal Family

100 cp - Anon-pedia
The encyclopedia is a student's best friend. And now, It is yours as well. With this you can summon and banish a hefty book containing a great deal of pertinent knowledge of the world you are in. Subjects range from geography and history, to mythology and religion, but this book only covers ‘common’ knowledge. No family secrets for you. As a bonus, no one will question where it came from.

200 cp - M134 VULCAN
As good as many other killing curses. Comes with daily replenishing ammo, a license that says you’re allowed to own a minigun, and the instruction manual. As you probably have no training with it, try not to shoot yourself.

400 cp - Just Plain Showing Off Medium
Okay, what? You want WHAT as your medium? Seriously? Look, a tank is cool. A cargo ship is iffy. A fucking satellite to use as a killsat OS? You’ve got to be kidding me. ...you’re not kidding me. Fine, take your fucking satellite.

600 cp - Family run business
Your family just now happens to be the owner of a gigantic and very successful company. During your stay you will have a near-limitless budget with virtually no oversight from your parents, -assuming you don’t decide to go around buying city blocks on a whim- courtesy of their tight schedule. For other origins and post jump, it means having a bank account with a monthly stipend of 50,000/100,000 dollars.

Shaman lineage

100 cp - Family Support
Either with money, information, connections or resources, your family will be on the lookout for you. If you can contact them, that is. Of course, the farther you are from your “family” the less they will be able to support you. Post-jump, and the standard for Drop In’s, you get a monthly allowance of two thousand US dollars if you’re on the far side of the world. Closer to home this will raise up somewhat, especially if you’re working on some task they’ve set you to.

200 cp - The Sensation Of Death
Empowering one's ability as a shaman is a difficult thing. In order to do so, you, one of the living, must come to understand what it means to be dead. A certain saint accomplishes this by repeatedly torturing herself to the point of near-death and then healing herself, but more established lineages prefer less painful methods. Somewhere near a property that you or your family owns is a cave that is rumored to descend so far into the earth that it touches upon the underworld. Traveling through this cave is equivalent to removing your sense of sight, for there is not a drop of light within it. Meditating upon this place and your ‘missing’ sense is a slow but fairly safe method of raising your power.

400 cp - High Class Medium
An Oversoul is composed of three factors - A shaman's power, a spirit, and a link between them. Any one of these three in sufficient amounts can leave you a force to be reckoned with, but you’ll find it to be most efficient to have all of them at a high level. Thus, you have found yourself in the possession of what can only be called one of a kind treasure. The first sword Masamune ever forged, a bow made by Robin Hood, perhaps even a literal national treasure, such as the grass cutting sword. This alone can empower you, but if you actually had Masamune or Robin Hood… well, you’d probably be the weak link. If you so desire, you may instead have two lesser items. A blade with history, but not in and of itself a famous blade, for example.

600 cp - Foundation of Legacy
A shaman lineage doesn’t last for thousands of years by being mediocre or forgettable, and your family is no exception. You have within your possession a treasure that is quite frankly beyond price. It might be a book of magic such as Hao Asakura’s Chō-Senjiryakketsu, the tome containing all the magic he mastered one thousand years ago, or perhaps it might be a set of mortuary tablets for every single notable ancestor you’ve had for the past thousand years. Regardless of the exact shape it takes, using it is somewhat difficult as there is likely some kind of mechanism to judge whether or not you’re worthy… but passing that trail would grant you it’s full power.

Patch Tribesman

100 cp - Patchworks Silver Medium
As with the spiritual techniques passed down through the Patch tribe, they have also passed down the mediums they use for their Animal Spirits. This set of up to five armor-like pieces serves as a medium for the spirits that guard the Patch families. Specifically, yours. They have an extraordinary compatibility with both you and your guardian spirits.

200 cp - Oracle Bell : The Com-Link Of The Gods (Conditional Free)
Anyone entering the Shaman Fight may pick up one of these for free, but they will be pretty much useless post jump. Basically a cross between a PDA and a scouter, made in a traditional native american style, and somehow powered by ghosts. It doesn't have much functionality, as the Patch are cheap money grubbers, but you can use it as a cell phone. Also of note, if you enter the konami code then it will measure your Furyoku for you. The free version will only measure your Furyoku, but the paid one will measure all your spiritual energy levels.

400 cp - Goldva Premium Coffee Beans & Shotgun
A ten kilogram bag of hand-picked, freshly roasted coffee grains from America that are almost a work of art. Guaranteed to make delicious coffee. Also, they have purificatory and exorcizing properties. Comes with a shotgun to fire them at people with. Bag refills weekly.

600 cp - Missing Continent
Your very own mysterious island in the middle of the ocean. This purchase grants you a map with the location of a continent that does not appear on any other. Passing the seemingly barren ruins there is a cave, down which several enormous plants can be accessed, each representing one of earth's main ecosystems -sustained by mysterious automated technology- by default these are: canyon, volcano, river, grassland, beach, and the deepest one contains a zero-g model of the solar system-. Upon purchase you may swap any ecosystem for another earthly one, should you prefer. No one but those who have seen the map can find this island, those who try, or sail too close will get lost in fog banks and pass through.

Mochirei

Due to not having a 600 cp item, Mochirei may receive a discount on one item from the Patch or Shaman origins.

100 cp - Mortuary Tablet
What on the outside might look like a tiny gravestone, a Mochirei will find that the inside is no different from a five star hotel room. Inside one of these, a spirit can rest and recover its energy, while also making his reiryoku virtually undetectable to the outside world.

200 cp - Haunting place
A local within where you can interact with the living world far easier than anywhere else, allowing to be seen by regular humans. Can be anywhere from an apartment to a bowling alley to a warehouse. Depending on your behavior it may or may not be a bit rundown...

400 cp - Baikai
Before your death, you were friends with a shaman of some form. Afterwards, the shaman took something of yours - a favored coin, a talisman, maybe a finger bone - turned it into a medium for your ghost, and charged it with furyoku. Running out of Furyoku isn't the end of the world, but it does mean that you can't form an Oversoul - or a visible body - until you get a recharge.

Oni

Due to not having a 600 cp item, Oni may receive a discount on one item from the Drop In or Normal Family origins.

100 cp - Tiger striped underwear
A set of tiger patterned underwear. It is as resistant as steel and seems to nullify damage below a certain threshold on the area they are worn.

200 cp - Size changing kanabo
A Japanese weapon. Basically a bat with metal studs. This grows or shrinks in size to be properly welded. You could be an Oni in kidmode, or the Spirit of Fire, and it will still be the perfect size for you to wield.

400 cp - Cho Oni Weapon Import
One weapon that you brought with you into this world has now gained the same property that allows Cho-Oni to inflict pain directly unto the Soul. While this will not truly destroy a Soul, the damage of a direct hit cannot be ignored by any defense save for those that protect the Spirit. Works best in the hands of Oni.

===== Companions =====

Free - Guardian Ghost
Any decent shaman will have a spirit partner, that much you really should have known. As such, you gain a single human spirit as your Mochirei. They have a total of 700 cp with which to buy perks or Reiyoku levels, and must be of the Mochirei or Oni origin. You may treat this companion as a sub companion, and bring them into future jumps without affecting the 8 companion rule IF, and only if you do not import a previous companion into the role. Companions bought via Team Jumper Hotsprings also get one of these, but only 400 cp. You can buy an additional one for 100 cp, however the cp will decrease by 100 each time - the second has 600, the third has 500, and so on, unless it's a companion doing the buying in which case it's less. If you take the Mochirei or Oni origin, this is a shaman instead. For an additional 100 cp, they can be a specific individual from history. Patch do not get a freebie here.

Free / 100 cp / 200 cp - Team Jumper Hotsprings
When fighting in the Shaman Tournament, you need to be in a team of three by the time you reach the Patch village or you are disqualified. Hence, you gain two free companions on the first purchase of no cp, and three with a second or third purchase of 200 cp. That totals out at eight companions. Each of them gains 700 cp to spend on perks, items, and Furyoku. They can be of the Drop In, Normal Family, or Shaman lineage origin. And yes, they can buy themselves a Shaman Eugenics Fiance as a sub companion if they want to. Your teammates can be new companions, or imported ones.

100 cp - Team “The Jumper”
But maybe rather than just gathering up whoever you met along the side of the road, you already had someone specific in mind? Well, so long as you’re willing to pay for it then far be it for me to stop you. With each purchase of this, you may take a canon character with you as a companion. Want to spend the rest of your chain chilling with Yoh, or judging future worlds with Hao? I won’t judge, there are benefits to both approaches. Regardless, as long as you can convince them to come with you then it’s fair game. Sadly this offer is limited to the living, though in an attempt to be fair your new companions will come with their Guardian Ghost as a follower.

100 cp - Shaman Eugenics Fiance
I hope you don’t mind the married life Jumper, because your bachelor days are over. Or, they soon will be. Either as part of the grand Shaman Eugenics Plan^{tm}, or via fiat induced shenanigans, you’ve managed to get yourself engaged to a child of a long long long, very very long, really quite long, Shaman Lineage. Or possibly a Patch. While they may not be the easiest to get along with, you’ll find that they can motivate you to get off your ass and SHOUNEN! like no other. Post jump they’ll mellow out somewhat, but can go full throttle if they feel they need to. They get 500 cp to buy perks with, and one of the Patch or Shaman Lineage capstones for free depending on their origin. Companions bought via ‘Team Jumper Hotsprings’ can also buy a fiance, but the fiance only receives 300 cp. They can be either a new companion, or an imported old one.

50 cp - Billy Anderson
Ah, Billy. Billy here is a man blessed to live in interesting times. He saw a UFO when he was young, he survived giving a ride to the girl of the curve, and he will soon see a man with a giant glowing thumb. Point is, it's utterly impossible to actually surprise him. Merely stand on the side of the road and stick out your thumb, and Billy will arrive to give you a ride. Note that he is not an active companion, merely… Present, in future jumps. And always ready for you to stick out your thumb, whether he's driving a truck, a zeppelin, a pirate ship, or a spaceship.

Variable - Above Average Ghostly Ally
You know, sometimes the ghost of a human just isn't good enough. Sure, a five hundred year old samurai might be a good fighter, but they just don't have the oomph you were looking for. Which is why you can buy one of these if you really need to. For 100 cp, you can buy an animal spirit, such as a horse, an eagle, a fish, or a wolf. For 200 cp, you can buy an 'urban legend', a spirit that only exists because others think they do. Examples include Jack the Ripper, the Red Baron, Sasaki Kojiro, the Headless Horseman - people like them. For 300 cp, you can have a 'legendary beast', a famous animal or monster. Something like the minotaur, Chupacabra, or the Kyuubi. For 400 cp, you can have a 'petty god', or a low class nature spirit. This includes most fairies, or a very obscure god. For 600 cp, you can have a proper god, up to the king of the pantheon, such as Zeus, Odin, or Ra. They are powerful beyond belief, but probably have shit tier personalities. Each of them gets 700 cp to work with, but each rank also starts with a higher purchase of Reiyoku. Animal Spirits get two free, Urban legend gets three, legendary beast gets four, so and so on. Patch gets one free Animal Spirit, and both Patch and Drop In get discounts on everything else here.

Variable - Ghost Of Jumper Past
You want your Guardian Ghost to be… Yourself? Bit of an odd choice. By temporarily removing your access to the relevant jumps, you can turn your former self into a ghost to partner yourself with. They gain however much CP you are willing to give them - and you don't technically have to give them any, as they receive one jumps worth of perks free, the same as if you were a Mochirei. However, if you intend to recombine with them post jump, they do not gain discounts on any of the mochirei perks and items beyond the freebies. If you keep them as a permanent sub companion - or eventually import them as a full companion, then they do get discounts. No abusing them to pick up the entire Mochirei perk tree at a discount.

===== Shamanic schools =====

A shamanic school is a specific style of being a shaman. Early series Yoh merely took Amidamaru and placed him inside the sword, and it worked for the most part, but there was nothing beyond it than that. Now Anna on the other hand, she has her 1080 beads and can do a hell of a lot with them. Effectively, if you want magical weapons, you need the OS perks - but if you want actual techniques beyond that? You need a shamanic style. Doing so will give you a few years training in said style, which will be enough to get by until the Shaman Tournament starts.

Each style cost 400 cp, with Patch receiving a discount on every style, and Shaman Lineage getting one free style. Buying the same style twice will allow you to go from 'a few years training' to 'a decade or two', otherwise known as badass grandparent levels of skill.

Onmyoji
Diviners, capable of using spirits to predict the future, reading the present movement of the energy flow. Masters of this art can use their knowledge to change nature around them.

Oracle
By entering a trance the shaman can perceive glimpses of possible futures from the spirits in the area.

Necromancer
A certain type of European shaman. By using the spirits of the dead and corpses as a medium, it is possible to create extremely efficient oversouls, if not truly strong. The more powerful the necromancer, the more corpses he can control.

Mummy-maker
By procedures from ancient Egypt, a shaman can create mummies to fight in his stead. The extensive treatment the corpse undergoes renders it naturally several times stronger and more durable than virtually any other undead medium, for the same amount of energy. A master of the craft can mummify his opponents mid combat.

Nahual
A Mesoamerican kind of shaman capable of connecting with their 'animal spirit'. This can be used to obtain advice, guidance and in some cases, when the connection is strong enough it allows acquiring characteristics of said animal: the sight of an eagle, the sense of smell of a dog, even the strength of a bear, agility of a wasp or stealth of a panther. Even further the Nahual can 'Transform' into the shape of said animal. Of course they can turn into a few other animals, but nothing truly special will come from them.

Itako
They are Capable of summoning a spirit anywhere, anytime, even after it has passed on.

Taoism, choushi soushi-jutsu
Specializes in controlling dead bodies as puppets via ‘programing’ them with Jufu talismans with various behavioral patterns, while normally stronger than necromancy due to the process the bodies require and the occasional modification, the spirits are normally controlled in a way they only follow one order at a time, inscribed on a talisman, and lack any autonomy. On the flipside, the treated bodies make excellent mediums for their respective spirit.

Witch-doctor
One of the oldest shamanic disciplines, still practiced among tribes and certain modern communities. Its utility ranges from hastening recovery to curing most diseases and even cleansing curses, all through relatively simple rituals using both spirits and reagents. Its only limit seems to be the obviously impossible; limbs cannot be regrown, a severed spine cannot be fixed, and bodies too deteriorated by disease are beyond the practitioners; of course not every shaman is a powerhouse, so one can never know…

Dowsing
European practice. It is based around the use of a spirit, usually a nature spirit, and a particular medium such as a pendulum, dowsing rods, a compass, coins etc. in which the shaman, with the aid of the spirit, can find whatever he is looking for. The shaman must have a good idea of the object of the person and basic methods tend to give general directions, with more advanced shamans capable of narrowing the area considerably.

===== Drawbacks =====

0 cp / +100 cp - Pretty Sure That's Non-Canon
Tell me, the final fight of the Shaman King tournament, do you know how it's supposed to go? Well, what if I told you that you were wrong? For one reason or another, the world has been smooshed together with another version of itself and as such some of the details are… off. Hao has more minions, some of whom are incredibly deep characters that you can't help but like, and some of whom make you question if shamans can actually be terrible people. There are more competitors in general, and more events to be found on the road of life. If this is taken for free, it will merge the worlds together in a pleasing manner - if taken as an actual drawback, however, they will be merged in a rather stupid manner.

+100 cp - Chibi Jumper-chan
During your stay in this world, regardless of your age or alt-forms, your size will be just about three feet tall, with the proportional reduction in physical strength. Don't expect to be taken seriously on first impression alone

+100 cp - Sealed Furyoku, can be taken multiple times
Your spiritual power it's weaker than it should, like a dam sealing away the natural flow of your energy. It will also hamper any progress in its growth by the same factor. With each purchase of this drawback the amount you lose increases, starting with half your energy and moving onto three quarters, seven eighths, and so forth.

+100 cp - Found Your Own Ceiling
For the duration of your stay your power will not grow in any significant way. No matter the training or techniques used, even if apparently successful, all will have a negligible impact on your growth.

+100 cp - The Ghost Whisperer
You seem to attract ghosts with unfinished business. Which is bad because they seem to think it's on you to help them out. At least once every month you will get a spirit wanting you to deliver something, pass some info or maybe catch their killer. And you can't seem to shake them off until they are satisfied. To make matters worse, taking too much to make them leave, more will appear, and they will start sapping at your energy.

+200 cp - No shortcuts
You cannot use meta knowledge to hasten your growth, nor can you 'figure out techniques' by yourself, despite how obvious they would be, you will have to find someone to teach them to you the hard way. Said hard way will usually involve even more life lessons and frustrating training than usual.

+200 cp - All Shamans Are Good People
In this world, it is often said that those who are shamans are good people. And further, that they CANNOT be evil. Some fundamental aspect about evilness prevents them from ever awakening shamanic powers. But still, it can be buried. Buried very deeply. So deep that it's twice as deep as a hole from China to america. I sincerely hope you weren't planning on beating Hao and his goons through some convoluted defeat means friendship method. Because that really really won't go well.

+200 cp - In service
For whatever reason, you have somehow ended up in service to a shaman lineage. Maybe you needed a summer job, and forgot to read the fine print, maybe you are simply a member of a branch family, or an orphan with talent taken in. Ultimately, it doesn't matter. For the duration of your jump, expect to be a yes man to your family. While you can say no - assuming of course that that wasn't the answer they wanted to hear - obeying is such an ingrained activity that it will take all your willpower to do so, let alone follow through.

+200 cp - Three Seconds
The rules for the power levels of a shaman and a ghost can be a bit funky at times, but ultimately they can be predicted. When a shaman with insufficient power tries to Oversoul with a ghost with too much power, the shaman WILL take damage. For every purchase of Reiyoku your Mochirei has more than you, the time you can maintain your Oversoul will drop. Anything less than two more, and this time limit is indefinite. However, at three or more this drawback becomes mandatory, and the time will reduce drastically. At four, you have twelve hours. At five, you have six hours. At six, you have three hours, and so on and so forth.

+200 cp - Anon the 'No, really' friendly ghost, spirit only.
Normally, a spirit would need to have died with an abnormal amount of hate or grief for this, but for some reason you just seem to automatically haunt everything around you. The atmosphere has an uncomfortable chill, sleep will be restless, food will taste bland and spoil faster, water and air will feel 'stale', electronics will malfunction easier, people seems to be more on edge after some time and even shaman without Furyoku to spare will find themselves feeling weary, provided they haven't exorcized you already.

+200 cp - How Small...
Well shit, Hao has taken exception to your existence. Maybe you refused an offer you couldn't refuse, called him out on something, made a batman joke on his back... he wouldn't really go out of his way to kill you, but if you happen to be in the same place as him, expect flash fires. Also, don't expect a nice "afterlife" if things go as canon. Alsooo, while Hao is 'mostly' chill, his merry band of psychopaths aren't.

+200 cp - Wanted for X-secution
The X-laws, a group of X-ceedingly religious X-military shamans, for some X-trange reason got to the conclusion that your X-sistance cannot be tolerated for the greater good, while X-tremely focused on Hao, and refusing to waste X-traordinary measures on you, You should X-pect them to at least try couple of hits should you two be in the general area, even trying to X-tend a hand in peace in X-tenuating circumstances, they would be X- cessively untrusting or even double-X-ing. Due to their military X-periance you should X-treme precautions when dealing with them, lest they become an X-cruciating pain in the ass. While they do act professional when the situation calls for it, a certain member can have quite the hair trigger.

+300 cp -You Got Issues
Be it isolation, a brutal childhood, social rejection, the batman and revenge package, having done things no one but sick people would be proud of, a descent into madness caused by one thing or another, you really need help. Expect berserk buttons, irrational choices and actions, ‘mild’ fixations or obsessions, disregard for important things like self-preservation, mild sociopathic tendencies, among other personal kinks.

+300 cp - Bound, doubled for Mochirei and Oni
If you are a shaman, your mochirei will be bound to a physical medium, the spirit will not be able to abandon the medium for any reason. Because of this, it will be unable to form an OS with any other object, not only that, but since the spirit cannot leave, losing or getting the medium stolen means losing the Spirit. Should the medium be destroyed beyond repair –say burnt to coal or slag—the spirit will cross over permanently, for the spirit jumper this is a game over.
A variant of this drawback – for 300 extra points—the medium is an impractically big structure or machine: a hovel, a huge statue, a bulldozer or a shrine gate. As a general rule, you’d need a truck to carry them around. On the plus side, it’s free, is a wonderful conversation piece, and will stalk you in future jumps.

+300 cp - Night Parade of 100 Demons
Every week or so a large number of Oni will converge at your general location, while you are not particularly their objective, it will not stop them from wrecking the place and harming anyone in the area.

+500 cp - An Army Of Me, Myself, And I
Unlike Hao, you do not possess the might and power of multiple reincarnations. In fact, you possess only one. Your current one, that of the world of Shaman King. However, instead of merely allowing your other selves to float around for the duration of the jump, they have been actively reincarnated as well. Some of your powers may end up as Mochirei, some as Normal Family, or any of the origins, depending on what kind of jump they were from. Regardless, you will have to seek out and befriend each and every one of them. And you can’t leave until you finish.

+500 cp - Jumper Must Die Challenge
You lose everything; powers, machines and the warehouse. You arrive 10 years before the start of the Shaman Fight and must remain for another ten afterwards, which is a problem because if Hao becomes the Shaman King he will kill everything on the planet including you, and that death will count regardless of what you are. He’s a thousand years old, thousands of times more powerful than an average shaman, with a cadre of fanatically loyal, extremely dangerous followers. He cannot be bought, bullied, reasoned, or negotiated with, and if left alone, he will make the world burn

If this drawback is taken alongside An Army Of Me, Myself, And I, you will find the vast majority of your other selves to be on Hao’s side, or at the very least heavily disliking you. And yes, you still need to befriend them.

+500 cp - G8
Hao is set to become the new god of this world. The current god of this world, someone who fought and killed him 500 years ago, finds this displeasing. Normally this wouldn't be your problem as the jump would end before the previous seven gods really get around to fucking with Hao, but now? You're here for an extra twenty years and as soon as the tournament ends they will all find themselves firmly of the opinion that you're now best buddies with Hao, and thus one of the mortals that will need to be eliminated in the Flowers of Maize in order to take back the world from him. As for what that means… Well, basically every shaman lineage that didn't bother with the tournament is about to be on your ass, and they have some truly absurd techniques that break some of the known rules because they literally run on a different version of reality.

As something of a consolation prize, if you manage to survive this then you can take one of Team Hao's "allies" with you for free, including Hao himself in all his kingly power, or even one of the previous kings that chose to side with him - those being Jesus of Nazareth and Siddhartha Gautama.

===== Outro =====

Well, you're done here and that's that. If you did your part or just took a vacation, good going. From this moment all drawbacks are removed and you are given three options:

Return To The Great Spirit
No place like home

Linger On
It seems you have found your best place in this world. Maybe it's knowledge that your friends never really leave or just the food. Either way your jumping days are over and you stay in this universe.

Resurrection
It was a good stay, but more awaits your journey has not ended yet. Time to move on.

Le random notes
Furyoku, or ‘spiritual power’ is rather vague, but for all intents and purposes it is a magic based system used to perform the various religious rituals and techniques. Reiyoku is basically a willpower based system used by ghosts to force themselves to have an effect on the world. When combined, they create an oversoul.

It can be dangerous for a shaman to use a high class spirit if they do not have enough Furyoku. Metaphorically speaking, Furyoku is like a bridge, and Reiyoku is a truck driving over it. If you can’t handle the strain, you could potentially die. On the other hand, there is no penalty for a high class shaman and a weak spirit.

For a comparative view,Yoh (Protagonist) had approximately 250 Furyoku at the start, enough for a ‘basic’ OverSoul. In the last Arc he had over 100,000. Your starting Furyoku is 2500, about ten times as strong. This is not an oversight.

Furyoku can be trained, but not in a traditional shonen manner, or at any great speed. By experiencing death, such as sensory deprivation or near death experiences. Due to jumpchains nature, you cannot use 1up perks to gain a boost by dying and then climbing out of hell. The shaman lineage capstone is the exception, as that is exactly what is designed to do.

However, to compensate for this, every jump after which a non-drop in background is taken will provide a small boost to your Furyoku, in a weakened imitation of Hao’s reincarnation.

It’s Gotta Be Magical: In jump, an OS is effectively invincible against technological or ordinary methods of destruction. Post jump, this is no longer true. The perk is designed to allow you to keep some, but not all, of that effect.

Unorthodox shamanism: Basically this. You get more margin of error in ‘spiritual’ stuff including some forms of magic. Just like Constantine can make a protective circle with the words “Fuck Off” you too can get away skimping on the ritual or botching a word or two in a spell.

Neo Shamanism: this basically lets you make stuff like the ‘Angels’ the X-Laws used. NO, you won’t be making giant stuff yet. They had Luchist and the Maiden for their angels, you have yourself. The reason is, the furyoku cost escalates according to the ‘power’ of the machine (along with its history, specs, and a lot of stuff really) so if you actually tried to bring about a spirit for the ‘Light of Terra’ you would die two seconds into the process. That is why there’s an option to uplift stuff to have its own spirit, so you won’t cause yourself a soul- aneurysm trying to spirit-ize that galaxy-type supercomputer. Conversely, be aware that this also means the reiyoku of the spirit also escalates, so even if you bought a soul for the giant space-ship, you still wouldn’t be able to use it as OS material.

Technique of Generations: this is not a straight knowledge boost, suddenly dumping 6000 years worth of shamanic knowledge into your head. Instead, this is supposed to represent near complete mastery over your chosen style, as well as a decent amount of knowledge on others.

Dead Zone: Dead zone is designed to completely shut down ghosts, and will not work as well against other magic systems. Subsets of those systems, if they include poltergeists or other ghostly things, will get hit with full force.

Reiryoku: Spirit power for ghosts. It basically means how much “mass” a spirit has.

Mochirei:Guardian spirit, companion spirit.
Oversoul: A spirit channeling through a physical means. Oversouls are built and maintained on the Shaman’s Furyoku; if they are broken, all the Furyoku used to create them is lost. On the other side, if the O.S. is turned down by the shaman, the (most) of the Furyoku returns instead of dissipating.

As for what do Tsukumogami do: pretty much the same as the original thing but with more magic stuff. Weirdly long battery life/fuel efficiency, strangely higher processing power/speed that it should. All around, they make stuff better; limited self-awareness, if you OS a cell phone it will do what you say even if there is no ‘SIRI’-like program, the camera may have a freakishly long range, it might make calls for free, tap other phones; As for cars? Spoiler: The angels the X-Laws use are Tsukumogami of exotic cars (with some light spirit on them). For comparison, while the Spirit of Fire, a thousand-year old elemental spirit had a Reiyoku of 300,000, the spirit of an old tank, Azazel, had a reiyoku of 470,000; So strong his human partner could only OS enough for one attack. All in all, this option like the others is not really the ‘directly offensive’ kind, you could oversoul a chainsaw or a baseball bat but it mostly just save you having to find a compatible spirit.

When in doubt, logic. I'm getting a Tsukumogami importing the possessed car in a horror movie jump, hooking it with twice the power of the X-Laws angels and giving it the fire affinity just to make it snazzy.

The Gobosei: The five points of the star of destruction represent the elements of the eastern world, they also enclose the gobosei. The gobosei is capable of manipulating the elements and making simple things very powerful. The magic is based on the knowledge of nature. It is also capable of controlling spirits, even making demons into demigods.

The spirit system can be compatible with stands, AT-fields, Soul resonance, etc. just putting Furyoku in the ability that utilizes souls/spirits.

As a general rule, ghost-buster’s-esque tech works here, same as other exorcism methods. Stands can also interact with spirits in this world.

The Furyoku and reiyoku are the power of the shaman and the spirit; by acting together they are combined a shaman is fueling how much can a spirit affect the world that’s why it’s no matter when the Furyoku is larger than reiryoku, but it is dangerous to use spirits stronger than the shaman, as it would be like trying to cross a timber bridge with a truck loaded with bowling balls.

If you take the Mochirei origin then at the end of the jump, if you go on, you will lose the spirit traits that make ghosts indestructible. You gain your spirit form as an altmode, and if your future jumps have methods of destroying the soul, you will be subject to them. You will be unable to become a proper shaman, but you will be able to effectively force yourself onto others with sufficient power, creating an Oversoul.

Participating in the Shaman Fight is all right. Winning the SF if all right. Fusing with the Great Spirit will be taken a wish to remain instead of disqualification by death.

The Oni is not a spirit per-se, it behaves like a sentient OS, that is yourself.

Chimimōryō: wandering spirits that have forgotten their own appearance.

Goryoushin: special type of spirit employed by onmyoji to guard them against oni and other spirits who would seek them harm. (tamed oni?)

Gonryoue: Spirits who guard other spirits

Oni:spirits full of hate and revenge that increases overtime. They continuously collect and gather venomous thoughts and hence slowly take shape. An oni is a mass of grudge and resentment; they become a mass because they can't attack anyone with their grudge and resentment. (Oversouls of their own)

Naka-oni:108 worries or hopes?

Oh-oni: 1080 worries or hopes at the same place

Only ghost/spirit compatible things can affect O.S.'s, which means that it is quite assured that Hao is an actual, serious threat that can only be fought with spiritual means.

Inner Furyoku: Furyoku stored in a "battery" can be used to supplement a shaman's Furyoku in order to work with spirits stronger than himself.

Angels: apparently luchist invoked some beings of light and fused them or something to the Tsukumogami of super-/exotic- car's Marco used to sell. They apparently do have the power harm souls from the original 'angels'

For a comparison, Amidamaru, the protagonist's Mochirei; a feared human samurai a couple hundred years old, had a starting reiryoku of ~500. In the final arc his reiryoku was little over 2,500. Hao's Spirit of Fire, one of the most if not the most ancient fire elemental spirit, had a reiryoku of 300,000.