

Forbidden Siren Jump Chain Version 1.1 by Atma-Stand/Wandering Shadow



Foreword

So... Nobody can get away... Huh... Hehe... HAHAHAHAHAAAAH!!!!

You weren't supposed to come here, Jumper. You weren't supposed to have interfered... but you did. Your mere presence disrupted the carefully laid plans and rituals set forth by those far more knowledgeable than you. This wasn't the first time such an interference occurred. There were two known prior incidents. One was a massacre in 1938, and the other was an Earthquake in 1976. Both of these tragedies revolved around a failed ritual. You begin to hear screams in the dark, almost human, yet... changed in an indescribable and terrible manner.

Or maybe your situation was different. Perhaps you were on a boat, just a simple fishing vessel caught in a terrible storm. In the chaos, you lose consciousness, and when you next wake, you find yourself on an old, isolated island. Your only company is the sound of the waves lapping against the stone docks. As you try to get your bearing, you see something. A shadowy mass of something avoiding what little light is present.

Regardless of where you appear, know this is a universe of distorted time that there are fates far worse than death. Please take these **+1000 Character Points**. You will need them.

False Realities

Unlike other Jumps, Forbidden Siren doesn't have locations in the traditional sense. Rather, what it has are false copies of places in the real world that humans are pulled into. These False Realities are perfect replicas of either Hanuda Village or Yamijima Island, surrounded by an infinitely expansive sea of Red Water, ensuring that one cannot physically escape.

1. **Hanuda Village: Original Translation** – In 2003, several individuals went to a remote village in the mountains of Misumi County, Japan. Shortly into the night, a ritual performed by the local religious group, The Mana Religion, failed. The ensuing effect of this failure dragged the Hanuda Village of 2003 into another reality and merged it with its 1976 version, all to the sound of an air-raid siren. As the siren fades and silence descends, you find yourself on the outskirts of the village and can't help but notice how the water has turned a deep crimson...
2. **Yamijima Island: Original Translation** – In 2005, a small fishing boat made its way out to the abandoned island of Yamijima. During the trip, a violent storm suddenly rose up, capsizing the ship and even downing a JSDF helicopter that was in the airspace. As you find yourself on the shores of this island, you can vaguely hear shouting in the distance and ephemeral shapes moving through the darkness.
3. **Hanuda Village: New Translation** – In 2007, an American film crew made its way into the remote village of Hanuda at the behest of an unknown financial backer. While there, they became witnesses to a ritualistic murder and the ensuing chaos that soon followed. Time has begun to warp in this False Reality much more considerably than in its previous incarnation, and not everyone is how they seem.
4. **Yamijima Island: Alternate Translation** – In 2006, Yuki Amamoto arrived at Yamijima Island with her father and younger brother. While there, she notices the strange and unsettling looks the inhabitants give her, as well as the warnings of the Siren. A woman in a red cloak can be seen watching with an unsettling calmness throughout these encounters.

Origins

Due to the highly varied nature of the major characters' backgrounds and the similar circumstances that they find themselves in, there are no dedicated Origins for this Jump.

In addition, due to the multinational nature of the cast for one of these False Realities, you may choose to have your nationality be either Japanese or American. If you desire, you can flip a coin for this choice and receive **+100 CP**. This will grant you a comprehensive understanding of that nation's language at the cost of forgetting the other nation's language. This may seem like a weirdly priced option; however, during the events of the Hanuda Village: New Translation, a language barrier issue was a considerable issue for the survivors. One that had far-reaching repercussions.

Age and Sex Options

You may freely choose your gender, and your age can range from 18 to 52 years old.

Perks

The following perks cost 100 points unless otherwise stated. In addition, you get 5 Siren Tokens. These can be redeemed to get anything you want here for free. Certain perks that can be bought here can be **purchased multiple times**. Doing so provides an additive bonus.

- **Sight Jack (FREE)** – An ability that most, if not all, individuals who find themselves in these False Realities develop is the ability to Sight Jack. This allows them to tune their vision towards others and see through their eyes as if they were their own. This ability can be applied to all beings, whether natural or supernatural. In addition, you will hear what these Sight Jacked individuals hear and see which individuals will be friendly or antagonistic towards you. Several colored crosses will display this. You will be represented by a blue cross, allies by a green cross, and enemies with a red cross.
- **Career Options (MULTI)** – Choose a career. You get several years' worth of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

- **Weapon Proficiency (MULTI)** – You have an understanding of how to use specific weapons or tools to defend yourself. These can be anything from tools, bladed instruments, pistols, etc. Also, should you purchase this perk multiple times for the same weapon type, your skills with it will greatly increase.
- **Mythological Study (MULTI)** – Before coming here, you developed an interest in mythological and occult studies. This study has allowed you an additional degree of insight into the more supernatural aspects of the world. Each purchase of this perk will grant you a deep understanding of a specific culture's mythology or occult practices. This perk will default to Sumerian mythology.
- **Strong Athlete (MULTI)** – Before you came here, you had a past of excelling in a chosen sport. Because of this, you'll find that your physical stamina and capabilities have increased by a fair degree. While each additional purchase will give diminishing returns on the physical boosts, having experience with certain sports may give you the edge in certain situations here.
- **Trap Setter** – You have an intuitive understanding of how to effectively create and place items that can be used to trap enemies. These can be for enemies patrolling the areas you are currently in, planning ambushes, or securing an area you wish to protect. When trapped, any enemies caught will take aggravated damage from any follow-up attack you use against them.
- **Beacon Of Trust** – In these horrific situations, people will naturally be frightened and unsure of what to do. It would be helpful to them should there be someone that they could trust in times like these. That's where you come in. In situations where horror abounds, and death is everywhere, people begin to trust you and turn to you for guidance and wisdom.
- **Good Natured** – Before coming here, you very well could have had a rather negative reputation. Maybe it was something in your past, a recent action (performed or at the very least presumed), or perhaps it's the way you look and carry yourself. Despite all that, people can tell that you are a good-natured person and are willing to hear you out when you try to convince them of important things.

- **Secondary Objectives** – Regardless of which False Reality you choose, a mystery will always impede your progress. Perhaps it is a locked door or a particularly vigilant enemy. Whatever the case, you will receive somewhat obscure hints telling you of actions that should be performed to progress forward. More interestingly, upon completing certain actions, you will be notified of how those actions allow others to move forward on their own, provided that their actions are just as beneficial to you as yours are to them.
- **Auditory Alert** – Within these False Realities, there are many beings that seek to do you harm. When entering into the range in which they can audibly and visibly detect you, you will hear a low and unobtrusive droning noise. When you are detected, your vision will briefly flash red, and the droning noise will rapidly increase in pace. The effect will cease when you either leave the enemy’s detection range or eliminate that enemy.
- **Full-Movement Crouch** – Crouching is a great way of minimizing your physical presence when sneaking around these False Realities. Unfortunately for most people, crouching greatly hampers one’s movement speed. You are not most people, however. When crouched, you will retain full movement speed up to the level of light jog without making additional noise.
- **Perspective Swap (-200 CP)** – Perspective is a curious thing in this universe. For example, when you Sight Jack, another being, there is a high chance that you can see yourself through their eyes. Wouldn’t it be better if you could do this without Sight Jacking? Well, now you can! On command, you can pull your vision around yourself by several feet and move without issue. This may not sound like much, but this can help greatly in seeing what is around corners.
- **Latent Psychic - Sense (-200 CP)** – You had seen something before coming here. You’re not sure what it was exactly, but you knew it was traumatizing. This experience had awakened a degree of psychic power within yourself. This power isn’t something to boast about. It allows you to understand the supernatural and see through their illusions and deceptions through your five senses. For example, if you encounter something like a dove or simulacrum, you will notice a strong smell of fish coming off of it.
- **Awakened Psychic - Book (-200 CP)** – From a young age, you developed a small degree of psychic power. Not enough to be a threat to anyone or anything, but enough to make a living. See, you are a bit of a seer, using Tarot cards to read a customer’s future and using your psychic abilities to get a read of a person's character. Your tarot readings will always be accurate, and the readings you get from a person will not mislead you.

- **Monstrous Pursuits (-300 CP, Two Tokens are Required To Take This For Free)** – You didn't want to be a monster. That was never your intention. Unfortunately, that decision was out of your control for a long time. That being said, you are exactly aware of how monstrous you can become, and you can easily remove yourself from the morality of your actions. By doing so, you can make marked pursuits into studying the supernatural, how to combat it, and how to safely study it.
- **For Oneself (-300 CP, Two Tokens are Required To Take This For Free)** – You had said you didn't want to be a monster. Well, maybe you'll get the chance to change that. See, you have the conviction to do what must be done, but not the pure intent. In this Jump and Jumps beyond this, you will encounter an individual with the pure intent to help those around them, but they lack the will to do it. Should they die, whether by your hand or by others, their intent will merge with your will, giving you insight into turning the tables against the horrors that roam this Jump and others like it.
- **Warrior's Spirit (-300 CP, Two Tokens are Required To Take This For Free)** – The False Realities of this Jump have a way of breaking people. You, though, not so much. For within you, a warrior's spirit has awoken. This dramatically heightens your willpower and makes you far more resistant to the influences of the dark powers that inhabit either Hanuda Village or Yamijima Island. In addition, you will find that the angrier you become, the clearer you will begin to think. I'm sure that with enough time and effort, even the greatest of foes here will learn to fear your resolve and fury.
- **Memory Jack (-400 CP, Three Tokens are Required To Take This For Free)** – Your Sight Jacking capabilities have evolved in a unique way. With some concentration and an item of importance, you may be able to see through an individual's eyes from the past. This will allow you to see information or an item that can help you in the present. Unlike Akiko Kiyota, you will not have to fear the threat of strong memories overtaking and consuming you when using this ability.
- **Mind Jack (-400 CP, Three Tokens are Required To Take This For Free)** – Your ability to Sight Jack has changed into a more... sinister version of itself. When Sight Jacking a Shibito, Yamibito, normal people, and animals, you may take direct control of their bodies and use them for your own purposes. That's not the full extent of it, though. Mind Jacking utilizes your physical stamina when in use, and should you have enough, you can Mind Jack, the progenitors of the Shibito and Yamibito themselves. Unlike the possibility with Ikuko Kifune, you may use this ability without fear of being influenced or overtaken by the wills of these creatures yourself.

- **Infernal Sight (-400 CP, Three Tokens are Required To Take This For Free) –**
You... shouldn't have this ability. You were not born of the Kajiro, after all. Regardless of how you developed it, you share the same ocular-based abilities as a post-death Miyako Kajiro. This upgrade to your Sight Jacking provides you with two unique abilities. The first is that even in the darkest locations, you may be able to see the spiritual signatures of beings around you and a new yellow-colored cross marker designating the optimal path of where you need to go. The second is that should a being obscure themselves from normal vision, like Datasuhi/Kaiko, your eyes will still be able to see them, no matter how much they attempt to hide themselves.
- **The Unbound Serpent (-600 CP, Four Tokens are Required To Take This For Free) –**
– Time is usually a concrete concept. There are beginnings, and there are ends. However, in these realities, time can be bent back on itself, turning it into a loop. Most individuals are unaware of this, and despite their best intentions, they will fall into the same actions that create these loops. You, though, you're different. You get a feeling of when a time loop is being created and an understanding of what subtle actions can be performed to maintain the expected series of events and break the loop entirely.
- **An Unknown Ocean (-600 CP, Four Tokens are Required To Take This For Free) –**
To the depths she descended, and from the depths she attempted to return, only to be banished by the light once more. History is fond of repeating itself, but it allows room for change. You've embodied that concept through your very actions, for when you slay or banish a being of primordial evil at one point in time, time going forward reflects this. Actions this being and its offshoots would have performed cease to be, and those wounded or harmed by them would go on to live their lives in new ways without their influence.

Items

All Items found below cost 100 CP unless stated otherwise.

- **Flashlight (FREE)** – A common enough flashlight found in most convenience stores. While the light it produces isn't the greatest, you'll never have to worry about the batteries dying on you. That may seem like a good thing, but beware, as a light in the darkness can attract unwanted attention.
- **Umbrella (FREE)** – A simple, black umbrella. While its intended use is to protect someone from the rain, it can also be used as a last-ditch self-defense weapon. Please be aware that this umbrella is incredibly weak and will not do much in the way of harm. Curiously though, it does also do a great job of shielding you from unwanted sources of light...
- **Hand Tool** – A simple tool commonly used by the people living in the False Reality that you find yourself within. While not all that special, this is a tool that you can adequately defend yourself with. Not only that, but you can also use it to solve environmental puzzles that you may encounter during your time here. Because you purchased this item here, it cannot be broken or require additional maintenance.
- **Local Delicacy** – A pot that is either cool or warm to the touch, depending on your mood. In this pot is a dish considered commonplace in either Hanuda or Yamijima. This can either be a version of Morioka Reimen called Hanuda Noodles, which replaces the standard Kimchi with Strawberry Jam, or Yami Nabe. Yami Nabe is a hot pot meal combining sea and mountain ingredients. Just be sure to remove the Yami Akebi fruit from it if you don't want your stomach to hate you the following day. Regardless of which specific dish you choose, either choice can be called forth every twelve hours.
- **Bottle of Sake** – A bottle of high-quality sake that seems to come from a local distillery. By itself, it can act as a good way of relaxing. It can also act as a lure to trap Shibito and Yamibito. This can be done by breaking the bottle against a surface and leaving the remains. While this may seem like a waste of good alcohol, a new bottle can be summoned every hour.

- **Old Revolver** – It seems that you carried some heat into this situation, didn't you? You have in your possession either a Nambu M60, Colt Detective Special, or a Type 26 Revolver. While seemingly ordinary, this revolver never needs to be reloaded nor be maintained. While that seems like a boon, understand that nothing here stays dead for long, and these revolvers are not powerful sidearms.
- **Key Ring** – A seemingly ordinary iron key ring that you can quickly hook keys onto. By itself, it is not very special. However, when you begin to hook keys onto it, the key you most need at the present time will always be available to you.
- **Smoke Candle** – A set of Type 94 Smoke Candles used by the JSDF. When used, they produce a heavy cloud of smoke that will obscure the vision of any being caught in it. In addition to that, the smoke produced by these candles will cause a degree of panic to set in with otherworldly creatures, allowing you to maneuver around easily and either avoid them or ambush them. Upon purchase, you will find four smoke candles on your person, and your stock will be refilled every six hours.
- **Two-Handed Tool (-200 CP)** – Maybe a hand tool didn't make you feel safe enough. Perhaps you wanted something with more reach and power. Well, say no more. By purchasing this option, you will receive a two-handed tool or weapon that was present in either Hanuda Village or Yamijima Island. These may include shovels, wood-cutting axes, sledgehammers, pickaxes, and even a spiked baseball bat!
- **Hunting Equipment (-200 CP)** – When scrounging for anything to protect yourself better, you discover a dilapidated shack. Upon entering, you realize it belonged to an old hunter. Where that hunter went is not your concern, but what is the equipment they left behind. You have found a somewhat dated hunting outfit and an old bolt action rifle. The rifle can be either the standard or carbine version of the Type 22 Murata or Type 38 Arisaka or a Double-Barreled Shotgun in either full-length or sawed-off style. Similarly to the previous weapons, these do not require maintenance or additional ammunition. Please be aware that in the case of the shotgun, you will still need to reload them after every two shots. Don't worry, you'll always find two additional shells on your person. You'll also notice that when wearing this older hunting outfit, your physical profile and noise are greatly reduced, allowing you to more easily sneak around the various Shibito or Yamibito that patrol the area.

- **Universal Key (-200 CP)** – A set of keys that correspond to the various trucks found in either Hanuda Village or Yamijima Island. Unlike standard truck keys, this set can be used on every non-commercial truck you manage to find and can start them without issue. Having ready access to trucks can be extremely useful when you desire to move quickly from one location to another or decide to partake in some vehicular slaughter.
- **JSDF Equipment (-300 CP, Two Tokens are Required To Take This For Free)** – It seems that there was an unscheduled training mission that met an untimely end above your chosen False Reality. Whether you were a part of that mission or merely scavenged the equipment before the dead soldiers reanimated, you have come into possession of a JSDF uniform and rigging, as well as your choice between a Howa Type 64, Howa Type 89 (Standard or F Variant) rifle, or Minebea PM9, and a Minebea P9 handgun. Similarly to the previous weapons, these do not require maintenance or additional ammunition. However, just because these are more powerful weapons does not mean that they will keep the Shibito or Yamibito down for long.
- **THE BUSTER!!! (-300 CP, Two Tokens are Required To Take This For Free)** – This is something far more modern, relatively speaking, than what would normally be found in either Hanuda or Yamijima. A portable CD player with connected headphones and a disk already loaded is in your possession. This disc plays one song, **THE BUSTER!!!** When played, you will notice two effects. The first is that regardless of whether you have the headphones plugged in or not, the song played on this CD player can be heard by all in a general area around you. The second is that you and any individual you designate as an ally will receive a boost to their morale and willpower, while those who you consider to be your enemies will begin to feel fear and panic as the music plays.
- **Meteoric Mirror (-300, Two Tokens are Required To Take This For Free)** – A highly reflective mirror created from a mysterious black stone that can be easily held in your hand. Upon gazing into it, you will not notice anything particularly special, just your reflection. When using it to capture the reflection of others, though, it will reveal the truth of the being. For most, it will only show them as they usually are. However, when used on an individual of a more supernatural nature, it will reveal their true nature. For example, if used against a being like Datatsuhi/Kaiko, it will show them before your eyes despite their attempts to obscure themselves from sight.

- **Blank Mekkoju (-400 CP, Three Tokens are Required To Take This For Free) –**
This is... odd. In your possession, you have found a strange, gnarled branch with a blank board nailed to it. It almost feels weightless when holding it, like there's nothing in your hands. Its true use, however, is more substantial. When a name is carved into the blank board, it can be stabbed into the individual to whom the name belongs. Doing so will cause the branch to consume their life force and grow into a small tree, killing them in the process. By killing this enemy in this way, the branch will free souls and prevent their resurrection from the curses and spirits that haunt these False Realities. After it is used, you will find a new branch every twelve hours.
- **Eternal Shield (-400 CP, Three Tokens are Required To Take For Free) –** In the Original Translation of Hanuda, Dr. Miyata came into possession of two clay statuettes. One, bearing the symbol of a sword, was given to Kyoya Suda, while Dr. Miyata, disguised as Fr. Makino, kept the one bearing a shield. The use of this statuette would claim his life and be lost in the blaze, but you've come into possession of it somehow. Unlike another item that will be discussed later, this Uryen serves one purpose. It can create purifying flames that will release those trapped by curses of all kinds. Unlike with Dr. Miyata, using this Uryen will not take your life, but it will greatly weaken you.
- **Spider's Thread (-400 CP, Three Tokens are Required To Take This For Free) –**
One of the inciting causes for Mother's awakening in Yamijima Island was the construction of a massive pylon on sacred land. While I'm sure the foibles of land rights aren't much of a concern to you at the moment, the pylon may still be of interest. In the False Realities, you will see this pylon reflecting the true reality. Climbing the pylon, will allow you to escape these False Realities regardless of whatever curse would normally keep you there. Be warned, however, that everyone else can see this pylon, too, and certain beings would love nothing more than to return to the true reality. After this Jump, this pylon will appear once per jump or once every ten years.
- **Hanuda Village (-600 CP, Four Tokens are Required To Take This For Free) –**
Located in the mountains of Misumi County, this reclusive village served as the birthplace of the Mana religion and the resting place of Datatsuhi/Kaiko. You have received a copy of the eponymous village surrounded by a veritable sea of Red Water. While roughly twenty years behind the times in terms of products and technology, it can still easily accommodate those who choose to resettle it. You will find that this village encourages an incredibly efficient sense of self-sufficiency and community. Furthermore, in the depths of the village, you will find the Inferno's Mirror Pool. This triangular, crimson pool acts as an excellent catalyst for ensuring successful rituals.

- **Yamijima Island (-600 CP, Four Tokens are Required To Take This For Free)** – Known as The Island of Darkness and located off the coast of Japan’s home islands, this remote island was populated by a rather insular group of people. These people developed unique practices to ward against various evils of the sea before their disappearance in 1976. You have received a copy of this island connected to your warehouse by a door leading out from the pylon tower base. When settled by followers or individuals you have brought in, you will notice that they will combine their various beliefs and customs to create suitable means of combating beings from the darkness. Furthermore, should you consider taking the Mekkoju walk, you will encounter scattered branches of the Tree of Nothingness along the path, waiting to be named.
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Modes

The following modes will allow you to combine this Jump with other Jumps in one of two ways. Should you desire to utilize this option with the Siren: Bloodcurse Gauntlet, then you will reduce your starting CP to 0, cannot use points gained in this document for the Siren: Bloodcurse document, and must choose Hanuda Village: New Translation as your False Reality.

- **Supplement Mode** – You can use this jump as a supplement and attach it to another jump.
- **Crossover Mode** – Import another jump of your choice. You’ll fill out the jump document, keeping the point totals separate. This and the other setting(s) you selected will merge into one.

Companion Options

All Companions cost 100 points unless otherwise stated. You may even choose either of the seeing-eye-dogs present in these games.

- **Recruit Anyone** – Free! Anyone you want to recruit in this world can join you as a companion if they agree. This is a perk you can use in future jumps.
- **Import** – You can import all your companions, and they'll get 600 points to spend. They also get the 5 Template tokens, the same as you got.

Scenarios

The following section describes specific scenarios that a Jumper may want to take if they want a direct hand in the events of their chosen False Reality. Any items gained from completing these scenarios can neither be destroyed nor require maintenance. Additionally, should they be lost or stolen, they will reappear in your warehouse after three days.

JSDK (Occurs During Either Hanuda Village Original or New Translation) – Mysterious Village XX! In 1938, a bizarre massacre occurred in a reclusive mountain village in the mountains of Misumi County. You had developed an interest in it and eventually went to the village for one of two reasons, depending on your False Reality choice.

- Should you choose **Hanuda Village: Original Translation**, then you simply took the train to the nearest station and made your way out there via bicycle.
- Should you choose **Handua Village: New Translation**, you began to receive a series of emails from a Sam Monroe, badgering you into heading to this village while claiming that there is a damsel in distress.

Regardless of the means through which you were drawn here, you will bear witness to a failed ritual and subsequent murder. Fleeing from the scene, you feel a sudden and sharp headache before hearing the sound of someone rapidly approaching you and crying out, “There’s no use!” You will receive the following rewards for taking the place of either Kyoya Suda or Howard Wright and completing the scenario:

- **Perk Reward – The Stolen Fruit** – During the Original and New Translation, the slayer of Datatsuhi/Kaiko was given the blood of the destined sacrifice, Miyako Kajiro. Since you have taken their place, the blood of the Kajiro clan will now flow through your veins. This gift has given you several beneficial abilities. The first is that you are utterly immune to all manner of curses, like the one exhibited by the Shibito, as well as the Red Water/Blood Water. Not only could you freely take in and bathe in the Red Water without issue, but you could also pass this immunity onto others through a simple blood exchange. The second is that you now share the same agelessness as Hisako Yao/Amana, and your descendants will not suffer the deathless state that the Kajiro clan suffers from. Whether it be your descendants or an individual that you gave blood to, they will normally age or de-age until they reach the prime of their life and remain at that physical age.
- **Item Reward – The Swords of Eternity** – Walking out of the Inferno, you managed to bring with you a pair of weapons bearing great power. The first is the Kajiro clan sword, The Homuranagi. This sword has been imbued with the heavenly flame of the mysterious entity known as the Kiruden. The second is an object known as the Sword bearing Uryen. Appearing as either a clay statuette shaped like a man or a black metallic cube, this item can generate extremely powerful and purifying flames by either focusing them on a single spot or calling down a rain of fire. Both weapons have the power to permanently kill the Shibito and the Yamibito, as well as their progenitors. Unlike their original counterparts, neither of these weapons require the wielder’s life or the Kajiro blood to safely use. However, you can re-enable this effect as a security measure against those who seek to steal these weapons from you or those you deem worthy to wield them.

Mermaid's Tear (Occurs During The Yamijima Island: Original Translation) – A few hours ago, you thought you were the luckiest person in the world. Your trip to Yamijima Island was provided by none other than famed romance author Shu Mikami. Then something happened. The sea began to turn incredibly perilous, and you couldn't help but feel as though something large had passed by the ship. You hear a scream from the deckhand in the back, and opening the door, you see that the sea has changed to a blood red. Before you can help them, the boat capsizes, and you and all the inhabitants are cast into the sea. Waking up on Yamijima Island, you look around for anyone to help and only come upon a walking corpse and a woman afraid of the light... She eventually asks that you help her free her Mother, and between your good nature and desire to know what happened at Yamijima Island, you agree to assist her. For completing this scenario, you will receive the following rewards:

- **Perk Reward – Lost Convergence** – As the False Reality of Yamijima Island collapsed in on itself in the wake of the defeat of Mother and Otoshigo, the survivors found themselves on the island's outskirts. While they were aware of the events that they had personally witnessed and their own pasts, they were unaware of the wider repercussions of their survival. Because you temporarily existed in three points of time at once, your relationship with time has been altered. The principal expression of this is that you are aware of the shifts in a timeline and will not lose your memories of what originally occurred. In addition, you will become aware when time is being manipulated around you.
- **Item Reward – Annaki Remnant** – Taking the form of a Claw, Fang, or Horn, this fossilized remnant of a being long since deceased initially seems harmless. In your hands, however, it will transform into a primal sword that shines with the light that banished darkness. This weapon has the power to permanently kill the Shibito and the Yamibito, as well as their progenitors. However, unlike the previously mentioned Homuranagi and Sword Uryen, the Annaki Remnant can also effortlessly banish darkness in all its forms. This allows you the ability to shed light in a world enshrouded by darkness, both natural and supernatural.

The 4th Siren (Requires Choosing The Yamijima Island: Alternate Translation) – Unlike the previous scenarios where you take the role of the main characters, this scenario calls for you to act on your own and solve the mystery behind the individuals who here the ephemeral siren. These individuals are driven into a murderous rage upon hearing the siren of Yamijima Island four times in the night. To compound the issue, there have also been sightings of a woman in a red shawl being seen around those who can hear it. For completing this scenario, you will receive the following rewards:

- **Perk Reward – Still Mind** – Yuki Amamoto suffered from the idea that her late brother was with her at nearly all times and further fell victim to the murderous impulses brought on by the siren of Yamijima Island's pylon tower. You do not suffer from this. No, your mind naturally works its way through your mental trauma, bringing you to a state of stable acceptance and peace that would be envied by those in the medical field and beyond.
- **Item Reward – Siren Antithesis** – Upon discovering and ending the cause of the Altered Translation's siren, you will discover a unique hank crank air raid siren in your warehouse. Upon further inspection, you will see that the siren is covered in symbols of an unknown language. When used, mental influences that may be present in the minds of those who hear it will be drowned out and destroyed by this siren's wail.

Enemy Information

The following section will discuss the capabilities and creation of the Shibito and Yamibito for the benefit of those who do not know of the threats present here.

Basic Information

- Shibito can be found in all four False Realities and are the reanimated remains of the various individuals that recently died. The Shibito seem like they can be easily killed, however, Shibito are immortal and will fully regenerate in a short amount of time. This time can be several minutes to only a few seconds, depending on the state of their evolution and how much Red Water is present in their bodies. Only weapons empowered to slay that which is immortal can permanently destroy Shibito. That being said, there are three ways an individual can become a Shibito and a way to deal with them in a more permanent fashion. The typical appearance of a Shibito is a humanoid individual with blood flowing from their eyes and signs of rigor mortis affecting their movements and fine control.
 - An individual takes the Red Water of Datatsuhi into their body. This will start the process of transformation. However, the greater the exposure, or should the individual be heavily intoxicated, the faster they will turn into Shibito. Should they be killed as an exposed human, they will transform almost immediately.
 - An individual who dies after being exposed to Blood Rain/Water of Kaiko will transform into a Shibito shortly thereafter. If an individual is heavily intoxicated when exposed, they will quickly transform over time.
 - Shibito created by Datatsuhi/Kaiko will appear with blueish grey coloration to their skin.
 - A malignant spirit, known as a Shiryo, possesses the body of a recently deceased individual, taking on their memories and personality. These Shibito are slightly different physically. Unlike the Shibito created by Datatsuhi/Kaiko, the Shiryo born Shibito sport grey skin, and have not been shown to evolve into other forms. This can mostly be attributed to the presence of the Yamirei and Yamibito. However, if they were around long enough, then due to their connection to Otoshigo and the sea, these Shibito would develop more aquatic-based evolutions.

- Yamibito can only be encountered in the Yamijima False Realities. Unlike the Shibito, the Yamibito retain their full range of physical motions and are physically much stronger and faster than the inferior Shibito. However, the Yamibito do have an exploitable weakness. Yamibito are incredibly weak to light and cover themselves and their surroundings in heavy black cloth. Their kin, the Yamirei, also wrap themselves in black cloth to protect themselves from the light. There are three methods of destroying a Yamibito. One can either completely destroy their bodies through explosives, stab them with a Mekkoju branch bearing the specific Yamibito's name, or... through another means.
 - These creatures are created when an organism known as a Yamirei merges with either deceased humans or recently killed Shibito. When this occurs, the Yamirei adopts the memories and personality of the host body. Curiously, Yamibito show a level of detachment to their bodies and may be overhead complaining about their "shells."

Evolution Information

- Shibito can evolve into several Complete forms during a Jumper's time in the Hanuda Village False Realities. This evolution is based on time and further Red Water exposure.
 - **Beetle** – These Shibito evolved from women. They habitually move across the ground on all fours and see with a pair of antennae that sprout from their head. They are naturally tougher than their incomplete counterparts
 - **Spider** – These Shibito evolved from men. Their heads have turned 180 degrees and can crawl along most surfaces. In addition, their senses of hearing have increased by a fair degree.
 - **Fly** – These Shibito can evolve from both men and women. They have taken on more fly-like features and can even fly. Despite this, they are physically much weaker than their other counterparts.
 - **Maggot** – This rare Shibito type only appears in Hanuda Village: New Translation. Evolving from either men or women, their bodies have been overtaken by maggot-like flesh, drastically increasing their size and strength. These Shibito are incredibly difficult to kill and can even tank a direct hit from a lightning bolt.
 - **Brain** – These Shibito can evolve from men and women. From a distance, they look like normal Shibito. However, on closer inspection, their heads have morphed into a mass of deep-sea tentacles and eyes. Upon killing them, all surrounding Shibito will be rendered unconscious and can only revive after the Brain Shibito does.

- Yamibito can evolve into two separate forms. Both forms are immune to damage through conventional means from the front and can only be wounded through these same means by attacking them from behind. Weapons designed to slay the immortal do not have this issue.
 - **Otsu Yamibito** – Also known as Dog Yamibito, these Yamibito have evolved from female Yamibito. Sporting a massive head and walking on all fours with two front chicken-like legs, these evolved Yamibito are incapable of using weapons like their lesser kin and Kou Yamibito. Despite that limitation, the Otsu Yamibito display a shocking degree of speed and aggression and are known to use their enhanced bodies to make great leaps from various points or toward their enemies.
 - **Kou Yamibito** – These Yamibito evolved from male Yamibito and their bodies have been divided into two distinct halves. The upper half appears like a faceless Yamibito wrapped in their traditional cloak. The bottom has changed greatly. The legs have been divided into a set of four, and between them is the massively enlarged version of the Yamibito's original face. In addition to their enhanced strength and resilience, the Kou Yamibito can also generate clouds of cloying darkness to further hinder one's sight.

Drawbacks

Each of these Drawbacks offers 200 points unless otherwise stated.

- **Leave When The Story Finishes (FREE, Cannot Be Taken With “Curse of The Red Water”)** – You can leave when you’ve brought the story to a conclusion. When the “canon plot” ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you’ll stay until the drawback is settled. Should you take one or more scenarios, you must stay in this Jump until all selected scenarios have been completed.
- **Curse of The Red Water (Cannot Be Taken With “Leave When The Story Finishes”)** – Hold on there, Jumper, it seems that curses that pervade the world have clung onto you. Their presence has altered your personal flow of time, preventing you from leaving after ten years. Don’t worry; they are rather weak, and the only true hindrance they have levied against you is extending your time here by an additional ten years.
- **Vision Problems** – It is no secret that sight plays a rather large role in this universe. Unfortunately for you, your physical sight is pretty terrible. Without your glasses, it will be difficult to make out another more than a few feet/meters from your face. I will, of course, provide you with a pair of prescription glasses for your time here; just try not to lose them...
- **Wizened Elder** – It seems that there’s been an issue with some of the finer details of your insertion here. In an earlier section, I mentioned the age range that you could choose from. This was to account for the ages of the various playable characters present in the various translations. However, this didn’t account for all of them. One of these individuals was an old hunter in Hanuda Village named Akira Shimura. You now share his advanced age of 70 years. This old age has negatively affected you physically, reducing your physical stamina and strength by a fair degree.
- **Faster Evolution** – A horrifying aspect of the Shibito and the Yamibito is their capacity for evolution. Over time, these creatures will change, becoming stronger, faster, and more alien in their capabilities. Normally, these evolutions would have taken at least a day to manifest. However, now, these mutations only take several hours to manifest. Keep your wits about you, Jumper, as you will begin to face much greater threats in far less time.

- **Tumultuous Landing** – When you stepped into this universe, only you came through. The various items that you acquired during your time as a Jumper that were not truly tied to you did not make it through. Until your time in this universe comes to an end, you will not be able to use these sealed-away items.
- **Annaki's Decree** – Upon entering this universe, you were bathed in the blinding light of Annaki. It didn't hurt you, but it did make things harder for you. You will find now that the perks and powers you accumulated during your travels that were not directly tied to the very core of being have been stripped from you. They will, of course, return when your time here comes to an end.
- **Distorted Flow** – Time distorted around you when you entered this universe. This distortion did not send you to another False Reality. Rather, it merely separated you from a more personal one. You will find that until your time in this universe is up, you will not be able to access your warehouse.
- **All Alone** – Sadly, during the events of all these translations, there is usually a sole survivor who walks away from it all. Similar to them, you have found yourself alone in this universe. Oh, your chosen companions can still make the purchases they desire. It's just that they now cannot follow here. Naturally, you will be reunited with them when you leave this place.
- **Merged Timeline (+400 CP)** – The term Translation is brought up in the False Realities section. That is because each of the major storylines has an Alternate or New translation that tells the story differently. These retellings are usually different from the original. Unfortunately for you, there has been an error in your insertion, and your chosen False Reality has merged with its New/Alternate Translation. Because of this, any prior knowledge of the events of Forbidden Siren, Forbidden Siren 2, Siren: Bloodcurse, or Siren: The Movie will have become muddled and unreliable.

- **The Fruit of The Branch (+400 CP)** – Whether it was Hisako Yao/Amana or Yuri Kishida, there always seems to be a sacrifice at the center of these False Realities. Unfortunately for you, the main manipulator/manipulators in the False Reality you have chosen have become aware of your otherworldly nature and seek to use you not only as an additional sacrifice but also as a perfected one. As a result, you will find that the various enemies will be far more aggressive in attempting to bring you to the site of sacrifice.
 - If in Hanuda Village: Original Translation or Hanuda Village: New Translation, Hisako Yao/Amana will command the Shibito of all types to actively pursue you and bring you before the Inferno gate to be sacrificed along with Miyako Kajiro.
 - If in Yamijima Island: Original Translation or Alternate Translation, Yuri Kishida will attempt to influence you into becoming Mother’s Olive Branch. If she cannot do so, then she will manipulate susceptible men into assisting her in the breaking of the Underworld seals and bringing you before Mother.

- **Twin Issue (+600 CP)** – Jumper, did you know you have a sibling? Yep, you’re a twin, and... oh. I am sorry to say that they did not survive the initial events of your False Reality. The good news is that death was a suggestion to them. The bad news is that they have returned as one of the Shibito or Yamibito and want you to join them in their new existence. The worst news is that you share a psychic connection with them. Because of this connection, they can see through your eyes, just as you can see through theirs regardless of the distance, and because of your otherworldly nature, it doesn’t matter how evolved they are; they are much stronger than their fellow Shibito or Yamibito. This means that they are much more resilient to damage, and even if you kill them, they will fully regenerate in a matter of minutes.

Ending Options

It's been ten or more years since you first stepped foot here in this Universe warped by time and horrors. What will you do now?

- **Trapped By The Red Water** – Is there something you really like about this world? Well, I won't sway you if that's the case. You've decided that this universe is to be your new permanent home. I wish you the best, Jumper.
- **Surviving The Landslide** – Maybe you've seen too many worlds, Jumper, and maybe you want to head back to where it all began. You have decided to head back to your original dimension with all that you are and have become.
- **Climbing The Thread** – You've seen some things you cannot forget, and there is still so much left you feel you need to do. Welcome back to your warehouse, Jumper. Your next Jump awaits.

Changelog and Notes

- **10/2/2024 – Version 0.9 Created**
 - Thank you, Burkess, for creating the Supermarket Template style of Jump making; it was a huge help for this Jump.
 - I would also like to offer my sincere thanks to the Anonymous users who provided their feedback.
- **General Information**
 - **Origins**
 - I set up the nationality idea based on the language barrier concept shown by Sam Monroe in Siren: Bloodcurse. I had this thought that Jumpers may not have learned language outside of perks and may not have an understanding of either English or Japanese, so that barrier would act as an additional drawback until they learned at least a basic level of either language.
- **Perks**
 - **Psychic Abilities**
 - Latent Psychic - Sense is based on the abilities of Takeaki Misawa
 - Awakened Psychic - Book is based on the abilities Akiko Kiyota
 - **Sight Jacking Evolutions**
 - Memory Jack is based on the abilities of Akiko Kiyota
 - Mind Jack is based on the abilities of Ikuko Kifune
 - Infernal Sight is based on the abilities of Miyako Kajiro
- **Items**
 - I was originally going to set the weapons at a variable price range before struggling to balance the payment numbers. So, I separated them into multiple and separate items.
 - The Meteoric Mirror is based on the Mana stone that is used to see a cloaked Datatsuhi in Forbidden Siren.
- **Companions**
 - Justice for [Cherub](#)
 - When making this Jump, I came to a realization. Are Kyoya and Yorito the Siren Equivalents of Doom Guy? I mean, both wear green, are sent to a hell dimension, and both become a terrifying symbol to their designated enemies.
- **Scenarios**
 - **Scenario Names**
 - JSDK is taken from the usernames of Kyoya Suda (SDK) and Howard Wright (USDK), with J meaning Jumper, SDK being an abbreviation of Kyoya's name, and USDK possibly meaning United States Kyoya Suda.

- Mermaid’s Tear is taken from the title of Shu Mikami’s best-selling work.
 - The 4th Siren is based on the eponymous fourth siren that sounds at the end of the movie.
 - **On Taking Multiple Scenarios**
 - If a Jumper wants to take multiple scenarios, then they can do so in multiple ways. Here are some examples of how it could possibly be done.
 - If they were to take the “JSDK” scenario first and then take “Mermaid’s Tears,” then two years after defeating Datatsuhi/Kaiko, they would find a rift or entrance from Hanuda to Yamijima. They will then appear on the shores of Yamijima Island proper. If they want to then take “The 4th Siren,” they will be called to investigate a bizarre mental illness case on the repopulated Yamijima island.
 - If a Jumper were to take “Mermaid’s Tear” first, then they will be sent back/forward in time to Hanuda Village, where they will take Kyoya/Howard’s place in the story. Because of the fact that a Jumper now bears the light of Annaki, they will appear on the outskirts and ruins of Hanuda Village, the next morning as the JSDF commence rescue operations., eventually being called to Yamijima Island to provide consultation for the Siren madness cases.
 - Because of the ambiguous ending of the Forbidden Siren Movie, a Jumper who takes the “4th Siren” first will eventually find themselves drawn into the Red Sea. Losing consciousness temporarily, they will find themselves on either the banks of the main river in Hanuda Village or on the outskirts/docks of Yamijima Island.
- **10/5/2024 – Version 1.0 Created**
 - **General**
 - Grammatical and Spacing Issues fixed
 - Changed “Locations” to “False Realities”
 - **Perks**
 - Buffed “Warrior’s Spirit” and “Trap Setter”
 - Added the perks “The Unbound Serpent” and “An Unknown Ocean”
 - Regarding the Time Loops present in Hanuda Village: Original and New Translation, you may be able to break the time loop in the Original Translation by NOT decapitating Datatsuhi. The flames of Uryen can do the job just as well. For the New Translation, you won’t be able to break the time loop from within Hanuda. Still, someone

outside could stop Sam Monroe from sending out the various emails, leading to a Younger Sam taking Bella to Hanuda and Howard Wright being badgered to come to the village. My idea is to use the second scenario and save someone in the 1976 Yamijima or Officer Fujita in the 1986 version.

- **Items**
 - Changed .38 Special to Old Revolver and narrowed the options down to the Nambu M60, Colt Detective Special (Tamon's Gun), and Type 26 Revolver.
 - Greatly reduced the "Bottle of Sake" respawn time.
 - Added a shotgun option for Hunting Equipment.
 - Clarified some of the language for "Spider's Thread"
 - Added the items "Hanuda Village" and "Yamijima Island"
- **Enemy Information**
 - Enemy information has been slightly expanded from its original version.
- **Drawbacks**
 - The "Twin Issue" drawback was based on the relationship between Mina and Rise Onda. Should you have an immortal slaying/perma-killing weapon, this twin Shibito/Yamibito can be permanently destroyed.
- **5/26/2025 – Version 1.1 Created**
 - Minor Grammatical fixes and changes have been made.