



Magic the Gathering
Kamigawa : Neon Dynasty
Jumpchain by Cthulhu Fartagn

The Story Thus Far

Kamigawa. The river of the gods. A place where spiritualism defined the world, where Kami roamed the land, Dragons soared in the sky, and nobles hatched a cunning plot for ever more power. Or at least, that was what this place was like in the past. Here, now, Kamigawa is a land divided. Between open fields and the ways of faith, and towering metal structures and the ever present march of technology. The rulers of the past cling to power with their divine bloodlines, and the scientists seek to create new paths to power, a neon dynasty, if you would.

Two years ago, the Emperor went missing. Since then, the delicate balance has slowly frayed and shifted - the Imperials still regulate new forms of technology and pay their dues to the Kami, but some amongst them have grown malcontent and have begun to threaten an uprising. The Futurists push forwards at the behest of madmen, seeking to truly understand what a Kami is and how it is born, held in check by the ancient order of monks and druids dedicated to those same Kami. And beneath them all, the criminals flourish and sell their goods and services to anyone with the coin to pay.

I have good news though - the Emperor is not dead, but rather a planeswalker who cannot control her path and can only trust in the whims of fate. It will take eight or so years for events to come to a head, but she will return sooner or later. I also have bad news - by the time she does return her assassination will be plotted, with the Asari Uprising set to take her head as soon as she arrives. Whether you want her back, want her dethroned, or want to do unspeakable things to her corpse, I wish you luck. You will be here for ten years, and there are many things that can happen during that time.

+1000 cp

Your age may be chosen freely, and your gender is the same as the last jump or may be swapped for 50 cp.

100 cp perks and items become free when discounted.
All else discounts to half off as appropriate.

Factions

Where do your colors lie?

Imperial Loyalist (White)

Your loyalty belongs to the Kamigawan Empire, the shining example of honor and civilization that has stood for well over a thousand years. Whether you serve the throne as a samurai from a proud family, an orphan who they took in and so seeks to repay that kindness via diplomacy, or even a Kami whose interests align with them, the fact remains - you serve the Emperor. To an extent, this is the “true” ruler of all of Kamigawa, as the Emperor possesses Kyodai’s blessing.

Saiba Futurists (Blue)

Your mind dreams of the future, the same as all those who would see it come true within your lifetime, the Saiba that once ruled from Oboro Palace. Constantly striving forwards and constantly held in check by the Imperials, the Futurists are responsible for the vast majority of the technology that can now be seen throughout almost all of Kamigawa. Their greatest works however, must be performed behind closed doors lest they be accused of sidestepping or ignoring an Imperial edict.

The Reckoners (Black)

Your loyalty is to an ancient pact between man and monster, the same one that gave birth to the Hyozan Reckoners and the many criminal organizations that came after it. Primarily operating out of back streets and dark alleyways, they nonetheless maintain ruthless control over the criminal underworld of Kamigawa. Not a crime goes by that they don’t see, and may the Kami forgive the perpetrators of any unauthorized perpetrations.

Asari Uprisers (Red)

Your will drives you deep into the mountains to a not so secret fortress, a place that swears that it will see the wrongs of the world righted. Perhaps not all of them, but surely the Asari Uprisers will fix what they can, and with you to help them they stand a far better chance at success than without. With this, you have become a renegade - not a blackheart or a thief as one might expect, but someone who is willing to commit a great deal of violence in the name of bettering the world.

Order of Jukai (Green)

Your heart has led you deep into the forests of Kamigawa, to the secret places where no technology ever has or ever will touch. The many Kami of the forests, and their servants, the Order of Jukai, welcomed you with open arms. While they have shown no signs of wishing to go to war over the matter, they still firmly oppose just about any advancement - especially those that relate to the nature of the Kami. Such things are dangerous, not just to others but to the madmen who want to know.

Unaffiliated (Drop In)

Your colors lie first and foremost with yourself, and damn everyone else. The politics of the various governmental bodies and their issues with each other means little to nothing to you, and you have no desire to get involved in all of that. Now, that isn’t to say that you can’t make your own use of those rivalries and frictions to accomplish your own goals, but as far as they’re concerned you’re a perfectly ordinary citizen with no real ties to anyone. If you do actually have any ambitions, it would be best they continued to think of you like that.

Class

What is your life like?

Samurai / Warrior

When you were young, did you pick up a tree branch and pretend to be a brave warrior who had set out to rescue a fair maiden from a foul Oni? It seems that while you have traded wood for steel, you have not given up on making that illusion into your reality. The world could use more children who still dream of that, and doubly so as they grow. Wield your blade with honor if you intend to become a Samurai, but know that it will make very little difference to your skills if you do or not.

Imperial Loyalists and Asari Uprisers gain an additional +100 cp for taking this Class.

Wizard / Artificer

There are those who dream of the future, but without the skills to see it through it will remain a dream. Luckily, you have grown up to become a craftsman, an artificer, someone who creates. I'm sure there are plenty who would be more than happy to wield the miracles you are soon to give birth to, and the city in the skies would welcome you with open arms. Of course, if you use magic to make technology or technology to make magic... Well, it's all the same in the end.

Saiba Futurists, Asari Uprisers, and the Reckoners gain an additional +100 cp for taking this Class.

Ninja / Rogue

Hidden in the shadows of society lies the building blocks of a second society, that of the Ninja - or Shinobi and Kunoichi if you want to be archaic. These men and women are Kamigawa's most talented liars, thieves, conmen, and murderers. Now, not all of them are as evil as that makes them sound - the Futurists make just as much use of them for security and counter-security as the Reckoners do for thievery, while the Order of Jukai enjoys anything that isn't technology.

Saiba Futurists, The Reckoners, and Order of Jukai gain an additional +100 cp for taking this Class.

Monk / Druid

No matter how far into the future the Saiba push, there will always be those who resist that advancement, who firmly believe that the way things were and the way things are is good enough. Such people tend to be the more faithful of your fellows, happily working with the Kami for one reason or another in a world that is slowly leaving both you and them behind. Whether you seek a balance between them or reject technology fully, I care not. Walk your path and walk it well.

Imperial Loyalists and Order of Jukai gain an additional +100 cp for taking this Class.

Kami / Spirit

Divine river. This is the meaning behind the name of where you have found yourself. The plane, the continent, the empire - they are all one and the same, and they are the shore upon which you have found yourself after leaving the spirit realm. As a spiritual being, you possess a theme of sorts, what you are supposed to be the god of. You might be a spirit born from the act of frying foods, or maybe you represent a specific river somewhere in Kamigawa. Feel free to pick something - just, no being the Kami of Kamigawa. That position is taken.

If you choose to be a Kami you may not pick a specific race as you are more akin to a conglomeration of ideas. Your body is instead something akin to an abstract artwork with your theme as its base.

Races

What kind of person are you?

Free - Human

The most common race in all the multiverse, humanity. They possess no special traits, no inborn affinity for one kind of magic or another, and are statistically inferior to almost every other race. Despite this, they are remarkably resilient and have recovered from calamity after calamity through sheer bloodminded determination. It was a human who started the Kami War, and it was a human who ended it. I doubt you're destined for that same kind of greatness, but perhaps there is potential in you?

100 cp - Kitsune (Free Imperial)

The white aligned race of Kamigawa, the Kitsune. Their kind have extraordinarily long lives, and often serve as political advisors or combat instructors using the knowledge they have gained over several human lifetimes for the betterment of all - or at least, all they are allied with. Uniquely, they possess a tail, and as they grow in both age and power they will eventually grow a second, third, and so forth, up to nine tails in total. Of course, you'd need to be emperor, and with Kyodai's blessing to get that ninth tail - eight and a half is the known record in all of Kamigawan history.

100 cp - Moonfolk (Free Futurist)

High in the skies of Kamigawa lie its blue aligned race, the Soratami. Naturally gifted with the power of flight, this literal aerial superiority has slowly culminated in an inborn sense of superiority - Oboro Palace, their center of government, has not had a ground dweller walk inside its halls for a thousand years or more. Beyond this, they are slightly more intelligent on average than the other races which is somewhat fitting for the ones that mostly make up the Futurist faction. Still, not all of them are obsessed with pushing forwards with technology, some amongst them are content with what they have.

100 cp - Nezumi (Free Reckoner)

In the understreets, out in the marsh, and in other hidden places are where the black aligned race of Kamigawa, the Nezumi, make their home. They are by nature convincing and unscrupulous, willing to go to lengths that others would consider absurd for whatever prize motivates them. That is not to say they don't have upstanding citizens - some of their mechanics are the best you'll find outside of the highest pavilions of Otawara, but... the materials they use aren't always ethically sourced.

100 cp - Akki (Free Uprising)

While plenty of enterprising folks are willing to make their homes in the Sokenzashi mountains, only the Akki are drawn to them, likely the fact that both are aligned with red mana. The Akki occupy a strange place in society, being just as tricky as the Nezumi, while oddly constructive in an odd mimicry and mockery of the Soratami. Being the shortest of the races, they are also excellent at fighting larger opponents - which is all of them, really.

100 cp - Orochi (Free Jukai)

The Orochi are snake folk, a race of reptilian people who once walked upon two legs but traded their legs for a tail to the Kami of Jukai forest in exchange for forgiveness over a past transgression that the entire Orochi race was held accountable for. These days, they are the most devout and in tune with nature of all the races of Kamigawa bar the Kami themselves. Others hold them in strange regard over their odd appearance, but they are no less a person for it in the eyes of most.

100 cp / 300 cp - And All The Rest

There are many races that live on the shores of the Divine River than just those I have described already - there are the turtlelike Kappa, the insectoid Nantuko, or even the mighty Kirin and Dragons. You may choose any race not listed already for 100 cp, or something more powerful for 300 cp.

Faction Perks

Imperial Loyalist

100 cp - Keep The Balance Before All Else

With the world as unstable as it is, a careful hand is needed to guide civilization into the future. Some paths, no matter how promising, must be delayed or even never walked down lest the knowledge and power they bring destabilize society as we know it. As a loyal servant of Kyodai and her empire, you are now two things above all others - extremely skilled at sharing this same rhetoric, cooling tempers and the wandering feet of those who would go too far, and the endless amounts of paperwork needed to turn a trend for slow advancement into official policy. Or possibly file for an exemption. And the second thing? Hunting down those that disregard the Emperor's wishes and simply forge ahead blindly into new and unsafe territory.

200 cp - Golden-Tailed Graduate

During the era of the Kami War, a kitsune with a golden tail was known far and wide to be one of the greatest swordmasters of that era. As such, when the reborn empire opened the academy, many of the teachers they hired were his own students, and the school was named after him. You are a graduate of that school, and as such are a competent samurai, advisor, and negotiator all, as required to properly serve your emperor. In addition to that, you may choose a topic of study to focus on - perhaps you entered the academy with the intention to become a Kami diplomat, and as such are top of your class in the arts of debating and conversing with the strange minded Kami. Your other skills will not suffer for it, but this is where your true speciality lies.

400 cp - Yet Another Holding Action

The world is dividing itself and drawing hard lines in the sand, the Emperor is missing and has been for over a decade, and unknown forces lurk in the background just waiting to take a bite out of Kamigawa. And yet, for all that the plane is slowly falling apart at the seams, well, it's falling apart slowly rather than quickly. You have everything a ruler would want in a regent, an understanding of politics that surpassed dozens of other advisors, the skill and talent to forge and force alliances into being and then hold them accountable for their breaks of faith, and even a level of skill at magic born from dabbling in various arts - nothing outright dangerous, but you can make yourself very irritating in a fight if you need to. The schools of magic you likely have access to are many and varied, but something like enhancing the Samurai likely to be guarding you, copying the spells of empowerment they would use on themselves, or simply being able to heal both yourself and them would all be excellent techniques to learn, though you are not limited to just those things.

600 cp - Emperor With Eight Tails

Rulers who claim that they have a right to be queen, to be king, to be emperor are a dime a dozen. Most of them are wrong. Most of them think that they were born for their positions, and that taking it from them is a crime. The emperor of Kamigawa on the other hand, does in fact have a divine right to rule from Kyodai, the mightiest Kami on the plane and representatives of the world's soul. And now, so do you. As you rise in position and power, your spiritual might will rise with you. Becoming the commander of an army would see various Kami of war and battle feed extra strength into your blows, or shave off the force of ones you take using the bones of mountains as your shield. If you were to somehow make your way all the way up to the rank of emperor, ruler of this entire plane? You would have the capacity to directly invoke the world's power in the name of doing your job as ruler as best you could. Do keep in mind, though you have the right, the various Kami you would be blessed by and even the worldsoul have their own opinions - and you must keep the balance before all else.

Saiba Futurists

100 cp - Information Security Is Key

A sad but important fact of life is that among those constantly seeking to push the boundaries of scientific advancement, resources, information, and even more ephemeral things like insight or motivation, are always at a premium. To that end, you have learned to ward off attempts at stealing your research, whether it's by less upstanding scientists who think that you hold the key to their success, or by the Imperials checking to make sure that you're actually doing what you're supposed to be doing. As a side note, while this is more of a social skill that allows you to use your intelligence to intuit weak points, it also extends to programming knowledge, allowing you to set up a simple firewall around your machine's cores to prevent just anyone from using them.

200 cp - This Is Off The Records

If you can't requisition it from another collaborator, and you definitely can't ask the Imperials to fund you, where exactly are you supposed to get your missing key component for your latest work? Well, from the black market. Beyond simply having a mind for defenses, you now have your fingers just barely touching on those of ill repute. It's a bit risky, but if you really need to, you can always buy things from some shady Nezumi in an alleyway somewhere. However, a smarter idea might be to wait for them to come to you - you have an odd tendency to bond with those who try and fail to avail themselves of your resources, be they other scientists or outright thieves. Maybe that ninja who got caught would be willing to accept a contract from you to steal from a rival in exchange for a better piece of gear to help her not get caught next time?

400 cp - To See Tomorrow, Today

The latest and greatest inventions of Otawara are always things that the Empire would disapprove of. And yet, while they would gladly steal it for themselves, not a single scientist of the soaring city would ever think to turn you over to the authorities. It simply isn't done that way. Succeed, or fail, on your own merits. No matter how crazy your ideas are or how illegal they may be, you will not be reported for them. Mechs that use Kami as their core, artifacts that can interact with the soul - or something even rarer, a Spark - and many others, all of these and more are what the visionaries dream of, and this will certainly help if you intend to be one of them. Beyond that however, you are somehow seen as a leader amongst scientists, with lesser madmen being willing to throw their lot in with you in exchange for having access to even a fraction of your resources. It makes it easy to get away with things the Imperials would strike you down for when the entire city is willing to lie about your activities, doesn't it?

600 cp - What Dreams Are Made From

A scientist's greatest dream should be to make something new. Not a better version of something that exists, a bigger mech to replace a smaller one, a energy sword to replace a steel one, but something properly new that has never been seen before. To that end, I offer you two boons. The first is a simple and yet absurd amount of knowledge on everything Otawara has to offer, which is itself an impressive amount. Everything from spells made from code, code made from spells, mechs and robots aplenty, and far more can be found here. The second is not so impressive, but infinitely more valuable - an opportunity. There are more wonders in Kamigawa than can be dreamed of, and beyond the Blind Eternities there are even more. You now have a talent, a tendency, the stroke of luck needed to stumble across things not of this world. Perhaps a scientist from another plane will approach you with an offer... or perhaps a madman from another plane will kidnap you for your resources. It will be something of a balancing act, but the rewards are more than worth the risk.

The Reckoners

100 cp - The Oath Of Brothers Betrayal

The history of crime in Kamigawa dates, as many things do, all the way back to the Kami War. It is said that they take their name from the most famous criminal in history, the hero of the Kami War, and his own band of thieves - The Reckoners. And while there is still no honor amongst these thieves, you will find that your criminal kin are loath to allow anyone else to harm you. Sure, a buyer might short you, or an ambitious street rat might try to do your job before you get a chance to, but the instant someone from the Empire comes knocking to make you answer for your crimes you'll find that nobody in the entire city has ever heard of you before. Quite convenient in its own way, though not exactly a defense against backstabbing. On the other hand, if you actually were to be taken, that would be an insult very few Reckoners would be willing to let stand.

200 cp - A Stain Upon Soul And Skin

A very real part of being a Reckoner is to be bound to your oaths through the use of an ancient form of magic that revolves around contracts and is focused through ink - or more accurately, tattoos. Ones that you now know how to make yourself. It is these tattoos, ones that force you to accept your punishment for breaking the rules, or simply prevent you from doing that in the first place, that allow the many factions and street gangs that operate under the Reckoners banner to do so with any semblance of order and without any sudden but inevitable betrayals. Coincidentally, you also have the inklings on how to subvert those same bindings, partially through some rather tricky mental gymnastics and partially through sheer understanding of how they work - that's not to say you could remove them as you are right now, but perhaps with some study and experimenting.

400 cp - Connections In All The Wrong Places

Thieves, Ninja, Rogues, cutpurses and bank robbers, the Reckoners are one and all people who thrive on taking what is not rightfully theirs. You are, while perhaps not a master thief in your own right, someone who can take on almost any job and get it done to an acceptable level. You know where to go to buy the best explosives or weapons, who to sell to to get the best prices, who to bribe to find all of the less competent guards, and who holds all the blackmail. Nobody was ever fool enough to make a map of the underworld, but a nigh perfect one exists inside your mind, political connections between the various factions and all. You could even put together a crew of the best of the worst with minimal effort - though, without any skill at leadership, you'd be lucky to get one job done before the whole thing imploded. Maybe you'd prefer to take things easy and get yourself hired by Otawara as a "security consultant", specializing in locating and fixing flaws in their defenses? The official documentation for that is difficult to earn and harder to keep, but luckily you know a good forger. And a better hacker.

600 cp - Black Prince Amongst The Fallen

Supposedly, one of the highest leaders of the current generation of Reckoners is a member of clan Umezawa, a descendant of the original Reckoner and hero of the Kami War. Supposedly. There's no proof, but also no one willing to contradict the man. Except maybe for you, another supposed descendant of an equally famous and or infamous individual from that same era. Yes, that claim is a bit nebulous, but see above - no one is willing to contradict you on your claims of ancestry. This grants you an in with almost every criminal organization that exists, and no small amount of weight to your requests, "requests", and any orders you may give you. More importantly at the moment, this weight to your existence allows you to assume a level of command over spirits and Kami where no other mortal would try to do so without a heavy bribe and a good dose of begging. The downsides of channeling a Kami are probably not worth it to you, but having a few trustworthy minions empowered by a few blackhearted Kami is something that would lend you an absurd level of reputation even aside from their newfound utility.

Asari Uprising

100 cp - Ours Is A Righteous Fury

The Asari, for all that they have their roots in the same honor and tradition that the Samurai hold so dearly, have transcended it. Sure, most of their army are deserters from the empire, and sure, their commander is a noble. But they are of the people and for the people in a way that the Empire simply cannot match. To this end, you have become proficient at sharing your rage with others, with explaining the source and causes of the indignities you and they have both suffered, and through this act, become able to call them your friend. It is a strange thing, to bond with a person who ought to be your mortal enemy, especially over something as simple as how rude a Kami can be or how poor the rations were this month, but through it you can turn loyal Samurai, wild Akki, or even the ancient Oni to your cause through this shared rage. The Empire has failed you both, and so you will tear it down so that something new, something better, can be built.

200 cp - Old Blades And New Blade

Deep in the Sokenzan mountains lies the primary base of the Uprising, a city of artisans, blacksmiths, and other metalworkers built on top and into a dormant volcano - they use the heat of the lava to light their forges, amusingly enough. You are a native of this city, or perhaps just someone who has lived there for a time, and as such you are now a competent blacksmith, able to forge a simple katana with relative ease. A masterwork blade would likely be beyond you, but you also have an all but magical ability to recycle your failures - if a blade does not meet your expectations, you can melt it down and reforge it with barely any loss of material or efficiency. This goes doubly so for ordinary scraps and leftovers - the ability to make use of every last drop of resource is something most here in Sokenzanshi take pride in. And now, so can you.

400 cp - We Accept All And So Rise

The Empire is a shining example of human civilization. Emphasis on human. Kitsune exist within its boundaries, some even holding the highest ranks, but it is ultimately an Empire of humans with the other races merely living around it rather than with it. This is but one of the things that the Uprising takes umbrage with, and seeks to change. Suitably, you have an absurd level of talent and skill at the balancing act needed to have Humans, Akki, Oni, even a handful of Spirits or Kami, to all work, live, and fight together for a common cause. Under your banner such dividing lines begin to fade away, until what was once a handful of groups mindlessly lashing out in anger at all those around them becomes as sleek and organized an army as the Empire possesses. Or possessed, once you've finished incorporating half of it into your own.

600 cp - The Momentum Of Battle

Battle is like water. It has an ebb, a flow, it can grind down the strongest of walls, or dash you against the rocks just as easily. Battle is also nothing like water, and poetic shitheads who think it is can honestly just suck it. With that said, reading the battlefield to determine that things are going well for you or that you need to retreat NOW is something that you can do with barely a glance at half a dozen soldiers, let alone the entire army. And more importantly, when things are going in your favor you simply seem to get stronger. There's no real rhyme or reason to it - you can shrug off heavier blows, fight harder and for longer, so long as you are advancing. I suppose it might be better to say that when you lead them to victory, it becomes that much easier to claim that victory for your cause. Of course, if you falter and begin to lose? Well, morale will likely be the least of your issues.

Order of Jukai

100 cp - Nature Provides For Her Children

The sad truth of the modern age is that many, the Empire included, no longer possess the same connection to the lands they once did. Instead they wander about with their head in the clouds, engrossed in acquiring ever more dependency on their technology. But not you, oh no. You are of Jukai, of the forests, and you know that the world is alive and can form its own opinions of things. Years of study have taught you to live in tune with the world - passing through the forest without crushing insects, without snapping twigs, barely setting a leaf out of place for your passage. How to take the least painful parts of the tree or the vine to secure your meal, or to locate a surprising amount of wood that had already fallen off the tree instead of needing to cut or break it off should you wish for a fire. Best of all, as the Kami witness you living in harmony, you will find small blessings being given to you - the fruits you pluck are juicier and more filling, the forest actively hiding your trail when you attempt to sneak, so on and so forth. The longer you keep this lifestyle up, the easier it becomes.

200 cp - Move Along Please No Tech To See Here

The Order of Jukai, as a whole, maintain dominion over the forests of Jukai not out of any official mandate or permission, but because they're the only ones able and willing to live inside a forest absolutely overrun with potentially hostile Kami. The reason they lack official clearance for this probably has something to do with the constant and consistent serial bombings certain fragments of their organization consistently are caught up in. And by caught up in, I mean causing. From here on out, for every iota of skill you gain at working with nature, harnessing its power, or even simply serving a Kami, you gain an equal amount of skill at breaking and destroying the technological "marvels" the Futurists are intent on putting out. At the same time, you also have enough skill at utilizing your supposed respectability that you could easily clear out a city block of its inhabitants, probably by claiming some minor flaw in the latest technology you need to deal with. Via explosions, preferably.

400 cp - Sacred Art Of Fuck That Shit

Though the Order of Jukai are by far the least willing to have anything to do with technology, and are some of the few who still actively worship the Kami, that is not to say they forsake it entirely. In fact, they have their own special brand of technology that not even the Saiba have been able to replicate - one wonders how they could have made it, but that's a lesson for another day. You have been entrusted with the knowledge of how to make disruptors, small devices that emit a field of pure nope that shuts down almost all technology with their range, and more than a small amount of magic as well. The range on these devices is not terribly large, but thankfully they aren't terribly complicated to make for someone affiliated with the many many Kami that reside within the forests of Jukai. That may be why the Futurists have yet to replicate them, they insist on looking upwards when the answer lies behind them. You could, if you wished, mass produce enough of these devices to shut down all technology within a city block inside a day or two... And to explode normally as well. If you wanted.

600 cp - Favorite Child Of The Forests

Without exception, every member of the Order of Jukai is sworn to one Kami or another. It's part of how the Order exerts influence over the Kami, and gains the power to exert influence over the rest of Kamigawa. However, it needs to be said - they are only sworn to one Kami. For you however, this need not be true. You are for one reason or another, somehow considered to be a perfect or nigh incomparable minion for Kami to have. They would seek you out instead of needing to be sought, they would give you gifts instead of needing to be gifted, and if their need was great enough or your tongue quick enough you might even be able to host contracts from several of them at once. Even when they are not actively pursuing you as a channeler, it becomes vastly easier to negotiate with them as something akin to an equal instead of being a petitioner. With even minor favors and blessings from a handful of Kami, you would become a very large source of political power. Perhaps you could even conjure an entire faction into being using those favors?

Unaffiliated

100 cp - Don't Leave Matters Incomplete

As one might expect, each of the major factions has a philosophy that guides them both in battle and in peace, a style of magic that they favor, perhaps even an environment or a terrain their skills work best in. The gleaming white Samurai work best in wide open streets, brightly lit by the promise of a better tomorrow, while a Reckoner who stands in those same streets knows without question that they don't go off. You are something of a master at adapting to these tactics, easily making minor changes to your stance and combat philosophy to better blend into and take advantage of your environment. Similarly, any experience you may have using or fighting these drastically different styles means that it's much harder to catch you off guard - having fought something vaguely similar in the past, it becomes easier to predict the next actions of your foes even if their style is mostly completely new to you.

200 cp - Something Of A Completionist

Would you like to know a painful, horrifying truth? The Asari Uprising, though their cause is just, is somewhat artificially inflated. Certain individuals are conspiring to ensure that the recruiters of the Uprising have the opportunity to meet with disgruntled Imperials who could be swayed, or that certain shipments do or don't make it to their proper places - whichever will incite more rage from Risona and her followers. Though you are not a member of any faction, and may in fact be working against the interests of some of them, you have an easier time than most when it comes to interacting with these factions despite not truly being one of them. You could earn access to the Reckoner's list without too much trouble if you were willing to get your hands dirty, or earn the admiration of a Soratami Artificer by showing them something... out of this world, if you will, even though you shouldn't have been in their labs in the first place. It's all a matter of balance.

400 cp - Complete Mastery Of Machines

If there is one flaw in the Futurists' constant rush for bigger, better, and more advanced technologies that have yet to be discovered, it is that they don't take the time needed to truly understand those things, to eke out every last drop of inspiration or perfection from them. And you? You have done just that. You rapidly adjust to new forms of technology, learning their ins and outs in days where others would need weeks, making minor modifications to them that allows you to pull 110% out of them. Older, more reliable technology is even better, with you quickly becoming able to rebuild it from the ground up to run at 200% after taking it apart a few times. Worst of all, at least for your foes, is that this understanding allows you to interface with technological artifacts from range, inserting a virus into a Samurai's mech suit mid fight, or turning a Ninja's fancy gadgets into glorified paperweights when they suddenly become glitchy. With enough knowledge, perhaps a device you created personally and know the precise measurements of every last bolt and solder? You could take complete control of it.

600 cp - To See The World Completed

You know, while one would assume that you are a native of Kamigawa, when you're so precariously positioned between factions like this it could be that you're from a little farther away. No, not one of the other continents that aren't part of the Kamigawa Empire, another plane - specifically, Mirrodin. Or as it's known, New Phyrexia. You have been Completed, transformed from sickly meat to glorious Phyrexian unlife with all the tender care that one of the Praetors could muster - probably Jin-Gitaxias, as it is he who currently resides on Kamigawa, but not necessarily. In addition to being one yourself, you now understand Completion in a way that most of your peers would envy, able to make vast alterations to the minds of those you welcome into Phyrexia's embrace just as easily as you twist their body from frail flesh to the unique blend of metal, ceramics, and other materials that the Machine Mother prefers. Such is your skill that you can even generate the glistening oil en masse, to share Phyrexia's bounty with all... or even slow down, or outright halt its infection. If you had a mind to.

Class Perks

Samurai/Warrior

100 cp - While Another Charges Forth

Allow me to let you in on a little secret that may not be apparent at first. Most Samurai will never see real combat in their entire career. Their purpose is to guard, to defend. Maybe they will strike down a handful of ruffians who choose to assault them or their post, but even that is relatively rare. As such, you have developed an odd peace of mind, an ability to place faith in those better suited to a task than you, something to keep you calm and collected instead of worrying about those who actually are chosen to lead the way into battle - or to keep you from growing too jealous about not being selected yourself, if you lean that way. This peace also grants you an awareness of those around you, allowing you to remain vigilant in your defense even when your mind is elsewhere or your eyes are fluttering to a close. I won't say you can't be surprised, but you react quickly enough that even being completely flatfooted isn't much of an issue.

200 cp - A Colorful Assault

Not all Samurai and Warriors are equal. Not all are trained the same, armed the same, offered the same opportunities in life. A human soldier of the Empire who went to school for three years and a nezumi who has spent a decade in the sewers practicing their swordsmanship on the foul creatures down there are two very different creatures - and a Jukaian might be given the offer to learn the original form of Bushido, not the modified and standardized version used by almost everyone in this day and age. The specifics of this option are determined by both yourself and by your faction - within reason, you may use it to grant yourself any special ability or clever trick that a common Samurai or Warrior might be able to develop. Perhaps that Nezumi learned to twist his magics in such a way that he could mimic the fighting styles of his foes and allies, or perhaps a Soratami might have somehow learned to use shields and other defensive items as their primary weapon. You may play with this, but only so far.

400 cp - The Way Of The Blade

In the old days, Samurai were often known as Bushi, the followers of Bushido. This art has shifted over the years, rules being added or removed, techniques being forgotten and invented until the modern age's interpretation of the art barely resembles the original. That said, you are seemingly a follower of it and as such may reap its rewards. You have learned a meditative technique that allows you to access a nebulous well of power, fed into by everyone who stands upon the same battlefield. This well of power can only be accessed by one person at a time, but the benefits it holds are immense. Mighty spells can be cast with the snap of a finger, your strength can be multiplied several times over, or magics that aid your allies and interfere with your foes can be cast - and all of this effectively for free. As mentioned however, only one person may use this at a time. If you intend to attack with all this might, you will need to attack alone.

600 cp - At The Storms Edge Lies A Blade

Something that very few people are willing to admit is that the vast majority of people who step onto the battlefield simply don't matter. They're filler, a holding action, meant more to buy time for the REAL fighters to arrive, or for the wizard to cast the spell that will guarantee victory. Or, more accurately, for you to arrive. You are, quite simply, a warrior without peer, someone that outright changes the nature of battle simply for being a part of it. Beyond simply being strong, beyond simply being skillful - your mere presence on the battlefield exalts your allies and their cause in a manner that very few are prepared to deal with. Strength floods into their limbs, those who were exhausted gain a surge of energy to go one or two more rounds - and as long as you stay on the battlefield, these boons don't fade away. With proper management and tactics, you could probably get away with launching two offenses at the same time, or possibly one right after the other, without a single drop in efficiency or iota of damage to your supply lines.

Wizard/Artificer

100 cp - Weapons Of Mass Distraction

Everyone has to start somewhere, and it seems that you found yours with the creation of toys, puzzles, and other idle distractions. Your hands are dextrous, your fingers are well suited to fine details, and your mind can create and solve puzzles with ease. Perhaps you'll carve a wooden maze to roll a small ball around in, or use a blacksmith's hammer to smash a small wind up toy into existence. Regardless of your preferred method of crafting, you'll find that turning it to these ends comes naturally to you, requiring barely any additional effort and often less to turn your talents from forging weapons of war and towards more playful endeavors.

200 cp - Crafting With Colors

The mountains of Sokenzan and the clouds of Otawara hide entire cities of builders, men and women of all types who seek to create. With this, you may select something of a speciality depending upon your faction - the artists and blacksmiths that supply the Asari specialize in the bottom line, making their works from scraps and leftovers, utilizing every last metal shaving so that nothing is wasted. The Saiba are constantly pushing, constantly experimenting, always trying to upgrade stable tech into powerful but usually unsafe alternatives. The Order of Jukai, when they use any technology at all, often use fragments of ancient trees such as Boseiju as their material. Meanwhile the Empire is far more concerned with their creations being steady and reliable, so easy to maintain that a three year old could be expected to run maintenance on them. And the Reckoners will rip anything apart and jury rig it into something else. You have some wiggle room here if you don't wish for the exact boons described, but it must be fitting for your faction.

400 cp - The Way Of The Forge

Artificers are not Samurai. They have no unique trick like Bushido to utilize in battle, for most of their power is tied up in the creation of their artifacts. A superb artificer however, can be expected to make the same things with less power, less materials, and less effort than their peers. Something you can now do as well. Creating artifacts, constructs, equipment and their ilk costs you less - less magic is needed to power and activate them, less resources are needed to create or repair them, and less effort is needed to maintain or duplicate them. The amount of "less" is not particularly great, but is more than enough to turn the tide of battle in your favor or leave you a solid step above other craftsmen.

600 cp - Architecting And Animating Reality

The greatest flaw in any machine, any artifact, any vehicle, is the user. If they don't know how to use it, if they can't power it, if they simply can't react fast enough - or, arguably worse, if they're faster and it can't react fast enough. This is a focus of study that has consumed scientists for generations, and luckily enough, I think they've had a breakthrough. For that matter, so have you. You've learned how to incorporate science into your magic and magic into your science, using one to smooth out the flaws of the other. This provides you with a level of insight into supposedly impossible tasks and allows you to turn them into something that's merely absurdly difficult. A compatriot of yours uses this same philosophy to turn the mechs he produces into something he can interact with telepathically, trying to push the mech's reactions up to as fast as their pilots can think - though, his real claim to fame these days is being able to personally field a small army of them by himself. Given a few weeks of study, perhaps a day or two with a sample of his work, I'm sure you could copy that method for yourself, perhaps even make a few improvements on it. Be wary however - the golden goose of this train of thought would be to work a Kami into your art, and that is something the Empire would never allow.

Ninja/Rogue

100 cp - Nothing In The Shadows

The utmost thing a Ninja should keep in mind is that while it is best to never be seen, it is perfectly acceptable to never be noticed. Why struggle to avoid the thousand watching eyes altogether and risk drawing attention to yourself, when you could simply walk past sedately and be ignored? You have trained not only in the art of stealth but also in what is commonly known as social camouflage, the act and art of blending in and otherwise being beneath notice. With a few moments to change clothes and perhaps do something with your hair, a fully armed Ninja could suddenly become a grizzled samurai, a nervous lab assistant, or just another face on the street. You also know a decent amount about disguising yourself non-magically, the creation and use of various dyes and other cosmetic items that could be used to alter your appearance - it's quite easy to walk into somewhere that's actively looking for you when they're looking for a rugged man and you're currently a rather dashing young woman.

200 cp - Imperfect Colors Are Better

Black as a color is, ironically enough, lesser than a dark blue when it comes to not being seen. A mishmash of colors is even better, especially if you're in the woods - you want several shades of brown and green for the best result there. They all have their place, however, and now so do you. With this you may opt to learn the special techniques of your faction and whatever ninja may be affiliated with it... If there are any, at least. Ninja are rather looked down upon in the Imperial Army, trading the level of reliability that the Samurai hold for even more speed and power, while the Asari Uprising has none to its name. Well, none that we know of, or none that have managed to make a name for themselves as anything other than less than mooks. Something to do with artifacts or improvised weapons might be appropriate if you intend to be the first. Beyond that, feel free to undergo whatever training you want to acquire the skills appropriate for your faction.

400 cp - The Way Of The Knife

Allow me to tell you a truth of the universe - there is never just one ninja, and if you think you have found them all you probably haven't. Such is their signature ability of ninjutsu, a series of smaller techniques that they use to disguise themselves, hide all trace of their passage, reduce their own presence until even Kyodai himself would have trouble sending them, and otherwise be a pain in the ass to anyone who wants to find them. It's ironic then, that the Ninja's greatest power lies in breaking this concealment, because when properly added together these spells can be used as the building blocks to others - perhaps the broken forms and "waste" mana from your disguise will allow you to temporarily steal some life energy from your foes, or if you were skilled enough you could even summon a duplicate of one of your allies for a brief moment.

600 cp - To Take And Never Give

The Reckoners are not a Ninja clan, though one of their more powerful and well connected leaders is the scion of one. And so, it seems, are you. In fact, not only are you a scion of one such clan, but a prodigy of their arts as well - you can easily teach someone a handful of disguise and stealth techniques inside of a couple of hours, or perhaps a bit longer for a more personalized set of spells that will culminate in the highly useful Ninjutsu. Given even a few days of effort, you could stand a very real chance of teaching each and every member of your particular branch of The Reckoners - or Saiba, or even Jukai, what do I know? - the basic skill set of a Ninja. But of course, it doesn't end there. These techniques are poisoned in a way, forcing their users to tithe a small portion of their magical energy to you. Not enough to power anything special, and often stripped of their color, but the nature of that energy as something that you have stolen means that it works quite nicely with a specific set of techniques. Ones that you, as a prodigy, also happen to know. Isn't it funny how things work out like that?

Monk/Druid

100 cp - Things Lost To Time

When one seeks to truly understand the world and all things within it one must look to the Kami first of all, for it is they that know the most about it. It is for that reason that the Order of Jukai, and to a lesser extent the Imperial Army will seek training from the Kami in order to get a little closer to the long forgotten past. Earning that training however, can be more than a little difficult. To that extent, you are quite exceptional at integrating yourself into the affairs of the Kami, usually by performing the acts of a servant. Tending to their shrine first and foremost, but also any smaller tasks that they may require. You have the training roughly equivalent to a miko, or shrine maiden, which outside of an unusual amount of talent at sucking up to divinity, also grants you an acceptable level of skill with a weapon of your choice - or even your fists if you so choose - and the ability to create talismans that encapsulate small portions of your Kami's power so that it might be used later.

200 cp - The Colors of the Past

While most individuals of an ecclesial persuasion usually fall under the domain of the Order of Jukai, there is one subgroup that does not. The Living Histories of Kamigawa, whom have tales of epic battles from years past and entries from the personal writings of some of Kamigawa's most famous heroes and villains alike carved and painted into their skin. You share this with them, having recorded some of those same stories upon your body in the form of a hundred different tattoos, each one representing a different story of years gone by that you have memorized. Through the arts of song and dance, you can bring these stories to life, acting out entire plays and epic tales so that all watching might learn from the past in the same way you have. And, as you might imagine, being able to summon up spirits and shades in the form of Kamigawa's greatest heroes and villains, and the magnificent powers they once wielded, can be truly frightening in battle.

400 cp - The Way Of The World

All across Kamigawa, reaching from the depths of the spirit realm into the furthest corners of the mortal realm, there are more enchantments woven into the world than there are stars in the sky. Portions of the world that are so soaked in magic they're less of a place and more of a person, and the thousand and one sagas that the Living Historians have attempted to memorize. Thanks to your own training in these arts, you will find that your own affinity for these forms of widespread magics is vastly enhanced, allowing you to simultaneously cast those same spells for less energy and enhance those of your allies - there are more than a few people and beings in this day and age that have traded away their flesh for something better, magic that seeps so far into them they almost cease to be a mortal. Magic that you can latch onto, and empower.

600 cp - Teachings From A Golden Tail

Though the respect for the land and its creatures that a druid ought to hold is something of a dying dream in the eyes of many, that doesn't mean it's entirely gone. And the proof of that lies with you, for you remember the days before the Futurists even existed. And yes, that does make you rather absurdly old. So old in fact that you might even have been trained by Golden-Tail himself, whose teachings define what it is to be a Samurai to this day. This would mean that you are perfectly competent in their arts, and would likely be offered a job in a heartbeat for your sheer skill, able to not only cut with a sword, but heal with one as well. Of course, by that same metric you possess an excess of talent in all arts, not just those of the Monk or the Samurai, and could very likely get such an offer from almost anyone. Lastly, you have begun to transcend your mortality by becoming just as much the idea of yourself as you are flesh and blood. This has weaknesses, but removes any such concerns as "old age" or growing weaker as you do.

Kami/Spirit

100 cp - More Than Mortal, Less Than Perfect

To be a Kami is, fundamentally, to be inhuman - if you will forgive me for using such a catchall term when such races as the Kitsune and Orochi are alive and well. Despite this, the Kami form a very real part of the backbone of Kamigawan society. When mortals come to pray or beg favors, their minds will instinctively seek out similarities, an eye in a knot of wood, a face in a cliffside, or laughter in the wind. These things need not apply to you, for you may at will remove any such things from yourself. All the things that make you different, make you more, make you Kami, will instead be emphasized as the pathetic mortals ability to draw comparisons and find some small measure of comfort in pretending to be similar to you simply stops working. Of course, this does have the side effect of making you out to be even more alien and distant - and perhaps even terrifying - than you would be normally, but surely that's no issue?

200 cp - As Many Colors As Stars

The powers afforded to a Kami are bound up in not only their nature, but the "weight" their power possesses. A Kami of doing the dishes will never be able to perform grand miracles, not only because its domain is small, but also because who would pray to such a Kami? Luckily for you, mortals are oddly thankful for whatever small blessings you see fit to gift them with, even if it's something small that they could easily have done for themselves in five minutes. So much so in fact, that it is a rare day when you do not see a return from your investment, gaining small trickles of worship and offerings that allow you to recoup whatever you spent to bless them to begin with. It may take a few days, but as long as you keep trying to increase your power and relevancy, you'll never fade away into obscurity.

400 cp - A Shrine To Your Glory

The greatest asset a Kami can possibly have is a shrine, a personal sanctum that serves as their throne here in the mortal world. Having one built is an immense undertaking, but a worthy one. Simply put, merely having a domain of some kind amplifies your godly abilities, raising the quality of faith your mortals will generate and automating the process of blessing them while also costing you less. The more shrines you have, the more this increases. Even a small model of your shrine would count for this, though obviously not as much. The simple act of having somewhere for the mortals to focus upon you is one with magnificent effects.

600 cp - Reborn And Yet Reluctant

In the days before the Kami War, five dragons stood watch over this world, proud and tall. When O-Kagachi went berserk, several of them fell defending those below them from his wrath. Once the war ended, they were reborn, gaining new bodies and in some cases new powers and abilities. And yet, they had also internalized part of O-Kagachi's rage, and so refused to return to their stations of guardians of the land and its people. At this point, if you wish, you may become a Dragon of great power much like them, though that is not the true benefit. Regardless of your affiliation, your nature, or even the tasks you were born to do, you will find that these things bind you not at all. Restrictions and oaths that would force you to take action fail to work on you, and entire schools of magic that simply should not be in your nature will allow you to wield them if you desire. A Kami of peace could go to war, and a Kami of destruction could become a great artist. This is a mighty ability, but it is also an aberration. Try not to abuse it.

General

50 cp - In Another World's Style

The land of Kamigawa is in some respects, a fairy tale come to life, where brave warriors go on adventures at the behest of a powerful spirit and skulking thieves bar their path. Given the Divine River's nature, this is only partially an exaggeration. Still, these stories change with the telling, and with each person who tells them. You, for one reason or another, stand out from the rabble. Perhaps you are a true beauty, to the point where the other races all agree upon that fact? Or perhaps you "merely" have the ability to look dignified and refined no matter what you're wearing, from courtly robes to mud drenched rags? As I said before, you stand out in some manner. How this manifests, I leave up to you.

100 cp - Hotshot, Ace, and Expertise

With the advent of artifact vehicles - mecha, as they are most commonly known - a new kind of soldier was required to wield them properly. Hence the introduction of a number of courses, training simulations, and other attempts to teach people to pilot those same mecha. You have undergone at least one of these things, and come out of it a superior pilot, able to handle machines that would normally require intense concentration and perhaps cybernetic augmentation with ease. There is an upper limit to this, something that outright required a dozen people to control would almost certainly be beyond you.

Purchasing Hotshot, Ace, and Expertise allows you a single discount of Beneath My Iron Skin.

200 cp - Channel

Traditionally, Channeling is the style of magic used by those who possess contracts with Kami, allowing the powers and abilities of the Kami to flow through you and into the world. However, there is a secondary aspect to it that not everyone knows about, a technique of last resort if you would. By purposefully breaking this connection, you can instead cast an entirely different spell than you were preparing. For the most part, this does not actually require a connection to a Kami - it can work with anything, from ordinary spells to a connection to a land, but they do need to be of high enough quality to be used. You have both the skills needed to make use of this emergency technique, and to determine what is and is not a valid target for using it with only a few moments of study.

Faction Items

All Factions gain an additional +200 cp to spend on items only.

Imperial Loyalist

100 cp - Ancestors Katana

The weapons of the Imperial Army are, by the standards of the Futurists and possibly the Reckoners, horribly outdated pieces of junk, hardly little more than a sharp hunk of metal. Appropriate, given that ordinary katana are the favored weapon of the samurai. Within your hands you now hold a relic of the ancient past, a sword that has been passed down through your family for generations, all the way back to - and possibly beyond - the Kami War itself. It is a simple weapon, with no fancy tricks to it. It is solid, sturdy, easy to maintain with even subpar supplies, and serves as absolute proof of your membership of whatever family you happen to belong to. Now, whether you actually have a family of note is another thing.

200 cp - Imperial Moth Eggs

The moths of Kamigawa are large and unusual, plenty large enough for a man to ride upon whilst wearing full armor, sometimes even two. Before the invention of mechanical flight, they were the mainstay of the Imperial Armies aerial forces, and while they have faded somewhat they are still held as an elite unit that protects the skies of Eiganjo. You now possess a number of their eggs, and a small hatchery both to raise and train them as you will. Given no more than a year's time and they will be ready to ride into battle - though, if you actually do so or merely hand them over to the army and raise the next generation is a choice I leave up to you. If you wish, you may also have a single fully grown moth immediately, such that you may take flight and join the battle in the skies.

400 cp - Scales Of Justice

No matter how many students join the Golden Tail Academy or are conscripted into the Imperial Army, there are simply never enough to keep up with the demands of the world. Attempts to increase their effectiveness through technology have gone well and have taken the edge off, but with the Asari Uprising slowly draining the ranks of the less loyal Samurai it still isn't enough. Enter the results of an absurd amount of bribery and begging on behalf of the Imperial Court, a number of dragon scales taken from Ao and enchanted to Takamagahara and back. By crushing one of these scales in your hand, you may unleash a surge of healing magic so powerful and potent that it can be used to heal someone even after they have died, if only for a short time. And that is for those it is focused on, as even being in the presence of the scales being used can permanently enhance those nearby - not by a great deal unless focused, but by a noticeable amount.

600 cp - Seat of the Empire

Roughly one fifth of the land known as Kamigawa rests in the great plains known as Towabara. It sits in the center of the other districts, and in its own center lies Eiganjo Castle and the throne of the Emperor. An empty throne, for now. However, in the castle itself, and surrounding it, lies the vast majority of the Imperial Army - an army that, in the absence of the Emperor - is nominally under your control. Samurai by the hundreds at the gates, a dozen squads of moth riders defending the skies, more than a few mechs of various kinds that were deemed acceptable and allowed to serve, and at the center of it all, a very loyal dog. There is something else, however. In the center of this castle there is a small garden, and in that garden lies a fragment of the worldsoul. For now it is Kyodai, the Emperor's companion, whom none have the right to speak to or look upon, let alone entreat for aid. Who knows what it will be later?

Saiba Futurists

100 cp - Folding Drone

Where a traditionalist might pull out a calligraphy set with which to draw a message that was just as much a work of art as a message, and then use a spark of magic to call it off the paper and send it on its way, the Futurists are in no way shape or form traditional. What you have here is their answer to the need to send a message with minimal effort on their part - at first it seems like little more than a few thin sheets of metal, but when turned into an origami crane they may be sent off on wings of metal and magic to deliver your words. And, more importantly, they do so via a recording of your voice rather than anything as simple as ink. For those inclined to be slightly more physical, the 'paper' can be folded into a number of other shapes, such as a simple knife. Bracelets are also a popular shape for storing them.

200 cp - Disassembled Mechsuits

The Dragonfly Suit is the cutting edge of Imperial technology, the latest and greatest that they can stand to have in their sights. This small collection of parts could, in theory, be assembled into one if you wished to do so. Or it could be assembled into something else entirely. Rather than a supply of materials, this item takes the form of a number of abandoned parts, limbs, hardware and software components, taken from a dozen different projects and supplied to you on a regular basis. It's very much the chaff of what could be given to you, but even broken down the parts here are still far more advanced than the Imperials would be comfortable with. Especially the ones that came from the good stuff, not just a student's failed project. All you really need to do is match tab q to slot z and try to make a masterpiece. If you fail, well, it was already garbage. If you succeed? Then you'll likely have a frame that surpasses anything the Imperial Army has.

400 cp - Talismans Of Wind

The Soratami naturally possess the ability to fly, something that has given them power and kept their cities safe from outsiders for as long as Kamigawa has existed. It has also given them a slight sense of superiority, that they are "above" the ground bound races such as the humans and their Empire - none flaunt the rules of what should not exist as much as the Futurists do, after all. You now possess a set of talismans that were made in the image of the power that lets the Moonfolk fly - and by a set, I mean literally hundreds. Each talisman, when granted to an individual, would allow them to fly for as long as they held it. But, because that is not so useful to someone who can already fly, these talismans can also be used in concert with each other, with dozens of them at once being enough to let you rip houses out of the ground and throw them at your foes, or to make something exceptionally heavy nearly weightless so that you might make off with it. Alternatively, you could use them to hold up a portion of Otawara if you wanted to make your own personal island.

600 cp - Soaring City

High above Kamigawa sits an entire city of Soratami, the Moonfolk. It soars through the clouds like a man would across the plains, rarely ever in the same place for more than a few days as it travels with the wind. Most of the time it rests above the oceans, though it does occasionally drift around the entirety of Kamigawa. Each of its "Islands" is a small town unto itself, supporting hundreds of people - and more importantly, since Otawara is primarily a scientific city - and their laboratories. A thousand and one projects are undergoing testing at any given time, and twice as many research studies are being put through their tests at the same time. There's even a small clan of ninja that make their home here, specializing in discretely acquiring the scientists anything the Empire won't fund. No matter where you go, this place is sure to be a center of progress and understanding, a way to see the future in your lifetime.

The Reckoners

100 cp - One Hell Of A Sweet Ride

Thugs and brutes they may be, but the vast majority of the Nezumi within the ranks of the Reckoners have something that a surprising number of people would admire - a sense of style and fashion that's honestly just plain cool. Leather coats with partially magical designs on them, an outfit to go with that coat, and best of all? A surprisingly high tech motorcycle, as durable as they are fast. Not exactly good for the environment, but what are you, a Jukai monk? No, you're a Reckoner! Now, if you would prefer, we can swap out the cycle for a coat that's been heavily enchanted via a similar method that Jukai uses for its Living Histories, one that can give you the power to grow a set of wings out of the back of the jacket. Not as cool or as fast, but just as stylish and arguably just as useful.

200 cp - Words Really Can Hurt You

As disparate and fragmented as the Reckoners can be, the upswing in technology has resulted in a level of communication between the many gangs that have placed a claim upon the name. Not a peaceful one, but communication nonetheless. Amongst other things, this has resulted in something akin to a job board, a specific forum that utilizes seemingly innocuous chatter to pass the details of one bounty or another along to any Reckoners interested in picking up a bit of extra work for additional pay or 'forum privileges'. These entries are created and maintained by several dozen subgroups of the Reckoners, and as such even if you aren't with an established group you can earn some quick yen or prove your loyalty to this twisted family through acts of service. Well, it's probably acts of terrorism to the civilian population, but you're serving the Reckoners and yourself, so that's good enough.

400 cp - Fog Of Despair

The Myojin of Night's Reach is as famous as she is feared, as powerful as she is hated. It was her blessing that allowed Toshiro Umezawa, the hero of the Kami War, to emerge triumphant and it was her wrath at misusing those blessings that haunted him for the rest of his days. What you have here is one of Kamigawa's first biological weapons, an airborne curse designed to mimic her powers. Held inside a series of metal canisters that are also time bombs, the mists it spews out are extremely damaging - not only are they slightly acidic in nature to the point where it can chew through entire people in but a moment if they're fool enough to be caught inside it, but it also actively degrades any magical effects within its range. Like the ones a Samurai would use to empower themselves, for example. I suggest being far, far away from it when it's set to release, as the black fog cannot be controlled or countered but sufficient dispersion. Anyone who can't run away will know suffering.

600 cp - Abandoned Mire

In truth, Takenuma is a portion of Kamigawa that damn near everyone seems to be willing and able to utterly forget about. Once the largest source of black mana on the entire plane, that title now rests in Towashi's undercity, the largest metropolis in all of Kamigawa. Outside of a handful of small villages set at its outskirts, Takenuma is largely abandoned, even by the Kami who once possessed shrines within its borders. There are, however, remnants. A thousand corpses, hidden beneath the muck, ready to be turned into zombies. More than a few ancient shrines that could be brought back to life in order to earn favors from the Kami that once presided over them. Wizards, spirits, and other creatures that only come out at night, just waiting to feast on unwary travelers. Plants, both medicinal and poisonous, grow in abundance here. There is no civilization within the bounds of the mire, but that does not mean that there is no life to it. If you dare to brave within its rotting heart, I'm sure you could find something of value with relative ease - there is one among the Reckoners who uses a poison so potent that it grows black flowers from the inflicted wounds. Perhaps something similar could be found here?

Asari Uprising

100 cp - A Soul Cast In Steel

As befitting an organization that houses itself inside a city of artists and that stands against the traditionalist and slow to upgrade Empire, Risona and her followers make excellent use of machinery in their righteous war. Not quite as much as the Futurists, but few among them are afraid or unwilling to turn to machinery to gain a boost or perhaps a sidekick of some kind. To that end, you have come into the possession of an artifact that, while intended as a weapon and certainly capable of being used as one, is also somewhat alive and thus capable of fighting alongside you. The aptly named rabbit battery, perhaps, whose internal generator raises your speed and strength by a small degree, or the twinned lizard blades, who will quite literally bend themselves into or out of the way of your opponents blows, for example? Well, there are more than just those within the ranks of the Uprising, but I leave deciding up to you.

200 cp - Armed And Rearmed

No small portion of the Asari is made up of former Imperial samurai - those who flunked out, were thrown out, threw themselves out, or were deemed unable to serve. The loss of a limb is a surprisingly common source of that last one, and there are many who wish they could have continued to serve even without it. They know better now, of course. In an attempt to solve that issue, the craftsmen of Sokenzanshi have created mechanical limbs, some of them meant to outright replace a missing arm or leg, and some of them grafted onto - or perhaps into? - a person in order to effectively grant them three arms. More than a few musicians have gone for something similar, making music with an additional pair of simple but dextrous arms to make twice as much noise as ever before. This may appeal to you more, if you don't wish to be missing an arm for one reason or another.

400 cp - Blades of Calamity

The spells that Samurai use to enhance themselves in battle, that Ninja use to bind themselves ever further to the shadows, that Monks wrap around themselves as both a weapon of war and a means of meditation, these spells are as varied as those who wield them. And a way to weaponize them for yourself has been found. Given to you is a set of six blood red blades that ignite with fire whenever they are drawn. Due to the unique nature of their construction, these blades are able to absorb the faint traces and leftover mana from both your magics and that of others. In effect, whenever you begin to power one of your spells, the blades will begin to form an echo of that spell within them, one that can then be cast from the blades themselves. The spells of others are possible, though much more difficult. Each blade can only hold so much power or so complicated a spell, but they can be used in unison to copy more powerful techniques. Additionally, they may only be used once per day, lest the blades themselves become damaged beyond the point of usability.

600 cp - Crucible of Defiance

Deep inside the mountains where the Oni once resided, lies the citadel of Sokenzanshi, home to a thousand and one artists, craftsmen, blacksmiths, metalworkers, and even a few musicians. No matter what you might need to wage war, either you can find it here or you can find someone to make it here. The city sits in a valley between the mountains, making it difficult to invade or even to reach under normal circumstances, not to mention that it's outright built into the side of a dormant volcano. A very defensible location you've somehow come into, but that's not all it has to offer. Sokenzanshi is also home to the Asari Uprising, disgruntled samurai, ambitious Akki, Kami and other spirits just looking for a halfway decent excuse to let loose, and much much more. It is, quite frankly, everything you would ever need to find, build, and arm a veritable army of society's outcasts. The only thing missing is a passionate commander to bind them all together.

Order of Jukai

100 cp - Bark And Bite Are Far Worse

Boseiju, the great tree that towers over all of Towashi, is the single greatest source of green mana on all of Kamigawa, even beating out the entirety of the Jukai Forests despite the utter lack of nature that surrounds the city. When the monks, druids, and other members of the Order require armor, they look first and foremost to the natural world to see what can be used. A Samurai's armor used to be made from lacquered wood, before technology and metallurgy advanced to its current state. A Jukian set of armor still is, made from scraps of bark from Boseiju and bound together with rope and twine made from fallen leaves. Actually, this is Jukai's answer to the mechanized suits of armor that the Empire and the Futurists - biological power armor born from the greatest source of green mana on the entire continent. The armor by itself isn't very great, but as one's affinity for nature rises, so does the power and durability it can offer to its bearer.

200 cp - Jukai Promise Blade

Each and every student of the forest, upon graduating from mere trainee to fully fledged protector of the woods, is gifted with a weapon. A blade, a spear, a magical focus, it doesn't really matter. What does matter is that this gift is not made from ordinary steel, but has been heavily enchanted by a Kami - in fact, it is proof that you possess a contract with a Kami to defend it from harm and tend to its lands in exchange for some small part of its powers. In this particular case, the blade is special not because of what it represents, but because it is capable of absorbing the backlash and overflow that may be caused by attempting to channel the power of a Kami through your body. In effect, it is a safety measure - instead of breaking yourself, the blade will break in your place.

400 cp - Pact Of Ancients

The various Kami that reside within Jukai sit at the center of a network of pacts, contracts, bargains, and deals almost as old as the Empire, and in some cases older than the forest itself. Most of these understandings are between the Kami and the various servants they have blessed with one power or another, but some are with each other as well - mutual defense pacts that have not seen use in hundreds of years, but are still very much active. What you have here are a series of truly ancient and all but faded scrolls that represent some of the favors that have been extracted from the Kami by their minders over the years. Specifically, upon opening the scrolls, reading a short chant, and offering a decent chunk of mana, you may call a number of decently powerful spirits to your aid for whatever you may require. Most of these spirits are little more than beatsticks, warriors who once served in life and continue to serve in death, meant to defend the forest from those who would see it cut down. Not all, however. The geothermal Kami is a favorite of most trainees, though they usually lack the authority to call upon it.

600 cp - Who Endures

High above the city of Towashi, roots circling around and through the tallest structures the city has ever produced lies the great tree of Boseiju. No matter how tall the city attempts to build, the tree always grows taller. Thanks to an old bargain with the Kami, the city cannot grow outwards, only upwards - or in the case of the reckoners, downwards. The city, while thriving, and just as much a monument to the forward progress of society and the traditions that tower over them, is not what is important. No, the city is surrounded on all sides by a forest, and deep in those forests lie a number of Jukai bases. Small pavilions meant to cultivate rare fruits, expensive herbs, and other exotic goods. Empty beaches and dark caves, where the next generation of caretakers are taught their lessons. And deep in the woods are five dragon eggs, currently made from stone, but containing the potential to see the five dragon Kami reborn should they fall. Or to create a new set of five, if you have enough energy to spare. You may choose between having a position of authority in the city itself, or in the Jukai forests.

Unaffiliated

100 cp - A Single Drop Of Perfection

I'm sure this is an incredibly strange thing to find on Kamigawa, and that more than a few people would be filled with pure terror and utter panic to see it here. But the fact remains, it is here. These vials of black ichor are the remnants of technology from a vastly superior civilization. The oil has a memory of sorts, guiding the growth and modifying the forms of anything and anyone who touches it into a superior shape. Studying it, placing it under a microscope and zooming in as far as you go, will reveal designs and blueprints for a thousand and one designs - and that's merely one drop. You'll probably have immense difficulty using any of these designs for yourself, and anyone who knows them would tell you that they're out of date... but thankfully, the oils wants to take those shapes anyways, and with your help would be happy - if oil could be happy, at least - to perform some upgrades.

200 cp - Secret Places And Things

People from other world's don't usually have a place to stay. Artificers who aren't Futurists usually don't have a place to experiment. You're both. Probably. And as such, you need access to resources, a place to stay, and a few other things that you wouldn't otherwise have. This place takes the form of a small laboratory - well, small by the standards of the Saiba, which means it's the size of several warehouses - filled to the brim with implements and tools of your choice. If you'd like it to be a Futurist blacksite, the former hideyhole of a renegade Jukai Biotechnician who wanted to make an electric tree, or just a more ordinary forge for old school weapon crafting, we can make all those things happen. In addition, being in a rather sleazy location, it's fairly easy to locate someone who can discreetly acquire more resources if you need them. Assuming you have a way to pay.

400 cp - The Corpse Of Tradition

The Kami of this world are simultaneously its greatest resource, and its greatest weakness. Through a number of dubious means, you have managed to acquire a level of control over numerous lesser Kami. A Kami of Spring Cleaning, of Taco Tuesdays, of Insurance Fraud, of Children Who Jump In Mud, so on and so forth. Weak and pathetic all, though they could potentially be useful in the right circumstances. And, if you don't intend to put up a front that you want them for their powers or connections, you can shove them into the provided experimental containment tubes, where they can safely be stored without any hope of rescue or escape until you're ready to either sell them off or dissect them to see how they tick.

600 cp - More Real Than Reality

Phyrexia's ability to conquer other worlds has always been held in check by the sheer difficulty inherent to traveling through the Blind Eternities. Without a planeswalker of their own, and unable to Compleat one without damaging their Spark somehow, their options have been limited. A Spark is not something you can touch, something you can modify. It is more of an idea. But what if there was a world where ideas could be touched, where beings made concepts and thoughts walked among us? And that is why the Phyrexians have come to Kamigawa. And lucky you, having managed to get your hands on Jin-Gitaxias's personal notes on the strange and unusual relationship this plane has between the spiritual and the physical. And, perhaps more importantly, the device Jin and Tezzeret created to allow them to interact with the Spark. Everything you would need to Compleat a Planeswalker, all in one neat little package. Isn't it wonderful?

Class Items

Samurai/Warrior

100 cp - Cybernetic Augment

Though a philosopher would likely tell you that all are born equal, there are those who are born less equal. Birth defects such as a malformed limb, a weak mind, or poor vision, all these things may prevent a person from rising to the heights they would have otherwise been able to reach. Luckily, the Emperor is kind and her court is often generous to match. What has been given to you is a simple piece of Saiba technology, meant to counteract these flaws - perhaps one of your eyes is now a state of the art security camera, giving your once failing eye vision akin to that of an eagle or a wolf. Perhaps one of your limbs has been replaced entirely? Do keep in mind, these are a far cry from what the Saiba could really do, but it is more than enough to see you to overcome whatever weakness plagues your body. If you have no such weakness, you may instead opt to merely possess a ready to use version of one such replacement, in the event that it becomes necessary.

200 cp - Eater of Virtue

This is, strictly speaking, not something any reputable Samurai would wish to have, but none can deny its usefulness. The blade is cursed, in a manner that is infuriatingly helpful. Anyone who wields the blade in battle for a day and a night becomes attuned to it, and may begin to draw upon the skills and talents of past wielders. They also suffer from a rather horrible bout of bad luck, such that they will be driven to an early grave. From overconfidence, for example. The blade then feasts upon a fragment of their soul, at which point that particular wielder's power may be drawn upon. A vicious cycle of empowerment and glory, only for the reaper to come calling. You'd likely be able to make a pretty penny from the Empire ensuring that it remained sealed away and unused... Or an even larger sum of coin wielding it into battle. It's your choice, really.

400 cp - A School For The Bloody Arts

For many thousands of years, the Samurai have been the mainstay of the Imperial Army, and of every other fighting force of note. To that end, there are many schools that claim themselves to only produce the finest of Samurai, from the legendary Golden-Tail Academy, one of whose students is the current regent of all Kamigawa, to Futurist schools who use training simulators and illusions to prepare their students for every conceivable situation. You have, depending on your faction, been asked to take a place in one of these schools, either as a student or as a teacher if you feel you have enough skill to share. This could range from nothing but an empty warehouse deep underneath Towashi where Nezumi beat the shit out of each other, to a forest grove where Jukai potentials learn from Kami that have been teaching for as long as the forest has stood. Obviously, a Reckoner "school" would focus far more on dirty tricks and surviving at all costs, while the Empire would prefer a more well rounded and noble education - poetry, for example, is all but a requirement in their eyes.

600 cp - Cloudsteel Kirin

There are gods aplenty in these lands, but precious few miracles that do not involve them in some form. This mechanical horse is one that was crafted by human hands, though admittedly with some materials acquired from helpful Kami. The Cloudsteel Kirin is, simply put, victory forged into the shape of a horse. Beyond simply being able to fly whilst riding upon it, you will find that fortune favors you to an absurd extent while you do. Arrows divert their path, angry Kami are turned aside, and the morale of your forces skyrockets so absurdly that Samurai who are all but dead will find it within themselves to keep fighting long after their bodies should have broken. It would be no exaggeration to proclaim that no amount of force could cause you to fail at whatever task you have set out to accomplish. Be warned, however, that this only lasts for as long as you sit upon its back. Take but a single step off, be thrown, or even should the Kirin be destroyed then you will find reality crashing back into you as the fate you had been warding off suddenly comes true.

Wizard/Artificer

100 cp - The Era Of Information

The Futurists have over the years, created a network of information that is readily available to all who would call themselves an artificer - simple designs for old machines, reports and studies on the interactions of various materials, even the occasional transcript of debates or conversations. The Reckoners have their own bastardized version, but this one is far better on account of being the original. You now possess a data pad that is heavily geared towards the construction of advanced machinery, one with an inbuilt design suite that allows you to draw out blueprints and circuits and test them via simulation software. ...if you really prefer, I can instead give you a pile of books and a set of basic tools to work with, if you'd rather something more suited to one of the old fashioned factions. It would be a bit of a waste, but I would understand.

200 cp - Mechanical Aide

In a civilization that is firmly split between constantly pushing for bigger and better technology and having none at all - and, specifically, as one of those pushing for more, it can be hard to fit your hands into all the tight spaces. Kami knows ordinary vehicles can be bad, can you imagine what trying to work on a mecha looks like? Luckily, you don't have to, on account of someone having already invented a way around that particular problem. That's why you now have a set of Circuit Menders, small insectoid constructs that are small enough to crawl around inside the tight spaces where hands don't fit and do the maintenance for you. Remarkable little buggers, they can even run repairs on certain mechs mid-flight or mid-fight, though that does risk them getting crushed by all the moving parts. But hey, they're a lot more replaceable than a full mecha is.

400 cp - Personal Laboratory

Moving up in the world are we? Due to some combination of funding from the Empire, the support of rich businessmen, and the respect of no small number of scientists, you have managed to graduate from a mere assistant to the greatest minds of the age to being able to stand under your own might and ingenuity. You now possess a location of your own that is fully stocked with dozens of tools and resources, and even fully staffed by like minded individuals who are willing to push the boundaries of science with you. It might be one of the many compounds within Otawara's sea of clouds, it might be a smaller but no less well supplied institution maintained by the Empire. It might even be a Reckoner sweatshop, where you would probably be expected to rip apart everything they provide you with to create bigger and badder machines for them to use. For the time being, this is a privilege, and you will need to at least pretend to work on the tasks assigned to you - or outsource them to a reasonably competent minion - but once the jump ends this place becomes yours in its entirety.

600 cp - An Engine For A New Era

Deep in the halls of Otawara lies a blasphemy most foul, something the Empire and Order would seek to utterly erase not only it but all who had helped build it. Possibly even those who had laid eyes upon it. In the hopes of creating a mech that possessed more power, acted faster, was easier to use, one scientist bound a Kami into the frame of his machines. You have come into the possession of this machine, or perhaps a prototype or second model of it. Though bound, the mech is very much alive thanks to the unknown Kami of water within it. It truly does act and react as fast as the pilot can think... when it's in tune with its pilot at least, something that may be hard to accomplish for someone who merely thinks of it as a machine. Still, if you open your heart and mind to it, then you will find that there is no machine on this plane that can stand up to your combined might. In addition to this machine itself, you may choose to trade it in at the end of each jump, gaining an equally powerful and heretical machine to wield in battle or dissect at your leisure.

Ninja/Rogue

100 cp - Stars That Fall On Throats

Not all of the Ninja in Kamigawa are killers. Some of them make their living as thieves, or as part of a spy network to provide the Empire with information on who exactly is toeing the line on their commandments, and who isn't. All of them however, are trained fighters, and as such you have been graced with a small supply of their favored tools - shuriken, kunai, and senbon, the trifecta of throwing weapons. The kunai are the most powerful, easily able to cut down a trained Samurai when thrown properly. The shuriken have the most range, but lack the power of a kunai. And the senbon are the most precise and silent of the three, but are so weak that you're probably better off trying to cut a power cable from sixty feet away than you are to actually harm someone with them. Well, unless you knew acupuncture I suppose?

200 cp - The Best Dumplings In Towashi

Everybody needs a day off now and again, which is why you now possess a full set of Imperial and Saiba identifications that agree on one absolute truth - you are an absolute nobody, not a fighter, not a scientist, and certainly not a ninja pretending to work at a noodle stand in order to let some of the heat from your last job die down. Oh, and you do in fact own a noodle stand of some kind. Rather hard to complete the ruse without one. When you aren't present, a young woman whom you may or may not have a massive pile of blackmail on and who really doesn't want to know about your day job is in charge of the stand, and is entirely 'willing' to turn a blind eye to her supposed employee constantly being late for work or not even showing up for weeks on end. Good help is so hard to come by these days.

400 cp - The So Called "Clan Umezawa"

Deep in the undercity of Towashi and the spires of Otawara there are rumors. People who whisper about entire groups of Ninja that may or may not frequent a specific place, not just the ones and twos that may or may not be on contract to a greedy crime boss or a less than moral researcher. Though they do not know it, they are right. You are now the inheritor to a small clan of ninja, probably no more than a hundred people all together, and only a fraction of those being fully trained as compared to mildly competent servants. The real treasure is the estate itself, a well hidden manor home that can comfortably house the clans current numbers several times over, and the generations of scrolls and manuals detailing not only ninjutsu techniques, but the most efficient ways to teach them... and the most efficient ways to gain or force the loyalty of those you might consider teaching.

600 cp - Aoi, The Kami Of Jumps

Two years ago, the Emperor was attacked by a man with a metal arm, and her damaged Spark ignited, sending her careening off into the Blind Eternities with no way to control her fall. At the same time, a very special Kami was born from a cast off portion of her Spark, one that would eventually become the Kami of Planeswalking. Your entrance into this world has caused the birth of a similar Kami, a ghostly blue ball of energy contained within a raven construct. For now, it serves as your familiar, able to shift its form into a mask or a simple weapon, as well as spy upon others for you. It's true power however, is you - on the first day of each jump, you may opt to cast off a number of your powers and abilities, which will then be absorbed into the Aoi. At that point, anybody who wears the mask Aoi turns into will gain these powers until another wears the mask. Any natural talent they possess that is aligned with the borrowed power will cause them to rapidly grow in skill and possibly even keep some of them once they lose access to the mask, or you take it away from them. Oh, and don't worry about losing these powers forever - you'll get them back on the next jump, at which point you can make this choice all over again.

Monk/Druid

100 cp - A Carving Of A Spider

A gift from a spiderlike Kami that resides in one of the dark corners of the forests, this wooden golem is both an adequate training partner for a prospective monk, being weak enough to pose no threat yet durable enough that you will have difficulty harming it in turn, and a weapon to be wielded should your own natural strength be lacking. While it will default to the form of a bracelet, the spider is perfectly capable of scuttling about your body as you fight, using its own body as a shield to blunt the incoming blows - assuming of course, that you don't simply wish for it to fight alongside you. It can even launch you a short distance into the air, to help deal with any Soratami or similar foes that think height is an advantage you will allow them to keep.

200 cp - Rest Your Weary Bones

The Saiba will tell you that any pleasure you can find in the real world, they can craft an equal to using their superior technology, if not something even better. Sometimes however, there is little in the way of room for improvement in nature's designs. It's not like there are many ways to make hot water better, except to perhaps make it hotter - and if they did that, it'd be too hot. Regardless, you are now the owner of a rather lovely hot spring that sits right between the edge of the Jukai Forests and the Sokenzanshi Mountains. This spring is not only perfectly warm at all times, but is also the focus of a minor amount of natural energy, such that it invigorates to an absurd extent and can outright empower those who soak in it. There is enough energy in it for four people to gain a small amount of power, or one a rather large chunk. Sadly, it takes three months to build up another charge.

400 cp - A Sunny Forest Glade

Another fragment of the Jukai forests, this time a large stone amphitheater that has been broken in half by a river and is partway through the process of being reclaimed by the forests. The ruins are an ideal place to meditate and commune with nature, being calm in spirit and untouched by the march of technology. In the center of the river sits a powerful but long forgotten Kami, one that has served as a teacher to the Order's students for generations. It is not a school precisely, but in exchange for a modicum of service and offerings the Kami will train all who stand upon the banks of its river the arts it has gathered over the years. Some swordplay, the odd Ninja technique, but mostly martial arts and bojutsu. And of course, how to commune with nature and empower yourself through it - everything a budding monk or druid could need, though it does insist on all education taking a year and a day, regardless of how quickly you do or do not learn. Once that time is up, you will need another teacher.

600 cp - And Oath Signed In Souls

To be the sworn of a Kami is a heavy burden. Not only are you swearing to live your life by their rules and whims, but you are exposing your soul to theirs - something that is by no means safe, especially if there is even the smallest fracture in your oaths. Still, the risks are almost always worth the power to be gained, and so you have entered into one such contract with a Kami that is supportive of your faction. You might have a small fragment of one of the Myojin feeding power and duties into you, or you could have something smaller like a Kami of Hot Springs empowering you to defend the waters from pollution. This is very much up to you to define, though do be aware that the actual power this grants is very much dependent upon your relationship - the more respect you have for them and they for you, the more you understand each other, the more power they can grant and you can draw upon. In future jumps, you may choose between having an automatic offer of employment with a similar deity should one exist, or simply keeping the Kami you have now.

Kami/Spirit

100 cp - Only Slightly Embellished

In an attempt to earn your favor some years in the past, one of the Living Histories gave you a princely gift - a play of their own creation, with you as the star of the show. The story is fairly typical as far as plays go, featuring a young couple in love kept apart by circumstance, to whom your blessing is absolutely critical for their relationship. And so of course, after a quick test of character, you grant it. Now, whether or not this really happened is... debatable. There was a wedding a few years back, and you do grant blessings on occasion, but it is meant to make you look good rather than tell the truth. Regardless, you will find that this play will make its way into the books of performers, and perhaps into the list of stories that parents tell their children at night. And of course, every time it is told, you gain a small amount of worship.

200 cp - A Steward For Your Shrine

Kami, as spiritual beings, have a tendency to lean away from the constant push for progress that parts of Kamigawa are so obsessed with - even the blue aligned ones care little for those goals. Despite that, there is one undeniably useful advancement that the Saiba has made, that any Kami of any real power desires. The shrine steward, a robot attendant designed to kiss their ass and maintain their shrines. Or possibly even build them, since there are several designs downloaded into its memory banks. Though admittedly, having the pull to get one of these and not already having a shrine is a bit hard to believe. On the other hand, maybe you want it to build you a second shrine? I could see a Kami wanting that.

400 cp - Go-Shintai Of Jumps

Ah, here we are, a Shrine of your very own. A location that is so steeped in your magical energy that it almost begins to perpetuate its own miracles, a place entirely of your own design. It might be little more than a wooden box painted red and placed upon the very tip of the tallest mountain, or it could be a house that floats upside down in the center of a lake - in the air or possibly below the water. This place will always generate an acceptable budget of faith and other resources that you may demand as part of your worship, and will always be tended to by at least one mortal servant. It's not quite a religion in its own right, though with careful tending you could perhaps convince a nearby village to devote all their faith to you and the blessings you could bring. A village might even be part of your shrine - or rather, your shrine might resemble a village - though you would have to fill it with worshippers manually. Of course, perhaps it might be worth doing just that?

600 cp - A Box Full Of Mirrors

A very very long time ago, a despicable Soratami once said "only in mirrors do heroes find their equals". The phrase, while apt, is undermined by the fact that he was scum. Still, over the past thousand years one of his prized possessions, a gallery full of mirrors, has been added to, taken from, and refined over and over again until we reach this. This box has two powers. The first is that it empowers anything that can be said to be unique, be it the current reigning emperor, a planeswalker, or a Kami and their shrine. The second is that it emits a unique aura, that modifies the summoning magic that many planeswalkers make use of and allows them to summon supposedly unique artifacts and such to their side without compromising the spells integrity in the usual manner that summoning two versions of the same legendary artifact normally would. If you intend to make use of such a means of summoning, then this box would be an invaluable thing - I should mention it works on other attempts at duplicating things in this manner, but that is merely the most apt example. Another use might simply be if you intend to be greedy and build a dozen versions of your own Shrine.

General

50 cp / 100 cp / 200 cp - Soothing Sights And Neon Lights

For thousands of years, magic has been measured in motes of energy, the amount of power or life force that a certain amount of land - originally known as a Land - can produce inside a certain timeframe, be it minutes, hours, or days. If you have none of these, performing magic becomes significantly harder. Regardless, for 50 cp you may start the jump with a connection to one such land, be it a river meandering through a forest until it reaches the seas, or an Saiba experiment on a small pavilion where the waterfall flows upwards. For 200 cp, you may instead start with five such Lands, your choice between five of one, one of five, or any combination thereof.

Separate from the above offer and its packaged deal, you may also make a one time payment of 100 cp to acquire a bond to a Land capable of providing two kinds of mana. This could range from anywhere between a highly futuristic zen garden and its air of tranquility and yet intelligence, to a downtrodden and crime ridden neighborhood with its reeking of decay and yet opportunity. As a small aside, these locations have a unique benefit to them - if left alone for a few weeks, they can be called upon for a small surge of healing - nothing major, but enough to drive a mild sickness from you or heal over a number of minor cuts.

In both cases, once the jump ends you may choose between outright gaining the property rights to a similar stretch of land in future jumps, and turning them into a warehouse attachment.

100 cp / 200 cp / 400 cp - Beneath My Iron Skin

With the many Futurist advancements that have spread throughout the world, one of the most common ones takes the form of mechanical assistance. Metal arms and legs, to replace ones lost to accident or battle, are but the tip of this iceberg. Entirely mechanical suits of armor, known as mechs, mecha, or mechsuits depending on who you ask, are their newest addition to the art of war. To that end, I would offer you one of these - perhaps you seek a High-Speed Hoverbike that would make most Reckoner gangs blush in envy, or the Mobilizer Mech that the Futurists use to control several suits at once. Of course, something more impressive could also be what you seek?

For 100 cp, you may take one such mech that is worth one or two "lands" of mana, as the old magicians would measure it. The above mentioned examples would all fit into this category, as would the seed of potential that is the Mechtitan Core - although, without others to back it up, you may not find much use there.

For 200 cp, you may take something worth three to five mana, such as the Dragonfly Suit that has become a major part of the Imperials arial brigade, or the Brute Suits that certain Ninja clans make use of when they no longer wish to be subtle. A machine on par with the Genesis Engine is also possible, but would lack the bells and whistles buying it as an ordinary item would grant.

For 400 cp, you may take something worth six mana or more, a category that consists solely of the Thundersteel Colossus and the completed Mechtitan. Both are mildly impractical to actually get onto the battlefield, but no one can understate the sheer power they represent.

Companions

50 cp / 300 cp - Friends Old And New

Though a certain ninja is fairly confident that the weight of the world rests upon his shoulders, his quest will not grow nearer to completion until he starts to gather allies to aid him. In that same vein, I offer you allies of your own to aid you in whatever tasks you may have. Specifically, your companions. For 50 cp, you may import a companion into the jump, gaining all the basic choices that you have, as well as 600 cp to play with. Or, for a lump sum of 300 cp, you may take a slight discount and import a grand total of eight of them into the world with the same benefits as previously described.

50 cp - Wanderers Of Worlds

Tell me, during your time here, do you think that you'll find someone you just can't live without? Perhaps you'll find yourself with a sister you just can't bear to part with for such a long time as your chain will take, or a brother in arms that doesn't want to be left behind. Or perhaps you'll take in a child? Well, what can happen and what will happen are two different things. Still, with a purchase of this you can take one of the people native to Kamigawa as a companion if you wish to do so.

100 cp - Mysterious Singer

In recent years, a blue haired girl has begun to make a name for herself in the world of showbiz. She's lively and enthusiastic in a way that few people can maintain for very long, but outside of how amazing she is very little is known about her. Is she human? A kami of song? An artificial mind built by a drunk Futurist to be the perfect musician? Or possibly something more sinister, being used as bait to lure people in? Nobody knows. She really is a great singer though, and rumor is she's about to sign a contract with a big company to become a proper idol instead of just an amateur.

Drawbacks

+0 cp - Legacy Of The Kami War

Society as we know it in Kamigawa has its roots twelve thousand years in the past, in the Era of the Kami War, the time when the Worldsoul died and Kyodai was born in its place. It is, though I find it a difficult thought, possible that you were present in that era in one form or another. If that happens to be the case, then you will find that actions you took in the past have grown with the telling - or perhaps shrank, if you were truly legendary - and that small parts of Modern Society can be firmly blamed upon those actions. Certain habits and peculiarities of the Reckoners, modifications to the standard prayers of the Jukai, perhaps a strengthened or weakened connection between the Dragons and the lands they once guarded, so on and so forth. This world will remember you. Let's hope it's happy to see you again, yeah?

+0 cp - Legacy Of The Shipping Wars

Let me tell you a story. One day, a giant metal shrimp decided that he didn't know how to corrupt properly, so he yeeted himself across dimensions until he arrived in totallynotjapan, where he proceeded to buy all of the doujin at this year's Kamiket so he could learn to ntr better. This is the story of Jin the Chin, the meme, the madman, the praetor. It's also complete nonsense, but that's what you're signing up for with this. Things are less serious and more silly, but the stakes are the same. If you aren't careful, Jin may move on from finding a way to Compleat planeswalkers to magically taking control of every woman in Kamigawa and waging war against anyone who dares shitpost in the Kaminet about his Elesh Norn Daikamakura. Because yes, he has one of those now.

+100 cp - Always Strive For Imperfection

The disparity between the past and the future, between tradition and technology, is one that is slowly tearing Kamigawa apart. Not quickly, it has a few more hundred years of relative stability depending on the outcome of the Risona's uprising, but it is there. And as it does so, it slowly tears families apart, one sibling dedicated to the past and another to the future. Whatever faction you belong to, you are an exceptionally firm believer in its ethos. As an Imperial or a Jukai, you would all but worship the past where Kami still ruled. As a Futurist or a Reckoner, you might just murder anyone who tried to give you an Imperials schpiel. The Asari are a mix, being far more mercenary rather than any inherent belief. Unaffiliated may choose their own stance, but not change it.

+100 cp - Memories Of An Unforgiving Past

Dealing with an established Kami is a difficult thing to do for a mortal, and a newborn one even more so. The sheer arrogance brought about by their godlike nature leaves them mostly unwilling to bow to anything but the most terrifying displays of power or the largest bribes and deepest bows. Official diplomats, backed up by the Emperor and Kyodai's power, have a bit of leverage, but only that. Somewhere in your youth, you attempted to interact with a Kami of some kind and the results were somewhat catastrophic for you. You might be missing a limb as a result of them ripping it off you and eating it, or lack the fine nerve control needed to hold a sword due to effectively having been tortured. Or maybe you are constantly in pain, the sensation of bones being broken and your skin being flayed haunting your every waking moment. Respect the Kami, foolish one, or they will break you.

+100 cp - Decisions That Are Less Than Wise

As a result of some truly unfortunate decisions made some time in your past, you have the enmity of one of the five major factions that reside in Kamigawa. Perhaps you are mildly obsessed with Gambling, and are constantly in danger of losing a finger or three to the Reckoners as a reminder to pay back what you own. Perhaps you took a bribe from the Futurists to help pass one of their inventions through the official checks, only to fail to do just that. Maybe you urinated on one of the trees in Jukai whilst drunk and were firmly invited to return at a later date of never. Trust me, there are a thousand ways you could have earned the ire, if not outright hatred, of entire cities or organizations.

You may take this drawback a maximum of two times, and may not take it for your own faction. You could perhaps use the fluff to tell your story as having been a former member of that group, but you may not select the one you have your discounts with.

+200 cp - Kami Of Imperial Dishware

...Kami are often seen as an unassailable power, a level of strength that mortals cannot match and will never be forgiven for trying. This is not strictly true. Small Kami, more akin to mere spirits than the O-Kami that once ruled the lands, do exist. Why, there are Kami that were born to do menial and tedious tasks, like clean the Emperor's dishes, or cook noodles at the marketplace. Damn fine noodles, but not particularly impressive as far as power goes. You are one of these types, or perhaps an equivalent if you are not outright a Kami. If you had assumed that you were entering this world as a fierce warrior or an amazing magician... No. You are a rookie at best, though growing to your full might shouldn't be that difficult with enough worshippers and/or practice.

+200 cp - One Foot In Front Of The Other

The pro- and anti-technology factions of Kamigawa are not precisely at war with each other, but they do have innumerable issues they'd like to take a pound of flesh out of the other guy over. In a show of devotion to your own stance on the issue, you may choose between one of two things. If you are someone who believes in technology, then you become extremely adverse to low tech methods of travel, such as riding a horse or just walking places. Why walk when you could test an experimental hoverboard or a jetpack? Even if you could already fly, that's no excuse! On the flip side to that, if you're a traditionalist you may instead find yourself refusing any form of travel more complicated than a horse drawn carriage, preferring to walk everywhere as you give mecha and other vehicles the stink eye.

+200 cp - A Power You Cannot Channel

It's one thing to be viewed unfavorably by a Kami and to suffer a wound from them - it's another thing entirely to be someone they looked upon with grace and favor, only to turn out to not be able to fulfill their desires. A disappointment. At some point in the past you bonded to a Kami, filling your body with their essence. That contract has since broken, leaving you broken as well. Your appearance, while once great, possesses a faded pallor that makes it seem as though you had not seen sun in weeks. Wisps of the Kami's power leak from your body - if your contract was with a Kami of the forest, these wisps might kill plants should you go too near them, while a Kami of knowledge might cause you and those around you to hallucinate. Performing actions that infringe upon the Kami's domain weaken you, causing your limbs to shake and bursts of pain to flow through you.

Alternatively, you may shuck aside those flaws in favor of maintaining your contract with the Kami - in exchange however, your will and actions will be tightly bound to the Kami's desires, and you will periodically lose all control of your body as they use it for the same ends. If at any point you fail to keep their blessing, the drawback will revert to the version described above.

+300 cp - How Far Is The Night's Reach?

During the Kami War, when the barrier between physical and spiritual was weakened, the Myojin of Night's Reach found herself able to pass between this barrier, and a few more besides - that of the plane itself, creating something that was akin to a planeswalker. She was... irate, when the war ended, the barriers strengthened, and she was locked back in on Kamigawa, and took it out on quite a few people, including some of her own. In recent years, she's been mysteriously silent, but the fear of her still remains. You, for one reason or another, have run afoul of a number of Kami who have decided that the best way to punish you for your transgressions is to wield her considerable reputation as a weapon against you. People still blame her for natural disasters and unnatural murders all the time - even gone silent she's absolutely terrifying. As such, what amounts to every Kami associated with black mana will be donating a portion of their time and energy towards making you suffer, all the way up to the Myojin of Grim Betrayal. If you can figure out which one specifically you offended, you can try to call them out on this, but it will likely take a direct intervention from one of the other Myojin to even start untangling this web of lies.

+300 cp - Divine River Overflowing

The Order of Jukai was born from a prophecy - that one day, the newborn technology that the world was slowly embracing would somehow break the spirit realm. That day has come. Upon your arrival to the jump, a thousand rifts will open at once as the barrier between Reikai and Utsushiyo abruptly fractures. Under normal circumstances, this would merely be cause for alarm at all the paperwork it would cause to sort all those new Kami. If only all of them were Kami. From some of these gates will spill forth Oni, the great demons of old, led into battle by Hidetsugu the All Consuming, the demon of flesh and spirit. He is - or was, the counterpart to O-Kagachi, the chaos to his order. And O-Kagachi is dead, and the emperor who represents half of the current sisters of flesh and spirit, is missing. You can imagine why this is bad. It is, in essence, the Kami War all over again. Enjoy your time in Kamigawa, jumper, I'm sure it will be... exciting.

+300 cp - Knowledge Of Spirit And Flesh

There are few things on Kamigawa more forbidden than upsetting the balance of the world, and nothing could be more effective at doing that than attempting to research the true nature of the Kami. However, that is not your crime. No, your sin is something more fundamental - you exist. Perhaps the Reckoners think you can be blackmailed into submission and aiding their crooked schemes. It could be that the Saiba think that a revolutionary breakthrough can be found in dissecting your body. Or maybe a certain man with a metal arm wishes to use you in some manner, to gain the resources he needs to KNOW this world and see it twisted to his aims. For some reason, you are valuable to everyone. Attempts to use you will likely start off polite, an offer to join their faction or a promotion within your own. As time passes, they will quickly become more and more forceful. All I can suggest is that you do your best to stay true to yourself.

The End

Stay Here

Move On
Go Home

Notes

Q - Who is the Mysterious Singer?

A - Hatsune Miku