



Juni Taisen

Welcome to the world of the Juni Taisen--the Zodiac War. Soon, twelve Warrior will be fighting to the death for the Holy Gr- I mean a wish. Just one.

Start - You will start as you enter the abandoned city (in which the jump and Zodiac War take place) on the day the Zodiac War starts. Be prepared.

You may choose to either replace one of the twelve zodiac, or choose your own animal as your sign and join them as the New Thirteenth Zodiac.

## Past

Rather than an origin, you get one free past perk.  
Any additional past perks beyond your first cost 200 CP

Thief - You specialize in stealth and infiltration. It's very hard for people to sense or detect you.

Manipulator - You specialize in manipulation, lies, and charisma. You are naturally charismatic, highly capable of acting as a diplomat in solving issues between nations. You also possess a perfect poker face, and people have to wake up early in the morning to pull one over you.

Warrior - You are a master in combat, highly capable in some form of weaponry, and possess incredible physical prowess in combat.

Trickster - Your specialty is careful planning in order to trick and deceive others.

## Perks

As there is only one origin, there will be no discounts

**Athletic Human - 0CP** - You're an extremely athletic and fit human, equal to a well trained Olympic athlete.

**Enhanced Physicals - 100CP** - Your physicals are enhanced extremely. You could jump twenty feet straight into the air, or throw a motorcycle down the street. You're somewhat more durable to blunt trauma, but not cutting, slashing, or gun related trauma.

**Incredible Physicals - 400CP** - You are blatantly, massively superhuman, capable of running up a skyscraper, punching or cutting through solid cement pillars, or picking up and tossing a car. You're somewhat more durable to blunt trauma, but not cutting, slashing, or gun related trauma.

**Explosives Expertise - 100CP** - You are an expert at explosives, both at using them well and creating new ones. You could even create some crude ones pretty easily, if you had the time and various household materials

**Superhuman Sense - 200CP** - You have almost supernatural sense. You could sense someone standing completely still fifty feet away behind a pillar.

**Alcohol Empowerment - 300CP** - You are empowered by the drinking of alcohol. The more intoxicated you are, the stronger and faster you are. This includes all the alcohol, even from gasoline. Anything you drink with alcohol in it, you may safely consume. You can become at most four times stronger and two times faster from this. You will also always remain aware of your environment and capable of fighting while drunk.

This also makes it so that you may always get intoxicated from alcohol, if you so wish to become intoxicated.

## Powers

No discounts

Earth's Guidance (Perfect Tracking) - 100CP - By feeling the vibrations through any surface or object, you could keep track of all the people inside an entire city!

Non Reload, Infinite Bullets - 200CP - Your power is rather simple--any guns or weapons you use that rely on ammo will never run out.

Mastery of Poison - 300CP - You can create an extremely wide variety of poisons inside your body, and inject them through your teeth. As you learn and sample more poison, your power over poison will grow in scope.

Heaven's Holding (Gravity Manipulation) - 300CP - However, the gravity manipulation is only strong enough to let you fly, really.

Stirrup, Ultimate Defense - 400CP - Firstly, you are now extremely durable, capable of resisting temperatures of over 1000 degrees Celsius and blocking an attack capable of cutting through a solid concrete pillar with one arm. This also acts as a general durability uncapper — as you take damage, you will slowly but continuously grow more durable. You still need oxygen though.

Eye of the Cormorant (Bird Control) - 400CP - You can control and order birds, along with seeing through their eyes. This extends to all of the birds in a large city, and will perhaps grow with time.

Matter Manipulation - 500CP - You have the ability to manipulate solids, liquids, and gases, to a reasonable degree. You could probably manipulate a room's worth at once. It takes great concentration though.

Necromantist - 600CP - Anyone you kill can be resurrected once more as a zombie, completely under your control. They also retain any powers they had.

Power of Intervention, The Hundred Paths - 800CP - At any moment, you may split the timeline into one hundred pieces, allowing you to choose one hundred different choices simultaneously. Note that you can only 'lock' one path in, and until you do all of these paths are simply 'possibilities'. Another important fact is that your stamina is spread throughout all timelines-- actions in one timeline will take energy from all of them, making you tire faster.

## Items

Generic Weapon Set - Free - A set of basic weapons, either guns or swords. They are of very good quality, but there is nothing particularly special about them.

Themed Costume - Free - A very nice costume that is themed based on whatever animal you are.

Specialty Weapon - 100CP - This can be anything you could carry- maybe a flamethrower, maybe a tank filled with liquid nitrogen allowing you to spray around ice.

Improved Costume - 100CP - Your costume is now much more practical, and works well as body armor. Can block bullets and attacks from somewhat above normal people, but it's not going to prevent you from turning into bloody pulp if someone strong enough to break through several feet thick cement hits you.

Explosives Cache - 100CP - A cache of various high quality explosives.

## Companions

Although you cannot bring any companions with you, you can but them for post-jump

Canon Companion - 200CP - You can bring any of the Twelve warriors of the Juni Taisen with you. Snake and Dragon come as a set. To be careful though, as some of them will probably want to kill you... even if that's how they show their friendship. If they died (they probably did die, if you won), they will of course be resurrected in order to join with you on your journeys.

## Drawbacks

No limits on CP

Poisoned Gem - Mandatory - A poisoned gem you have swallowed. If you don't have any poison resistance, you'll die within the next sixteen hours, probably within twelve.

+100CP - Only My Sword. Or gun. (Or Explosives.) - A toggle of sorts. This drawback forbids you from buying any powers from the Powers section, but during this jump you will be twice as strong and skilled with weapons.

+100CP - Chaotic Evil - You are... not a good person. You enjoy tormenting, mocking, and hurting people.

+200CP - Stupid Chaotic Evil (requires Chaotic Evil) - You aren't very bright. You'd stab your own best friend in the back for the lolz. You'd sell your own grandmother, even if it resulted in you losing your million dollar inheritance, for the lolz. You'd burn down an orphanage... with yourself in it. You have no sense of morals... or self preservation either.

+200CP - Setting Amnesia - You forget all of canon; everything you knew about the Juni Taisen story or participants. Your backstory in this world will of course keep you informed of the fact that you are fighting in a battle royale.

+300CP - Killing Peacefully - You must somehow win the Juni Taisen... without Killing anyone. This will be difficult.

+500CP - All the World's Zodiacs - It isn't just the eastern zodiac, now warriors based on the twelve western zodiac will also join the fight. At least four of them will be as strong as Ox, Rabbit, or Monkey.

+600CP - A Fair Fight - You don't have any powers from outside this world; they are all locked while you are here.

+600CP - A Peaceful Resolution - You must somehow win the Juni Taisen without killing anyone, or, indeed, without anyone dying. Good luck with this, especially if you take All the World's Zodiacs.

## On the Wish

Regarding your wish: You can either save it for a true “wish for anything I want” wish, or else use it instantly for a lesser wish, that can grant anything that say, a mid level reality warper like Franklin Richards or stronger versions of Santa Claus could grant. Basically within reasonable levels.

“Infinite cosmic power” is a no for the lesser wish. “Planetary pyrokinesis” could fly. “Control over the universe” is a no. It has to be something relatively limited, something that given the powers shown in the Juni Taisen setting would make sense.

**The End:**

**Continue?... - There is more to be seen!**

**Stay?... - You receive an additional 1000CP to use. In addition, you are guaranteed that you will achieve great prominence, to the extent that you will be among those that bet on the Juni Taisen. People usually bet countries on the Juni Taisen, so you will be quite prominent to say the least.**

**Return?... - Do you truly wish to return home?**



## Notes

Yes, SJ-Chan, you can be the thirteenth Zodiac: Warrior of the Ferret.

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