

Samurai of Hyuga Jump

Welcome to Hyuga, a land with a striking resemblance to Japan. With the squabbling clans of the country having been put to heel, the country is at peace and more unified than it has ever been. The increased regulation of blade creation and sword schools has led to the decline of the so-called “Golden Era of Samurai”. But underneath this facade of peace lies old grudges, the sparks of a revolution brought by foreigners and threats that a mere mortal’s blade will not be able to cut down. You arrive in this land in the summer of the Year of the Lion as a certain ronin drinks and waits for their companion in the teahouse known as the Sleeping Duck in the capital.

Age and Gender: Free choice

Location:

Roll a d6 to determine where you’ll be in Hyuga.

1. Yamato

The new capital of Hyuga. A wonderful symbol of Hyugan prosperity and home to the imperial palace, it possesses prestige and pedigree second to none in the land. Though the living expenses may be prohibitive even for the nobility, that price is one well worth paying as Yamato has the finest city guard garrison in the country.

2. Jijinto

A port city that is the largest in Hyuga, one of the first places in the country to have a medical clinic and a den of drinking and gambling. It also has one hell of an opium and yakuza problem.

3. Tonogasha

A location known as the Village of Artisans. Situated in a valley, it is the cultural centre of Hyuga with poets, theatre and shogi tournaments along with access to luxuries like cigarettes.

4. Tanimura

A farming village out in the boonies. Besides the rather strict governance of General Shatao and a populace that is rather kind in spite of that, there isn’t much of interest here. So, I’ll let you pick another village in the backwaters of Shima. There is talk of a fighting tournament, organized by the general, where the team will forgo their tithe to him-but given that his own professionally trained troops are participating, the majority of the villages don’t see any point.

5. Hokusei

The frozen northern tip of Hyuga. The two clans of Uesugi and Takeda have been feuding since time immemorial making it a place full of job opportunities for ronin and other violent miscreants. Though, the people of Hokusei are starting to grow tired of the endless conflict and desire a new solution to this situation. Besides the seemingly unending bloodshed, Hokusei is known for its breweries, swordsmiths and hot springs.

6. Free Choice

Looks like you have the freedom to choose where you'll be in Hyuga, from the former imperial capital of Genfu in the south, to the untamed horselands of the West, as well as the previous options.

Origins:

Ronin

Though you might wield a katana, you definitely aren't a samurai. With neither honour nor qualms about killing you're considered to be a lowlife amongst civilized society, but when it comes to solving problems for money you're something even better than a samurai.

Commoner

One of the many in Hyuga not fortunate enough to be born into a noble house, you rely on your own strength-whether that be of your body or mind-to make your name in the world.

Noble

The elite of Hyuga, your birthright grants you an education that puts your knowledge and skill above the rabble. However, the sheltered nature of your upbringing might have hampered your people skills and you lack knowledge obtained from experience rather than theory.

Shinobi

A loyal servant of his imperial majesty, you are his dagger in the dark working discreetly and ruthlessly. Your training has made you skilled, disciplined, and resourceful, but direct combat is not your forte.

Perks: 100 CP perks are free for their origin, the rest are discounted

General

Hyugan Aesthetic - Free

Whether rough or dignified, slender or muscular, Hyuga is a land of where great beauties have been and it'd be a shame if you didn't live up to that standard. You and the "important characters" of your life will never look uncomely, possessing rippling chests, massive mammaries and the like. If you chose to, you could even view this world through the lens of a certain art style, many centuries before its conception. You know, the one with exaggeratedly large eyes and vibrant hair colours. Furthermore, the "important characters" that have romantic chemistry with you will retroactively end up being the sex you prefer, with minute details about their backstory changing to fit.

Spirit Animal - Free

All people in Hyuga are attuned to an animal that matches with their overall personality and demeanor. A graceful and elegant person may have a swan, a strong yet kind man might be represented by a pony, and cunning tricksters will have cunning spirit animals like foxes.

Whatever spirit animal you choose to have will increase your aptitude at dealing with problems associated with it. A wild boar would find brute force easier to use, whilst a snake would find it easier to use a more subtle approach.

Flower in Full Bloom - 200 CP

Well, well, aren't you quite the fine catch. Your body has all the right curves in all the right places, with generous portioning of your assets all around. Your beauty is such that most people will become entranced, if not outright proposing to you, and if you tried you could even make those typically uninterested in your type reconsider just for you.

To Release Hell - 600 CP

The Jigoku Itto-Ryu, otherwise known as the Hell's Release Style, is the legendary sword style of the Takeda clan. Passed on through the generations and fuelled by the lives of humans, it is undoubtedly more of a hellish power than a way of sword fighting. The principal "move" of the Jigoku is The Strike of Non-Thought. The user enters a zen-like state, losing any sense of identity beyond being a wielder of a sword, and gains glowing gold eyes. With these eyes, they can see the weak points in people and objects shown by red lines that indicate the optimal path for a sword to take, though once in the state of Jigoku there is little difference between an enemy and grass that needs to be cut. Golden eyes aren't the only gift of the Jigoku as the speed and strength of the wielder increase, to the point which no ordinary man would stand a chance in a fight, and the wielder's sword arm grows bulging black veins. The speed and strength of the wielder's blows can be increased even further with the second principal technique of the Jigoku, The Strike of Non-Action. By closing their golden eyes for a moment, and using their other senses, the wielder of the sword can unleash an iaijutsu strike that is impossible to react to in time. Finally, if one were to possess such a fine control over the Jigoku, they would be able to enter and exit The Strike of Non-Thought at will to create a rush attack that combines the lucidity and caution of a normal mind and the power and aggression of the Jigoku. This hypothetical Strike Of Non-Stop, while powerful, would be a maneuver only a fool could possibly attempt, let alone succeed. This power, capable of taking the lives of an entire platoon of trained soldiers in moments, comes at a terrible price and using it too often will lead to insanity.

Ronin

Footwork - 100 CP

Sometimes a Ronin will bite off more than they can chew. That doesn't mean you have to bite the dust though. Though a proper samurai would disagree, a running ronin is much better off than a dead one. Thus you are very good at running and have one hell of a kick.

Masked Past - 100 CP

Even if one's past is steeped in bloodshed, violence and tragedy, there's no reason for it to stain the rest of your life. No matter how many men you've slain, betrayed, or failed to save, you can

carry on. You'll be able to laugh, joke, ogle, and get annoyed just like normal, and even those close to you will be fooled. This facade won't remain believable forever, however.

Silver Tongue, Sharp Like Steel - 200 CP

Words, outside of Shugenja's talisman, might not kill anyone but they sure can intimidate or insult, engross or distract. You're an expert at using your mouth for a combat advantage, whether it's by enraging them and making them predictable or disturbing them and putting them off balance. You even know when a stoic silence would hit harder.

Dirty Fighting - 200 CP

You weren't lucky enough to be enrolled in a fancy noble sword school, but the tricks taught to you by your upbringing more than make up for it. You feel no qualms about performing sneak attacks, cheap shots, and ~~running away~~ disengaging for a tactical advantage, and you're pretty good at them too. It might not be enough to take out an entire squad of Shinsengumi dogs but you'll have a fair chance against a squad of guardsmen.

A Wolf Among Dogs - 400 CP

They call you uncouth, uncivilized, without mercy. Yet, it is you who knows the truth of this world. To live is to take and you are very good at living. Your body has become lithe, capable of surviving off meagre, uncooked scraps, yet still muscular enough to break the skulls of those who get in your way. This feral nature of yours makes you unchained by mercy or morality, letting you strike figurative and literal weak points instinctively and your movements in combat, wild and undisciplined as they may be, are unpredictable to the traditionally trained eye giving you a near insurmountable advantage against the trash that comprise a typical noble's entourage.

City Hunter - 400 CP

In spite of being the smallest parts of Hyuga cities are where the money flows, thus where the lucrative jobs are. You've adapted quite well to these crowded locales. Finding a good dive to get drunk in is second nature for you. Besides knowing how to have fun in a city, you also know how to survive in one. Getting the lay of the land is simple for you and knowing which noble families you should bow your head to, which ones you can cut down for a job, the laxness/strictness of guard patrols, which back-alleys are dead ends, and which ones aren't is too. Another thing you've learnt is how a skilled display of your sword will send thugs packing just as well as a brawl while causing less trouble.

Prodigal Genius - 600 CP

It truly is a shame for one such as yourself to possess such a brilliant mind. Whether it is philosophy, politics, the arts or more grounded disciplines, you could become the greatest in any field with enough dedication. The greatest swordsman in all of Hyuga, past and present, would have a hard time avoiding running out of material to teach you and it wouldn't take long to equal his lifetime of experience with moves you came up with whilst idling.

The Sword Who Cuts The Heavens - 600 CP

It appears that you are destined for great things. Your soul has become a nexus of sorts, entwining the fates of those around you to your own. People that normally would have lived their whole life in one city would follow you through floods, poisoning, and other trials and tribulations. Those that are bound with this connection will end up helping you willingly or otherwise. Furthermore, you will quickly build a rapport with those you travel with, breaking through the barriers of social strata and regional differences to create nigh-unbreakable bonds of loyalty and friendship, or possibly something even greater.

Commoner

Lovable Fool - 100 CP

Life for the average denizen for Hyuga isn't the greatest but that doesn't mean you need to be so glum about it. Your easygoing and seemingly simple attitude carries with it an enthusiasm that seems to be infectious. Bumps and bruises from encounters with thugs won't bring your spirit down and most people will learn to forgive or at least tolerate the little (and big) mistakes you make, believing you didn't mean any bad by them.

Strong Back - 100 CP

For those not born into wealth and unwilling to turn to crime, there is no other choice but to work until your hands bleed and feet blister. This way of living has brought you neither great prosperity nor fame, but it has taught you persistence and trained your body. Long days out in the fields, gruelling and taxing as they may be, are something that you're used to.

Weaselly Charm - 200 CP

Even if you'll never become a noble, it doesn't hurt one's chances in Hyuga to butter them up. You're quite the expert at acting as a sycophant, worming your way into the good graces of those in a station higher than yours, and your skill at placating the capricious and occasionally bloodthirsty nature of them and their escorts means you'll stay in said good graces for a good while too.

Poet who Conceals - 200 CP

Literacy and an education in the fine arts are rare amongst the rabble of Hyuga. Yet you have achieved a deep understanding of the written word and other forms of creative pursuits, in more ways than one. Your aptitude in such pursuits would allow you to make a living as a teacher of such things and in other ways. Deciphering messages hidden in poems, as well as hiding them in the first place, are routine for you. This skill of yours would make you quite adroit at intrigue.

Street Fighting Style - 400 CP

The average samurai in Hyuga is trained in the fields of Shima, while those rich enough to afford it can learn from the masters in Yamato. In contrast the commoner is forced to learn the hard way: in the streets, one bruise at a time. This has led to you creating a highly unorthodox yet effective fighting style, focused on brute strength and grit over anything too fancy. It works well against street toughs and trained samurai alike, holding deadly surprises for all sorts of

people. The process of making this fighting style has trained your body and reflexes, letting you catch blades midswing and walk off headbutts that would knock out lesser fighters.

Eager Student - 400 CP

The commoners of Hyuga know little beyond their lot in life. Yet, this is not always a disadvantage. After all, an empty bowl can take more than one half-full. Your ability to learn new skills and knowledge is staggering and your drive to do so is so great that it spreads to those who learn alongside you, encouraging slackers to take their lessons seriously too. The most impressive effect of your infective enthusiasm is how it affects your teacher, making even the most coldhearted ronin want to teach and nurture you.

Doctor - 600 CP

You hold power over life and death in your hands. Well, that might be a bit dramatic, but your knowledge of medicine and healing can not be denied. You know how to disinfect and clean wounds, administer anesthesia without overdosing, set broken bones properly, treat common and exotic poisons, and your bedside manner is wonderful. Of course there's no reason not to advance your medical practice even further, your methodical and analytical mind making the development of new techniques and drugs simple. Making those drugs and cultivating their ingredients is simple too; you could make more than enough for a clinic. Though do be careful, the same poppies that can help heal someone can poison a city ... or even a country.

King of the People- 600 CP

The Emperors of Hyuga rule through divine mandate, yet it is the nobles and generals in their court that hold the lion's share of the power. But, while they may possess great riches and control over armies, they lack something that would allow them to truly control Hyuga: the hearts and minds of the people. However you, who possess a genial demeanor and magnetic personality that endears you to others easily-especially children-who could only be hated by those with age old grudges or similar grievances, have a good shot capturing that. Were you to make a serious attempt at it, you could carve out your own domain with your loyal followers.

Noble

Chubby Cheeks - 100 CP

Well, aren't you quite the endearing fellow. Something about your mannerisms, behaviour and general demeanor engenders a positive reaction, akin to how one would react to a cute small fluffy animal, from others. Even if you act like an obnoxious, haughty, and bratty tsundere you'll be able to get along with a dirty, rude, and barbaric ronin.

Air of Pedigree - 100 CP

As one born into a noble house, you are expected to uphold its honour in your actions and attitude. Thus, your ability to maintain at least a semblance of dignity in all sorts of situations and not embarrass yourself too badly has been refined to an incredible degree.

Carry the name of your house, no matter how disgraceful you are.

In the Family's Name - 200 CP

For one in a prestigious family, one will see that they have a great deal to live up to. Ancestors and elder siblings alike may have accomplished far more than you have, but that's no reason to be discouraged. Your desire to surpass your families accomplishments, or at least live up to them, will provide you with a near inexhaustible fount of willpower and motivation.

Patron of the Fine Arts - 200 CP

It is the privilege of the upper class to have the leisure to indulge in the finer things in life. It'd be a shame to be too boorish to be able to appreciate it. Thankfully your education has not only given you the taste and understanding to appreciate such things as kabuki theatre and games of shogi but also participate in such activities. Whether your acting skills would make you an easy shoe in for the leading role of a play or your skills as a kishi are prodigious, you could easily make a living off of your skillset.

To Inspire Loyalty - 400 CP

The upper crust of Hyuga commands soldiers, retainers, and servants like they were born to do so. Yet, what are the bonds that tie these master and servant made of? Is it a mere contract, enforced only by money? Or is that loyalty made of something less material and more adamant? It seems you inspire the second sort of loyalty. Samurai sworn under your command will obey your orders regardless of their tactical feasibility, you'll find hired swords willing to deal with delayed paydays, and those that served your parents loyally will serve you with the same loyalty.

Trained in Yamato - 400 CP

Whether or not you actually were trained in the prestigious sword schools of the capital, you've learnt the essentials of being a samurai: swordsmanship, riding, and bushido, to a degree greater than the regulars. That's not all your training as taught you however. Whether it's a waki-gamae stance, a two sword fighting style or an incredible equestrian aptitude, there's something that you have that puts you a cut above your peers.

Dreams of What Is To Be - 600 CP

What a peculiar gift you have. It appears that your dreams can predict the future with an uncanny accuracy. Though this gift will be rather vague to begin with, often being rather metaphorical with the people within the dreams being replaced with their spirit animals. Through the continued use of this gift, you'll be able to predict events with even greater accuracy and precision. Be warned however, as your gift will only be able to see the future of those that remain bound to fate.

Shugenja - 600 CP

You should consider yourself lucky. An academy trained Shugenja is one of the most powerful beings in Hyuga and for good reason. Though you might not be able to conjure up lightning yet, you're quite the dab hand in the art of shugendo. By attuning to the spirits in your surroundings and creating talismans you can harness the power of the elements; turning the dirt into mud, bringing forth whirlwinds, and generating heat capable of cooking a 20 pound koi fish in minutes.

The physical world isn't the only thing you can with your magic. Seeing from the eyes of far away people, reading thoughts, and even transmitting them via the spirit realm are all possible. With enough experience you could even tie the fates of two people together with a spiritual red string.

Shinobi

To Do What is Necessary - 100 CP

As a ninja you will be expected to perform all sorts of acts; killing from the shadows, torturing prisoners for information, and other dishonorable and dirty deeds. Experience has taught you that shinobi without the conviction for those actions don't make the cut. Thus, that conviction to kill and risk your life without a second thought is something that has been drilled into you quite thoroughly and will serve you well.

To Suppress and Incite - 100 CP

One's emotions betray one's thoughts. As a ninja, you've learnt how to suppress your emotions under a serene mask that's nigh unbreakable. Yet being able to suppress your feelings isn't sufficient. To draw out and manipulate the feelings of others is another aspect of espionage you have become proficient in. To make dramatic accusations you don't believe in and provoking people into revealing the limit of their patience is par for the course for you.

Master of Disguise - 200 CP

No matter how stealthy the shinobi is, running around in a shozoku is a surefire method of arousing suspicion and alerting the enemy to the presence of a ninja. Thus, it is important to be able to disguise oneself. Changing your demeanor and mannerisms to fit whatever role you need to play is as easy as breathing for you. Not only that but discreetly procuring the clothing necessary for your disguises won't be a problem for you.

To Serve Loyally - 200 CP

Most ninja serve the noble class, not only in the role of spy but in various other ways too. You've cultivated a variety of other skills useful for serving the nobility, such as properly serving tea, providing massages, or even cutting bonsai menacingly, which will end up serving you well as a ninja in the future.

Master of the Shadows - 400 CP

To be concealed is the essence of being a ninja. You're preternaturally sneaky, capable of vanishing without a trace the moment someone takes their eyes off you. Infiltrating heavily guarded compounds or stalking a person in the fields close enough to take a measure of their heartbeat all while still remaining undetected, are examples of the things you're capable of now.

To Fly like A Swan - 400 cp

Being stealthy enough to sneak anywhere in Hyuga doesn't mean much if you can't be where the intrigue is at. Whether it's the countryside on horseback in record time or leaping and grappling across rooftops, you really know how to get a move on regardless of whether it's to retreat and get away or to get to something important.

The Game Is Afoot - 600 CP

It is not enough to skulk in the shadows and report what you saw to your superiors; a mind capable of piercing deception and falsehoods is a tool every shinobi should possess. Your ability to observe the details of the situation relevant to your goals at hand is truly praiseworthy and so is your ability to make the correct deduction regarding them, even to the point of recognizing that you are under an illusion or if your memories have been tampered with. If you lived in another time and place, you could have made a living as a consulting detective.

Reading the Signs - 600 CP

With shugenjas being the rarity they are much of Hyuga is rather secular, only paying token attention to spiritual matters and believing themselves to be detached from the spiritual world. Not you however, as it seems like second nature to delve into reading signs in the nature around you. Gazing at the stars and looking at palm lines may seem like a load of nonsense, but you'll be able to glean accurate insights about people and the future from them nonetheless. Your heightened spiritual senses allow you to detect the presence of demonic forces manipulating minds and you know a surefire method to send someone to the spiritual world, at least for a while.

Items: Only one 100 CP items is free for their origin, the rest are discounted

A Pocketful of Ryō - 50 CP for each purchase, first purchase free for Noble origin.

For all the talk going on about bushido, the spirits and democratic ideals, everyone knows this one truth. Money makes the world go round and now you have enough to burn a hole in your pocket.

Ronin

A Killing Edge - 100 CP

It's a katana which, unlike a jitte or sasumata, is made to kill. It may have sentimental value to you or it might just be an upgrade from the hunk of rust you were swinging around. Whatever the case, you'll need it for your profession.

Pile of Vices - 100 CP

Whether it's alcohol or tobacco, a ronin will need something to take the edge off from their day job. Luckily for you, it looks like you've found quite the supply of your particular vice. It could be a pipe that seemingly doesn't run out of tobacco to burn or a bottle that's always at least half full (or was it half empty?).

Concealing Jingasa - 200 CP

This comically large round hat might seem more conspicuous than anything, and it might stink of soy sauce, but you'll want to keep it around when you need to keep a low profile and remain out of the sight from the law. Whenever you wear this hat your identity becomes obfuscated, and those pursuing you will assume that you merely bear a resemblance to their quarry. This protection won't work against those that are truly wily.

Dojo - 400 CP

A small building with wooden floors and sliding doors, made to facilitate the teaching of a sword style. Yet to you it's something more akin to a second home. Simply being near the premises of the dojo would bring your mind lucidity, even if it had been regressed to an animal like state for the last five years. Within the dojo itself your mind begins to enter a state of tranquility and nostalgia; training will become more efficient, katas drilled faster, the body strengthened even more, and thinking up new techniques will be easier.

String of Fate - 600 CP

There aren't many precious things in the transient and fleeting life of a ronin. So once you find someone that is, you'll want to hold on to them for dear life. This red thread, created by a shugenja's spell, will serve you well for that purpose. Attached to your arm and to the neck of the one you desire, it is a spiritual existence that can only be perceived and touched by you and the one you have bound. If one of the pair thinks or feels strong emotions towards the other, the string will tighten and draw the pair together.

Commoner

The Clothes on One's Back - 100 CP

A commoner in Hyuga has little wealth beyond the clothes they wear, so it's a good thing that they're made of tough stuff. Whether it's a typical kimono or a karate gi, it'll be able to go through a truly terrific amount of abuse whilst still remaining clean and functional.

Bandages - 100 CP

Whether it's through altercation or accident, getting bruises, cuts, and other injuries isn't uncommon for your lot. Thus a method of treatment is needed, no matter how ramshackle it is. Of course prevention is far better than treatment, but no one said it couldn't be both. These wrappings are rather sterile and tough, letting you heal and protect the tender parts of your body.

Favourite Instrument - 200 CP

Whether it's a shinobue flute, taiko drums, or a stringed instrument like the koto or biwa, you possess an instrument that you are quite skilled with. Whether it's to please the ears of others or to hype yourself up for a challenging task, the sound of your instrument will never be an unwelcome thing.

Barrel of Gunpowder - 400 CP

Where did you acquire this? This mix of saltpeter and sulfur is extraordinarily rare in Hyuga, having only been recently introduced to the country. When it is exposed to heat it will explode and it is a vital part of manufacturing a gun, a deadly weapon mostly unknown to Hyuga. You'll find a note, along with the barrel, detailing the process of making more gunpowder.

Friends in High Places - 600 CP

It's hard for a normal person to make changes across Hyuga, all by themselves. Thankfully you have an agreeable and affluent ally willing to sponsor you and your cause. Whether they're a noble that's willing to go along with your plans out of sheer boredom, a yakuza boss that owes you a favour or two, or another, odder friend, you now have a sizable supply of manpower and money ready for whatever scheme you're thinking up.

Noble

Exquisite Jewellery - 100 CP

A fine necklace, made of ivory, jeweled wonderfully. Though most of its value comes from its selling price, it could be the difference between a killing blow and a glancing one.

Flower Girls - 100 CP

The burden of nobility can be too much at times. Administrative work and the rigours of bureaucracy can easily make you burned out and stressed. That's why these girls are here to help relieve your tension. They have all sorts of appealing body types from slender, to muscular, or buxom. Not only that but they're trained as courtesans and are truly loyal to you, willing to

heap love and affection on to you from their own free will, and they won't mind a little rough play.

Family Heirloom - 200 CP

Whether it's a sword, medallion, or something stranger like a shogi piece, this object possesses the markings of your noble family. Beyond its high quality craftsmanship, it has an inspiring effect on those both of and loyal to your family, motivating them and breaking depression or long streaks of apathy. Even those not of your family will be forced to acknowledge the legitimacy this item grants you.

Loyal Retainers - 400 CP

It is the privilege of being a noble to be able to acquire the aid of others. Your family has assigned this group of servants to you. Whether you have a host of skilled samurai, a squad of shinobi in the shadows, or even the skills of a shugenja, these men and women will loyally protect you to the end.

Enchanted Item - 600 CP

One of the advanced techniques available to shugenja is to imbue a spell into an object. These objects possess immense value, as shugenja capable of making them are rather rare. Whether they're rings that let you read the minds of others or a paper fan that can amplify your voice and charisma, you've stumbled across one of these enchanted objects. It's also special, as the magic stored in it doesn't seem to run out as it normally would.

Shinobi

Shinobi Shozoku - 100 CP

This form fitting and concealing outfit, face mask and all, is practically the uniform of the ninja in Hyuga. Dyed dark blue to blend into the night, it provides unrestricted mobility and plenty of hidden pockets.

Disguise Kit - 100 CP

Sometimes it takes more than just a change of clothes to fool someone; that's where this item comes in. More than just a mere makeup kit, your skin colour can be perfectly changed to another hue entirely, and the other physical discrepancies between the target you're impersonating and you just seem to be passed over or ignored.

Plethora of Poison - 200 CP

As a ninja one is not beholden to the code of bushido and an honourable method of fighting. Thus, slipping some poison into your foes is a perfectly acceptable method of problem solving. Whether it's the deadly venom of a tigersnake or a powerful sedative like opium, you now have a supply of potent poison.

Tools of the Trade- 400 CP

A shinobi will need a variety of tools to carry out their missions. You now have a supply of all sorts of useful tools, from smoke bombs and flashbangs to grappling hooks and caltrops. If you purchased shinobi shozoku above you'll be able to pull out these tools from it at will.

Informants Everywhere - 600 CP

Regardless of the skill and effort a shinobi puts in, they can't be everywhere at once. To make up for this, networks of informants are set up to gather and pass information in their stead. The circles you have embedded all across the region you operate in are practically impossible to root out or expose and possess a truly infallible loyalty to you.

Companions:

Create/Import - 50 CP each/300 CP

If you have friends you wish to bring along or ones you wish to meet, you can pay 50 CP each or 300 CP for 8 to grant them an origin and 600 CP.

Canon Companion - 200 CP each

For each purchase of this option, you'll be able to take along a canon character along with you by the end of your stay here. You'll also be fated into having a first encounter which at the very least creates a favourable first impression.

You can give your companions more CP at a 1:2 ratio each, if you want to.

Drawbacks:

Drunkard + 100 CP

You and your bottle of saké might as well be inseparable at this point. Though fellow drunkards might appreciate a new drinking buddy, decent society looks down upon you and your ability to deal with your emotions without getting sloshed has plummeted.

Fear of Heights + 100 CP

Being in a high place will make you start trembling and shaking. Though it won't instantly cripple you with fear, you'll certainly be put on the backfoot in dramatic rooftop duels.

Illiterate + 100 CP

You can't read. Whether it's because of the poor standard of education in Hyuga or simply you skipping class, you can't understand the squiggles everyone else calls writing.

Isshi Heddo + 200 CP

You're a bit slow, aren't you. With a limited vocabulary leading you to sound uneducated, a terrible habit of putting your foot into your mouth, and an uncanny knack at saying and doing the stupidest things at times, people will consider you to be a bumbling fool.

Forgotten People + 200 CP

The indigenous people of Hyuga, commonly known as the Kondo and called dirtskins, are heavily discriminated against, with an unofficial law that states that if a Kondo is caught wielding a weapon they are to be decapitated with it and an official law that bans them from wielding any in the first place. And with this drawback you're one of them.

Hunted like a Dog + 200 CP

You have committed a heinous crime in the eyes of the law and the punishment for it, is death. Squads of elite Shinsengumi samurai have been dispatched to discreetly find and execute you. Though they are not many in number, they always search in groups and they have trained in the most prestigious sword schools of Hyuga.

Memories Broken + 300 CP

It appears that a great burden has been lifted from your shoulders. Your memories of the past, all of them, have been erased. Truly a great gift from the generous Demon of Shogi. Of course, you've forgotten how to use the abilities and skills you had before, and you seem more docile and meek, but surely that isn't such a great price to pay. You wouldn't want to expose yourself to traumatic reminders of the past just to regain things you don't need, right?

Object of Desire + 300 CP

Looks like you've caught the attention of a demon. Whatever they want from you, it's not going to be pretty. Between a swift death, torture and then death, or having your spirit broken and being forced to serve their command, your options aren't great if they catch you. As a demon they'll possess supernatural powers, capable of enhancing their body and swordsmanship or manipulating the minds of others. Yet, on the surface, they'll look like a normal human being and their servants will be humans, so be on your guard.

Abandoned Little One + 300 CP

Not everyone has a happy childhood. Some get to experience hell only a few years into their lives. You know these two truths well, and the trauma that the experience gave you has unhinged you to say the least. Acting more like a wild dog than a human being, you are practically inconsolable without the handful of people that you actually have a positive opinion of. Speaking of them, you have an insatiable desire to possess and monopolize them, to the point which you'll kill, maim and threaten anyone they grow close to.

10 years have passed since you arrived in Hyuga. You have a choice to make.

Move On

Stay Here

Go Home

Notes:

Link to the first book: <https://www.choiceofgames.com/user-contributed/samurai-of-hyuga/>

It's implied that the rest of the world outside of Hyuga is like our own, circa 1600s but honestly you can fanwank whatever you want as it doesn't matter that much.

Assuming your background and build roughly correlate, you can replace a canon character.

>Items in general

Importing into them is free and so is combining things like enchanted item and family heirloom.

>Noble Items

You can have Flower Girls and Loyal Retainers imported as companions if you want to.

You can combine Loyal Retainers with Flower Girls for a whole harem of sexy and loving ninja maids courtesans. You degenerate.

>Loyal Retainers

You can freely determine the composition of your group but know that ninja are rarer than samurai and shugenja are even rarer than ninja.

For people who wanted hard numbers, your retainer will be roughly 20 samurai worth of servants with ninja equal to 5 samurai and shugenja equal to two ninja.

>Forgotten People:Facial Features

A thin upper lip and a larger lower one and a sharp, down-turned nose.

>Memories Broken

Fanwank if the Baron actual was involved with you losing your memories or not.

>Object of Desire

The demon can be a canonical one or it can be an OC creation.

Quick overview of setting/plot

>Feudal society yet to use gunpowder en masse in warfare.

>The Emperor holds power, unlike actual japan at that point, but because he is so young most of the power is with General Hizen and the nobility.

>Emperor Satsuma also has prophetic dreams and visions, and he sees demons that are going to fuck up Hyuga.

>So, he hires a samurai (actually an orphaned ronin) and a 12 year old shugenja (Masami/Masahi) to kill the demons and sends his top ninja (Toshio/Toshie) to help as well.

Changelog

0.1

No longer a work in progress.

0.2

Changed price of Flower in Full Bloom

Added clarifications in notes.

0.3

Added more items.

0.4

Grammar edits, credit to a very nice and cute ~~degenerate~~ anon. More notes.

0.5

You can replace canon characters now.