

GOLDEN SKY STORIES (JUMP VERSION G.01)

“A town where they lived...a town where you visited...slowly, lives become intertwined.”

It’s another world, another time – and you’ve found yourself rudely tossed into it. The chime on the train tells you it is time to depart, and in a groggy haze, you find yourself on the deck of a worn station facing an old man. He’s bald, a bit pudgy, (*perhaps outright fat – but it would be rude to even think such things*) and judging by the gentle smile on his face, he means you no harm.

There’s a bit of conversation that is exchanged between the two of you – but you can’t quite catch what he said, and you can’t quite remember how you replied. Next thing you know, he’s explaining your circumstances. Just as well, you needed some bearings anyways. You still haven’t adjusted to the pace of this world yet. Or is it all just a dream?

「初見」 - INITIAL ENCOUNTER

It’s a small town, a quaint town, and just like any town in a rural country, not much goes on here – at least that’s the case to sightseers. Most of the sightseers never get off at this station...so frankly, I’m rather surprised that you’re here.

Did you enjoy the trip on the bullet train? Perhaps you got off at the wrong stop? Well...I’m sure you’re anxious to get to your destination...but I’m afraid that was the last one for the day. If you don’t have a place to stay, come along with me, and I’ll see that you’re provided for.

What’s that? You say you’re going to be staying here for a while? I’m afraid there’s really nothing here for you. Unless...unless you happen to be the one I was waiting for. No matter, come inside for now – if you are indeed the one I was expecting...we’ll know in a bit.

Ah...I forgot to introduce myself. My name is Hotei. I was told, by a friend of mine that I would be expecting some guests. Unfortunately, she was not kind enough to tell me how I would recognize them. Perhaps she knew that very few people visit this town.

You can see a cloth sack placed in the corner of the room, and as you enter, something inside seems to glow for a moment. A soft smile remains fixed to Hotei’s face – seems like he’s been expecting this.

I thought you to be a random stranger, but I can see now that this was not the case. Traveller from a distant land, for us to meet in such a timely fashion must be indeed providence. I have an offer for you, one that I would hope you will take into careful consideration. Naturally, **she** was involved in the arrangements as well, along with some other acquaintances. I think you’ll meet them before long.

But before that, let me tell you the details of the proposal.

In one hand, I offer to you nothing but what you may have already come to expect. Powers, items, and a world for you to mould in the decade you'll be here. Just don't expect it to be very exciting, you may wander the world as you wish, but it won't be much different than the world you originated from. It's similar, but different, not too different from a world that walked a parallel path.

This is the path of the **Reformer**, the one with the capacity to change the world.

The one who chooses this path forsakes the rest. Such is the price for power.

In the other hand, I offer you nothing but this town, and the people within it. Your time here is not on a clock. Adjust to our pace, take things slowly, and get to know the people in this town. Each person here is important when it comes to your stay here. Each one that you make a connection with forms a part of the key that will be your eventual departure ticket. Plant a "seed" of your presence into them, and cultivate it to maturity.

This is the path of the **Henge** 「へんげ」, and while one door closes when you make this choice, four doors open. You'll have to forge your way through this path with your own effort and willpower. You have your own abilities of course...but you'll find that they may not be as helpful as you might imagine. Maybe...maybe not...it's something you'll have to figure out for yourself.

Confused at such a bizarre choice? No worries, it can be summarized as such.

Reformer	Henge
1000 CP to start with.	0 CP to start with.
Access to Reformer Perk Line	Access to the 4 Henge Perk Lines
Your journey ends in 10 years.	Your journey ends when a substantial portion of the town recognizes the presence of Henge.
Absolute freedom to do whatever you wish in a "Parallel Earth", a planet that will react to your every touch.	This town is your key out – and you'll have to help citizens out to become friends with them and build rapport.
Cannot take Henge Perks, and Town Modifications are restricted with no CP gains.	Gains a Henge form for free, and Town Modifications give CP.
Scenario option is present, but you'll be on the opposite end.	Scenario option is present, and you'll be on the acting side.

Choose carefully Jumper, for your choice will affect those who travel with you.

{THE TOWN & ITS PEOPLE}

Really, I would agree that it is rude to force a choice on you so quickly without a bit more explanation. In this world you see, there are spirits called the Henge, which take the form of

animals, cryptids, and mythical creatures. The Henge exist to help others, and with humans being so numerous, typically Henges find themselves helping humans – like in this town.

Henge can switch to a human form of course, but the longer you remain in this human form, the weaker your other powers become. Don't worry, they'll all recover with some rest – just don't strain yourself too much.

As a collective group, the Henge guide this little town – and so long as the Henge exist, this town remains protected from the strife and stress of the outside world. The humans build the town, and the Henge keep it on course while tending to the humans.

But as a collective group, the Henge are not advocates of violence, and their abilities do not include such capacity. The Henge do not fight – and so long as you stay within this town, there will be no need to fight. It is a sacred, unspoken contract between human and Henge to maintain this tranquility.

You'll find a general description below of the various possibilities, to help you make your choice.

Background	Description
Nichijou 「日常」	
Mononoke 「もののけ」	
Jinushi 「地主」	
Nokemono 「のけ者」	
Reformer 「改革者」	

The town...this town that we've been talking about is a rural one, and even the bullet train that you arrived in is an anomaly in itself. Some would call this town backwater – but its residents like it exactly as it is. Unless we're to intervene, that is not something which will change – but I'll touch on that later.

Change happens at a minute pace here in this town, because the focus of the town is in the residents. The technology, the infrastructure, the tools and toys are all secondary to the people living here. It is the people that you have to reach out to here.

The older folk in town know that the Henge exist. They are aware that Henge can transform freely into humans, but such is the nature of the unspoken agreement that the older folk do not object to the existence of the Henge. For all intents and purposes, they have reached a state of serene coexistence.

To begin with, approximately 500 people live here, a number kept in balance by those who come and those who leave. A large part of the population practices farming or some other small trade.

The influence of the outside world can be seen on occasion, but never on a level to disrupt the pace of the town. As a new Henge, you will have to establish your reputation, one person at a time. Becoming friends with them is the quickest way – but word of mouth can work wonders as well.

Once a substantial number of people recognize the presence of the Henge, you may depart.

Whether you're a new Henge or a Reformer, you'll still have access to [abilities](#), your [allies](#), and some [tools](#) should you need it. It's probably best not to speak of any additional [challenges](#) or [situations](#) right now. After all, you already have a lot on your plate. Unfortunately...there's still a bit more to go – just one last hurdle, I promise!

「改造神」 - THE INFLUENCE OF FREE WILL

My elderly friend insisted that not giving you the freedom of choice was an atrocity in the making, so I let him have free reign over this. He and his friend, that sports player, have been rather hard at work in preparing some choices for you. Consider this a chance for you, as a Henge, to empower yourself.

All things come at a cost, be wary that whatever you choose to help you may just put your destination that much further away. It's best that I let the duo explain this part themselves.

An old man and a tanned man holding a bizarre ball in his hand; you may have seen these two before, or perhaps this is yet another first encounter. The old man takes a brief moment to explain – they'll throw in some curveballs and twist the town around a little, and in return, they'll also help you out a little by cutting your disadvantage. It sounds more like trading disadvantages, but you haven't seen the choices just yet.

Should you be a Reformer, you could take these as well, but they'll offer you no CP, and you can only take up to 6. **Henges can take up to 1200 CP** worth of modifications before additional modifications stop counting for CP purposes.

Pacifistic 50 (Can be taken four times)

The people of this town are strangely at peace with the world, and the town seems to reflect this passive mentality of theirs. Conflict doesn't seem to happen here on a regular basis, and no one really seems to harbour significantly malevolent intentions at the end of the day. However, for each rank of this you take, you're similarly affected as well – and your offensive capacity is diminished all across the board. At maximum tier (4 ranks), you'll find yourself incapable of taking any violent action at all, and your abilities are sealed from offensive purposes.

Bigger than You Thought 50 (Can be taken multiple times)

The town's size has increased substantially, but so long as the population remains the same, it just means that everything is spaced out much further than before, which could make things a pain if you have to travel by foot... Strangely enough, despite the shifts in size, the outside world doesn't seem to notice any difference. Certainly it doesn't seem to make anybody more inclined to visit. Each time you take this the size doubles.

Atmosphere 50 (Can be taken multiple times)

[Shifts the *mood* of the village (So it can be perpetually in a state of Autumn, Halloween, and such) Multiple times hybridizes this.]

SMS 100

[A culture of texts, a culture of aversion, and despite being in a rural village, it seems that this culture has unexpectedly taken hold here as well.]

Baby Boom 100 (Can be taken multiple times)

[Increases the amount of people present in the village, which could help if you want a very lively village, or one where everyone knows each other.]

Overgrown 100

[Nature runs rampant, and you'll find that it has a way of slowly "reclaiming" parts and bits of the village. The villagers don't seem to mind, but you'll have a substantially different village to navigate...more Henge around to boot, and not all of them support your cause.]

Complete Isolation 100

Despite some people arriving in to the town at rare intervals, for the most part you'll find the town to be completely isolated from the outside world. The news doesn't seem to be very informative, and radios don't help either. Your attempts to get any information from outside your local vicinity are met with severe difficulty...almost as if there's some sort of communication barrier present.

Public Appearances 「建前」 100

[People are overtly polite and refuse to express their actual feelings, leading to a substantial social barrier to overcome if you're going to become friends with them]

Local Circles 100

[People have a nasty tendency to form cliques, and isolate anyone who isn't a part of their circle – and evidently, you're not a part of any circle. This goes for other Henge as well]

Bousouzoku 「暴走族」 100

[A biker gang from the nearby city has decided to make your village their local haunt, and their strange methods of expressing themselves in loud and obnoxious ways leaves the village with a bit of a strange dilemma. You can drive them away, but another gang will come to take their place.]

An Odd Song Plays... 「電波ソング」 100

[Earworms. A whole slew of oddly addicting songs will be filling your head throughout the entirety of your time here – and you'll have an urge to hum them out/sing them live]

Otaku 「オタク」 100

[Oddly enough, everybody seems to be influenced by Otaku culture – and you'll find that many of the social stereotypes regarding otakus apply to everyone. Prepare for everyone telling you about their own special hobby and “special partners”, and a great deal of social anxiety]

Tsukumogami 「付喪神」 200

[Objects have become self aware, and even that bag you're holding will develop a personality for the duration of your stay. The older an object is, the more sophisticated the personality they will have, and relatively new objects will generally remain inert]

Kamikakushi 「神隠し」 200

[The Henge aren't the only supernatural creatures around...Various creatures from Japanese mythology will spring out of the woodwork – and these aren't Henge. They aren't violent, but you'll have to help them out like the humans too]

Foreigners 「異国人」 200 (Can be taken multiple times)

[Foreigners? Yeah, foreigners from other worlds you've been to, leading to strange immigrants into the village. Each time you take this, you can select up to

5 other worlds. They might have their personalities intact, but none of their powers come with them.]

{PERKS}

Some people might call these the tools of their trade – but the nomenclature is irrelevant. Looking to enhance yourself? Then look on, I'm sure we have something to accommodate your needs while you're here in Arland. For each of the backgrounds, you'll find that the perks under the background are discounted, with the entry level perk free, courtesy of the Lady.

The Nature of Henge

It'll

Henge Form

Lv. 0

Human Transformation

Lv. 0

Henge Tendencies

Lv. 0

Approachable

Lv. 0

Nichijou 「日常」

It'll

An Eye for the Ordinary 100

Lv. 0

Every Little Thing 200

Lv. 0

For the Moment 400

Lv. 0

Face the Change 600

Lv. 0

Mononoke 「もののけ」

It'll

Poof in the Night 100

Lv.0

No Fear of the Dark 200

Lv.0

Breaking the Mould 400

Lv.0

Hyakki Yagyou 「百鬼夜行」 600

Lv.0

Jinushi 「地主」

It'll

Old Soul 100

Lv.0

Jichinsai 「地鎮祭」 200

Lv.0

Guardian of the Earth 400

Lv.0

Hyakumonogatari Kaidankai 「百物語怪談会」 600

Lv.0

Nokemono 「のけ者」

It'll

Odd Man Out 100

Lv.0

Inconspicuous 200

Lv.0

The Miko's Art 400

Lv.0

Empathetic Link 600

Lv.0

Reformer 「改革者」

It'll

Calm Assessment 100

Lv.0

Critical Remark 100

Lv.0

Expert Hobbyist 200

Lv.0

Whittling Away the Time 200

Lv.0

Talking Your Troubles Away 200

Lv.0

Stress Management 200

Lv.0

Due Diligence 400

Lv.0

An Eye for the Bizarre 400

Lv.0

Rejection of the Supernatural 600

Lv.0

Follow My Lead 600

Lv.0

Mutual Skills 「共用技」

It'll be

Tourou Nagashi 100

Lv.0

Ethereal Sight 100

Lv.0

Language of Flowers 100

Lv.0

Blessing of the Spirits 200

Lv.0

Timelessness 300

Lv.0

{COMPANIONS}

Hotei's smile grows wider at the mention of companions. After all, what is life if it isn't meant to be enjoyed alongside others? He doesn't have many choices available for you, but he'll cater to Henge and Reformers alike – albeit slightly differently for each.

HENGE FRIENDS 50 TO X CP (HENGE ONLY)

Your friends? Yes...I think they'll be arriving soon. I'm not sure how many there are, but I figure you'll be more familiar with that than I – after all, they're your companions after all. Yes, yes, they'll all become Henge like you – but that's if you can afford my services! Hotei chuckles at this, apparently amused at the thought of transforming your companions into Henge.

More companions does mean more hands to help you out, and anyone they befriend will also count towards your "tally" – just be wary that different people may react differently to your companions. Everyone is slightly different after all!

You may import up to 8 companions for 300 CP, or 1 by 1 for 50 CP as Henge, but the amount of CP each companion has is half of your CP total (before drawbacks!) as a Henge, rounded to the nearest 50 (upwards). Should you have more than 8, each additional companion comes at a fixed 100 CP cost, though they possess the same CP total as everyone else.

Alternatively, you may use this to make new Henge companions.

THE ASSOCIATES 50 CP (REFORMER ONLY)

You want your friends to come along? Done. We'll arrange for them to meet you as you prepare for your departure. Standard arrangements of course, there isn't much else we can offer you and your friends here besides that anyhow. Naturally, they'll fall under the same restrictions as you.

Import a companion for 50 CP; they gain 300 CP to spend on skills & items.

You may import in a batch of 8 for 300 CP, with the same benefits.

You may instead use this to make new human companions – who follow the same rules as above. All Associate companions may only take the Reformer background.

{ITEMS}

As Hotei promised, he has some tools to help you out, though what “help” means in this case might not be what you expect. A wide assortment of items lies scattered in his storeroom, and he welcomes you to look around to see what might be of use to you.

SYNTHESIS ITEMS

Natural Domain 50 CP (Free Henge)

As a Henge, you’ll likely find yourself living out in the wild for the most part, and chances are you’ll have to look for a place to set up camp. You can go and see if the humans are willing to lend you shelter of course, but I can also help you out by allocating you a section of the domain around town, a place for to rest easy at night. Just don’t expect it to be very large – you’re sharing the forest with other Henge too!

Should you eventually depart, you should decide for yourself how this follows you.

ATMOSPHERE 50 CP

Ever get the feeling when you wander into a specific section of the forest that you’re not supposed to be there? Maybe a tingling sensation in your spine or the hair on the back of your neck rises? Well, you can inspire sensations like that in anyone who wanders into your domain. Of course, the effect is largely dependent on both visual elements as well as aural elements, so by taking this, you can expect some parts of your domain to shift in response.

Fear isn’t the only thing you can inspire of course, and depending on what feeling you want to inspire, you can expect different physical changes to your domain. You can take this multiple times for multiple sensations at once, but this might leave people very confused. Thankfully, the effect is selective, so you can choose who is affected.

NATURAL ELEMENTS 50 CP

In places overflowing with nature, it’s said that sometimes, the lines between the “modern world” and the “spiritual world” blurs a little, resulting in strange supernatural locales. Choosing an element of nature, you can exemplify this element beyond its limitations in the “modern world”. A river of stars that only appears above your domain, a sprawling forest of bamboo that blocks out the sky; it’s up to you to decide what element suits you best.

Each time you take this, you can choose a new element (Though it does have to be something natural), and the size of your domain grows by half.

TORII GATE 100 CP

A marker to divide the outside world away from your domain, the Torii gate exists to clearly identify that this is your domain – and as such it actively repels mundane folks, preventing people from accidentally wandering in. A helpful defense mechanism for those who would

prefer to be left in peace, by inscribing a name on a Torii gate, you can utilize the gate's magic to bless the individual in question. Naturally, the blessing improves one's luck.

SHIMENAWA 100 CP

Often used in conjunction with Torii gates, the Shimenawa binds your territory with sacred rope, acting to repel off evil spirits and supernatural individuals alike. On top of that however, should you take a length of Shimenawa and bind it around an object – say a tree or a rock – in time spirits will inhabit that object. Perhaps you could use it as a way to gather the souls of the dead? Thankfully, using the Shimenawa like this will allow the removed section to replace itself over time.

When both the Torii and Shimenawa are combined, the Shimenawa will actively restrain those who would bear ill will against you even if they manage to cross the boundaries of your domain.

WILDLIFE HABITAT 100 CP

Feel a bit lonely in your Domain and want to invite more people than just your companions? With this, you can invite the companions which have been left out, or just give your current companions a permanent place to reside. Your active companions can freely come in and out of the Domain, but extra companions beyond them will find themselves bound to the Domain – and they'll also happen to be stuck in the form of a Henge as well. At least they get to choose what kind of Henge they are.

AURA OF ACUITY 100 CP

Wild animals often seem to have keener senses – perhaps a survival instinct that domesticated animals don't seem to have. Not saying you're an animal – well...that wouldn't be inaccurate, but within the space of your Domain, all of your senses are similarly sharpened. Furthermore due to your familiarity with the surroundings, if any changes occur in the surroundings, you'll be aware of it – even if it's just a stray human wandering close by.

AURA OF TRANQUILITY 200 CP

Your Domain should be a place where your mind can be at ease – a place where you can relax and unwind after a long day of helping out the people in the village. So long as you're inside your domain, your mind remains at ease regardless of what happens – this effect extends to individuals nearby. A clear, calm mind makes things easier to understand and interpret things easier – so long as you remain in your Domain, the effect of your spiritually related skills and abilities are improved significantly.

Apartment Suite 50 CP (Free Reformer)

There's nothing to stop you from wandering the world and seeing all its sights, it's still nice to have a home base established for when you just want to kick back and relax. We can help you with that! Just a small bit of real estate work, and we can set you up with an apartment suite

that will follow you around, so you'll always have a place to lay your head at night. (Or in the day, for all the nocturnal folk out there!)

The apartment comes with a basic bedroom, kitchen, bathroom and a small general living space.

SUITE UPGRADES 50 CP

Is a basic apartment suite not good enough for you? Then why not make it a little bigger? Each time you choose this option, the size of your apartment doubles, giving you a bit more space in each room to accommodate your needs. Along with the size of the room, you can also use it to increase the size of your appliances as well – which...may well lead to some particularly sized appliances, so use it in moderation.

INTERNAL DECOR 50 CP

Space efficiency is a major necessity for Japanese apartments, so by default all of your appliances are built in to the walls. How do they fit? Well...it's better not to ask. But living in an age where apartments tend to be everywhere has led to many other innovations as well, and when it comes to internal décor you have a wide variety of options available to you.

With each purchase of this, you can add an additional theme to your suite, affecting everything inside from the walls to the furniture. Perhaps a more floral theme would suit you, changing chairs into flower petals that can support your weight and your blank walls into pictures of forests. Or maybe you'd prefer a more elemental touch, with elements like ice and fire sculpted into appliances and forming your doors? Ultimately it's your apartment, so you should personalize it to suit yourself.

CLIMATE CONTROL 100 CP

Your place shouldn't be too hot or too cold – it should be at just the right temperature.

Normally, people have thermostats for that – but you've got something better – the temperature isn't the only thing you can shift, you can control even weather phenomenon from anywhere within the confines of the apartment.

SECURITY SYSTEM 100 CP

It's one thing to have your own place, but sometimes you want to ensure that space won't be encroached upon by anyone. With this security system, potential intruders are inclined to avoid your apartment altogether, reducing the likelihood that you'll get disturbed in the first place. As a last measure, the miniature force field can be used to deny people entry as well.

Just don't depend on it in a fight.

GUEST QUARTERS 100 CP

Not one to sleep alone at night, or are you the kind of person who prefers to live in a lively place? Well, if you care to pay for some guest quarters, your companions can stay along with you inside the apartment as well. (Thankfully the utilities expand so that you don't have to fight over the bathroom!)

With this, it is possible to allow your companions in stasis to reside with you in the world – but they’ll be restricted to staying within the confines of the apartment and its connected rooms. You can interact with them like normal people, but they won’t have their abilities, and your abilities won’t affect them. Naturally, you can’t swap them with your active companions.

The guest suite has room for 4 people each, with regards to any spaces you may connect the Apartment to, your “extra” guests must stay within a single door away from the Apartment.

FUTURE WORLD 100 CP

Ever felt that need to “keep up with the times”, that feeling that you need all the new appliances for your home? Well with this you don’t need to worry about that anymore! Your appliances and furniture can be freely swapped with substitutes from worlds that you’ve visited. At least this saves you a trip to the furniture store...

This strangely enough can also affect your internal décor, as well as your security system, allowing you to shift them appropriate to other technological forms that you’ve seen previously.

THE DOORS 200 CP

Doors aren’t just helpful to keep the wind out – they demarcate boundaries and serve as clear dividers between different spaces. Regardless of where your apartment is, you can freely demarcate special doors to realms and spaces under your control. Granted, this means that the original room behind that door will be replaced – but we’ll grant you a spare door for you to install just in case and this one won’t accidentally remove your bathroom!

Each additional door costs 50 CP.

STANDARD ITEMS

Magic Dorayaki 50 CP

-

It’s a bag of dorayaki that fills up when emptied.

A Bottomless Gourd of Toso 50 CP

Medicinal Sake

It’s a gourd of sake that has mild medicinal purposes, but overdosing won’t do you any good.

Refilling Pocky Sticks 50 CP

-

Pocky sticks, as you’d expect, come in a box of pocky – and this box refills over time.

Magatama 50 CP

-

A jewel that's worth quite a sum of money, it seems like spirits tends to consider this a currency of sorts. Comes in units of 50.

Bento Box of Onigiri 100 CP

-

A refilling bento box that has a wide variety of different onigiri that has a strange tendency to attract wildlife, thankfully they refill once a day.

School Uniform 100 CP

-

It's a school uniform, and regardless of your appearance, with it you'll be able to pass as a school student and be treated as such.

That Box of Nattou 100 CP

-

Perhaps not necessarily meant for consumption, the sheer smell from the box alone is enough to drive animals and even monsters away from the vicinity.

Karaage Techniques for the Common Chef 100 CP

-

This primer teaches you how to use oil both in better culinary practices – as well as making things much more flammable than before.

Agedashi Tofu for the Spiritual Chef 100 CP

-

This primer teaches the art of creating tofu that heals the body, mind, and soul.

Teru Teru Bouzu 100 CP

-

It's a set of dolls with which you can subtly influence the weather in the coming days, generally driving off rain, storms, and the like.

Hachikou Statue 100 CP

-

A statue of a dog that seems to appear wherever you go, and in moments when you need it most, will animate itself and come to your defence.

Amezaiku Crafting Anthology 100 CP

-

A book teaching the art of crafting candy shaped in various animals and creatures – except with this you can also bring out their spirit, and animate them.

Uchid no Kozuchi 100 CP

-

A small mallet that seems to have strange size changing magics, can be used to make an object smaller or bigger, but this never goes beyond half or double the base size.

Hanafuda 200 CP

-

Cards with flowers imprinted on them, like the language of flowers these can be used to influence people around you, though their effect is generally weaker (However they're more flexible should you not have flowers nearby)

Taketori Monogatari 200 CP

-

A documented folktale that regales the story of a Lunar Princess, and bestows upon readers the blessings of the moon, rapidly increasing their abilities to recover when exposed to moonlight.

Noh Mask 200 CP

-

A set of masks depicting people of different ages, when worn these masks will make others believe you are the individual depicted in the mask. You may customize these masks accordingly.

Techniques to Doguu Making 300 CP

-

A primer guiding individuals keen on making figurines from clay – and enchanting them for various purposes, with this you can create various clay dolls and breathe life into them. Also used for making haniwa – mobile containers for the souls of the dead.

Munehika's Legacy to Future Smiths 300 CP

-

A bladesmith's legacy to future successors, used to forge weapons that can stand the trials of time. With the use of inscriptions on your crafted items, you can further empower them – based on your personal abilities.

{DRAWBACKS}

Further challenges exist of course, but for the Henge and the Reformer, the same challenge can mean vastly different things. Be wary of what actually happens when you choose these options. You can take up to 900 CP in drawbacks.

Animal Woes 100 CP – Henge Only

Your animal instincts as a Henge will dominate over whatever intentions you have as an individual. Despite your best intentions, you seem to live up to every stereotypical feature of an animal in comical fashion. As a dog you might end up “marking territory” in public, as a rat you may end up stealing, as a cryptid or mythical creature you may end up behaving as the legends would describe. The moment you let down your guard mentally, those instincts will take over.

A Bit Too Mundane 100 CP – Reformer Only

Things are...too boring. You can't help but feel that regardless of what you do, everything is moving at a pace that is too slow. But despite your best efforts, you can't seem to sate the desire for excitement. Be wary lest it drives you to take on vices and dangerous behaviour. Your powers will weaken over time – almost as if the world has taken hold of them and made them equally mundane.

The New Generation 100 CP

Henge: The town has a problem – its youth, disillusioned with the idea of living in a backwater rural town, are leaving by the dozens. As a Henge, you're going to need to find a way to stop this population bleed. Should the town be left with no natural residents capable of sustaining the population – you will fail. Your end condition is modified: the town population must be over 500 by the time you achieve the conditions.

Reformer: This world reminds you of your original world, does it not? But this generation of humans is not going to find you familiar in the least. Be wary should you use any sort of power that cannot be explained by science, as you will be treated as a threat and a monster. These humans do not want to cooperate with you – they want to use you until you're spent.

Recession 100 CP

Henge: Everybody in town seems to be obsessed with monetary concerns – but it's a problem that doesn't end. Giving them more money is not a solution – it's not the matter of possession that is a problem, but the need to possess more. You have a difficult challenge ahead of you – how are you going fill in the black hole in their hearts?

Reformer: No matter where you go, an economic depression follows you like a disease. Even ignoring the depression to ensue, your very presence inspires greed in all forms of life. What starts off as a subtle greed at first will slowly grow into a possessive desire exhibited by any sentient being. A greed for money, a greed for life, a greed for dominance. The longer you remain in any place, the worse it will become. Do you choose to corrupt one section of the world, or will you spread your disease all over the globe?

Unsustainable Development 100 CP

Henge: A group of developers want to build into the town – and by build into they mean they want to tear down the town and raise it into a metropolis of their own design. Xenophobes by nature, if anyone reveals the existence of the Henge to them, it is likely they will use all of their resources to destroy you. Be very careful as you fend off their intrusion, lest you find yourself becoming public enemy number one.

Reformer: A world that wants to grow, but refuses to grow at the same time. This Earth's population growth rate will triple as a new baby boom takes hold. Starting from third world countries at first, population growth rates will quickly grow at a rate which will become unmanageable. By the end of the first year, even OECD countries can expect to see their fertility rates hit 4.0. It's a senseless growth explosion, one that contradicts the cost of children on the world – but it seems that nobody really cares too much anymore.

Endangered Species 200 CP

Henge: Over time, new Henge will pop up around in town – many of these happen to be endangered species, looking for shelter from a world that wants to see them dead. Unlike the pre-existing Henge, these Henge will count towards the town's population – so that's just more people you'll have to help out and befriend if you want a way out.

Reformer: Over the span of the next ten years, humans will decide that it is necessary to exterminate animals for sport. Hunting becomes a national pastime in many countries, and laws are enacted to protect hunting and the elimination of wild animals in favour of life stock. This might not necessarily affect you – but if hunters catch wind of you – you may well become the ultimate prey. Keep your abilities to yourself as the hunters go about their business.

Depression 200 CP

Henge: Humans might possess a far greater mental capacity than other animals, but unfortunately, their greatest strength also happens to cripple them from time to time. The mind is such a beautiful thing, and yet so frail at the same time. You'll find that depression sets in quickly in whoever you and your companions don't manage to help, and should they not be attended to; their affliction will spread to others. Naturally, this won't bode well for your efforts.

Reformer: The rates of depression induced suicides are on the rise, and if you're looking to curb such a trend, you're going to have to find yourself stretched thin. What is depression? Why does it occur? Is there any common cause? Those are questions you'll have to figure out if you don't want to watch the world end itself around you. Let it linger for too long, and you'll even start to hear about "suicide pacts"...

Herbivores 200 CP

Henge: It seems, with the shifts in society around the world, that more and more "herbivores" 「草食系」 are starting to arrive in town, looking for a quiet place to claim as their own. These people are benign, and generally of both genders, but they don't seem very social at all, preferring to stick to themselves and immerse themselves in their own little worlds. Naturally, they add to the population of the town – but getting through to these people is going to take a substantially larger amount of effort than most. It's almost as if they've closed themselves off from society...

Reformer: As society establishes security, there are more and more who firmly believe that they no longer need to interact with the world around them. Tired of the constant competition, tired of the daily grind, it seems that more and more people have closed in and become recluses. It

doesn't bode well for countries as this trend continues to explode and grow like an invisible disease, proliferating until it reaches the upper echelons of society.

What will the world look like when everyone has forgotten the concept of face to face communication?

Social Apathy 300 CP

Henge: Why does nobody care at all? Contrary to what Hotei says, the people in town seem to be actively against you and Henge in general. It takes a substantial amount of effort even to get the humans to acknowledge your presence, and if you act on your own accord, it's likely they'll treat you as a pest. People are also likely to forget the good deeds you've done for them much quicker, and unless you meet with them regularly, they might forget you altogether. Being forgotten really isn't a nice experience...

Reformer: The world stagnates completely, and you are equally affected. There's a listless feeling gripping your mind, and if you stay still, it'll quickly take hold of your body as well. The people around are equally affected – but they lack one thing you possess, an awareness of their situation. Be wary that your companions are also affected – and when the entire world comes to a halt...well, what happens next?

Does it even matter at that point?

{SCENARIO}

森羅万象

[All Things In Nature]

□

一期一会

[A Chance Encounter]

□

{A TIME OF ENDINGS}

Has the time already come and gone? Well, not quite yet, because things aren't entirely done yet. After all, you still have another choice left to make, and we still have one last preparation to complete before our business with you concludes.

Well, this shouldn't be the first time...so let's get down to it.

Three doors, three fates – what shall it be?

HOMEWARDS BOUND AFTER A LONG JOURNEY

Time to go home is it? Very well then, we'll make the fitting preparations to return you to your original home. Won't it be nice to see your family after all this time?

REVISITING ARLAND

Oh? You'll be going back after all? If whatever it was that drew you to Arland was enough to make you stay, we won't be the ones to bar your way. We'll make the necessary preparations for an extended stay here.

ANOTHER STEP FORWARD

Another leap into the unknown, is it? Well, best of luck on your next journey.

NOTES

Golden Sky Stories, Barebones (Preface)

Golden Sky Stories is a bit of a social experiment TTRPG. Unconventional in the sense that conflict isn't something to be destroyed – rather the traditional concept of conflict in terms of combat and monsters is absent. While focusing on the idea that “the world can be here to help you too”, the setting is heavily immersed in Japanese culture, and being a Japanese TTRPG this isn't out of the ordinary at all.

Converting a TTRPG to a CYOA was an interesting undertaking. For themes, sticking to the themes as delivered in setting meant that a lot of the traditional “jump conflicts” that people think of are wholly absent. The Henge, the concept of a small rural village, peaceful coexistence between man and nature were all things that were “carried over”.

To increase the immersion somewhat and not leave it just as a matter of “standard slice of life” setting, elements were used from Golden Sky Stories' additional components, implementing more elements from Japanese mysticism (Mostly Shinto influenced). Items, complications, and the “reconstruction” of the town were all influenced largely by various elements present in Japanese culture, both modern and from older eras.

A lot of the original Japanese terminology was left in for those who like to wiki things. Consequently, the titles, the use of terminology, even the use of Yojijukugo in the scenarios are all intentional.

The choice of inserting a Reformer option was a substantial deviation from the TTRPG's premise, but serves as an “out” for those who feel too confined by the initial premise of the Henge. Of course, both scenarios serve as a moderate “bridge”. You could say there are four “paths” available here.

But as always, this CYOA isn't meant for everyone. Some people may find the idea of a setting with no obvious conflict to be incomprehensible. Others may find it too mundane for their liking. At its heart, Golden Sky Stories is about relationships between people – the process of making them, cultivating them, and nurturing them. This naturally isn't everyone's cup of tea.

BACKGROUNDS

(Two varieties of backgrounds, to reflect two potential paths – Despite Golden Sky Stories essentially being a story about Henge, one of the five “options” places you on the opposite side.)

Speaking in terms of jump structure, the Henge and Reformer are opposite sides of the mirror – and offer different experiences, the former being more rigid, the latter being more freeform. The pair of scenarios (exclusive to backgrounds) work together to bring things to a bit more of an even middle ground, with both backgrounds working to explore “what if” concepts in the overall design of the TTRPG.

The Henge and Reformer options **are** mutually exclusive.

***Henge (Overall)** – The Henge are little spirits, who serve to help out in the little town you start in. As a Henge you can freely transform between human/animal form, and with the options below, you can determine what kind of animal you want to be. As a Henge (barring modifications), you do have your abilities intact. However the nature of Henge is not “destructive” by any means – it serves you little purpose to destroy the town on a whim (actually it is detrimental). You might find other uses for your abilities however.

The Henge, regardless of type, all have some basic abilities, generally related to their animal forms in some way, as well as some basic social “lifeline” skills.

At the end of the day, the intention of not putting a hard limiter was such that people would have the freedom to determine their own narrative. If they want to end the jump in a minute, it’s their prerogative, and really nothing to boast about.

***Nichijou** – Nichijou are normal everyday animals, with the most “relaxed abilities”, and focuses heavily on the mundane aspect of day to day affairs.

***Mononoke** – Mononoke draw from the various youkai found in Japanese folklore – but despite their often malevolent natures in traditional folklore, here they’re rather helpful regardless of their origination stories. Their perks are focused on this negative stereotype of theirs, and general traits of youkai in folklore.

***Jinushi** – Jinushi can be summarized as “guardian spirits” of a locale, and can take up the forms of “earthy” animals like turtles, spiders, snakes and other such terrestrial creatures. Their perks, like the mononoke, are religiously associated to their nature as guardian spirits of a locale.

***Nokemono** – Truly the “odd one out” of the four backgrounds, reflecting the strange stylistic choice made in the last Golden Sky Stories expansion and the Supporter supplement – this allows for forms from creatures of other mythologies and folklore. (The last expansion also happened to include humans, whereas the supplement included witches) Their perks are the most esoteric of the group, reinforcing the idea that they are a bit of an oddity.

***Reformer** – Reflecting the last expansion of Golden Sky Stories with the addition of the human as a character choice, the Reformer is focused on overcoming “modern troubles through modern methods”. Arguably, they have some of the most mundane perks, reflecting a relatively normal individual, largely focused on negotiation, clearing off day to day life, and skills necessary for life in a modern society.

HENGE PERKS

0	Henge Form	<ul style="list-style-type: none"> *Ability to transform into a Henge Creature form *Can reduce your size to that of a normal person, regardless of the original nature of the form.
0	Human Form	<ul style="list-style-type: none"> *Ability to transform back into a human form *Can choose a “fitting” human form of your choice, not necessarily your base form.
0	Henge Tendencies	<ul style="list-style-type: none"> *Some basic traits based off of your chosen animal form. *Cats might have a natural ability to recover from falls, dogs might have a better sense of smell, Kappa might have a natural proficiency towards water, and so forth.
0	Approachable	<ul style="list-style-type: none"> *Regardless of your form, people are generally tolerant of you and warm up to you quickly.

NICHIJOU PERKS

1	Every Little Thing	<ul style="list-style-type: none"> *Your ability to notice minute details improves significantly. *Can see past “poker faces” and realize when something is wrong for someone.
2	Dear My Friend	<ul style="list-style-type: none"> *Makes it easier to befriend others, and makes you instinctively aware of some personal quirks they have. *Your attempts to bond with these people improve faster. *People find it easier to trust you.
4	For the Moment	<ul style="list-style-type: none"> *Everybody around you will relax when you concentrate *This peacefully resolves most arguments, and even people fighting each other will slow down to reconsider. *Can be used to distract a large group of people with soothing thoughts.
6	Face the Change	<ul style="list-style-type: none"> *Freely shift between your forms, even in front of others, they won’t flinch or run away *Of course if you want them to, you can selectively apply this effect *Speeds up the rate of your shape shifting, and reduces any penalties for hybrid forms.

MONONOKE PERKS

1	Poof in the Night	<ul style="list-style-type: none"> *Increases your abilities in the presence of darkness. *Whenever you're in a shadow, you can seemingly disappear and reappear at will. *Basic night vision.
2	No Fear of the Dark	<ul style="list-style-type: none"> *Removes the fear of darkness from those nearby *Blesses them with the ability to see in the dark *Can redirect their fear to something else (Perhaps You.)
4	Breaking the Mould	<ul style="list-style-type: none"> *Allows you to surprise people even when doing normal things. *Shallow form of mind reading, to let you understand what preconceptions people have about you. *Ability to subtly affect people's senses to change those preconceptions.
6	Hyakki Yagyou	<ul style="list-style-type: none"> *Conjure up a parade of Youkai, good as a distraction *The Youkai will linger around a specific area, guarding it until every member falls. Their strength is relative to your magic power dedicated to them, and they are friendly to individuals you are friendly with. *Stronger at night than they are in the day, they can be friendly haunts, or troublesome spectres.

JINUSHI PERKS

1	Old Soul	<ul style="list-style-type: none"> *Enhances your magic capabilities slightly *Grants you a bit of knowledge about the land around you when you arrive. *Slows down your aging, very minimal effect.
2	Jichinsai	<ul style="list-style-type: none"> *Claims a "local territory", roughly the size of a small village. *Within this territory, your rate of recovery for both health and magic increase significantly. *People entering the area grow more complacent to your authority.
4	Guardian of the Earth	<ul style="list-style-type: none"> *Attunes you to the nearby area – works best if you have a local territory claimed. *Can temporarily borrow the bodies of animals nearby and speak/see through them. *Ability to communicate with wildlife and flora in general.
6	Hyakumonogatari Kaidankai	<ul style="list-style-type: none"> *Weakens the hold of reality a little, creates a space where tales of supernatural folklore can be brought to life.

		<p>*So long as a rumour of a creature exists, it can be brought forth (though not necessarily as accurate to legend)</p> <p>*Actually needs a catalyst of a hundred candles (if these are provided the field and creatures conjured only lasts for a short time) – the field disperses when all the candles are blown out (normally each one blows out after a short period of time)</p>
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NOKEMONO PERKS

1	Odd Man Out	<p>*Can instinctively identify individuals who don't belong, and see things that don't belong.</p> <p>*General improvement to your reaction speed.</p>
2	Inconspicuous	<p>*Ability to blend in regardless of the situation.</p> <p>*Able to slip into conversations and events without causing any disruption.</p>
4	The Miko's Art	<p>*Can purge out negative spirits and emotions from others.</p> <p>*Can guide spirits into bodies, allowing them to possess the body (works best when the target body is willing)</p> <p>*Can create boundaries to ward off evil spirits.</p>
6	Empathetic Link	<p>*Joins your mind with those nearby, allowing all of you to convene and align your directives as one.</p> <p>*Can be used to emotionally stabilize others and allows you to act as their anchor.</p> <p>*The more people in the link, the greater all of your mental resilience becomes.</p>

REFORMER PERKS

1	Calm Assessment	<p>*Able to maintain your calm regardless of the situation.</p> <p>*Improves your general observation skills</p>
1	Critical Remark	<p>*Statements you make have more weight than normal, and people are affected substantially by sharp remarks.</p> <p>*Improves your ability to persuade others</p>
2	Expert Hobbyist	<p>*You can use this to pick a field to become an expert at.</p> <p>*Improving your knowledge in that field (be it mundane or not) is easier, and you have "fun" ways of doing it (You can play video games to learn biology for instance)</p>
2	Whittling Away the Time	<p>*Reduces the amount of time taken for anything you do (even things like casting magic)</p> <p>*Can temporarily speed up others when you're doing group</p>

		activities as well.
2	Talking Your Troubles Away	*By talking about your troubles, you can reduce their mental weight in your mind. *Similarly, by getting other people to talk about their troubles, they can temporarily forget about them as well.
2	Stress Management	*Convert your stress into productive energy! *Increases your efficiency, and you can channel your stress to more productive efforts.
4	Due Diligence	*Sticking around a person, you'll learn more and more "facts" about them at a rapid rate. *Your general learning ability improves significantly, in speed and scope. *You'll pick up stray details about the world around you just by walking around.
4	An Eye for the Bizarre	*You'll be able to notice the subtle supernatural elements, things that normally wouldn't belong in the world. *Abnormalities become more prominent in your eyes, and you can see through attempts to conceal things with magic.
6	Rejection of the Supernatural	*A field radiates around you, suppressing both the magic and supernatural phenomenal. *Less effective in a world with magic and the paranormal, you can still reject weaker spells. *Boosts your magic capability substantially.
6	Follow My Lead	*Your ability to lead others improves substantially *For people who are under your command, you can communicate with them telepathically for an extended range (cell phone coverage) *People are generally more motivated just by being around you, and you can rouse them with words alone.

MUTUAL PERKS

1	Tourou Nagashi	*Allows you to create stone lanterns *These guide spirits and souls to the nearest available afterlife in a calm and orderly fashion. *Can calm restless undead.
1	Ethereal Sight	*Can see the spiritual energy within others, generally their life force and emotions.
1	Language of Flowers	*Using the scent and presence from flowers, it's possible to influence a very specific emotion in individuals nearby. *With multiple flowers, you can "hybridize" these target

		<p>emotions.</p> <p>*While you can use different flowers for general purposes, each purchase grants you one “key” flower with a particularly pronounced effect.</p>
2	Blessing of the Spirits	<p>*A blessing from Nature, which generally enhances your capabilities in some way related to the aspect of Nature.</p> <p>*Restricted to natural elements, such as the wind, the waters, the sun and the moon – and so forth.</p> <p>*The enhancement isn’t amazingly substantial and works best if you have existing abilities for it to complement.</p>
3	Timelessness	<p>*Substantially slows down the negative effects of aging (effectively adding on lifespan)</p> <p>*Negates the effect of temporal magic.</p>