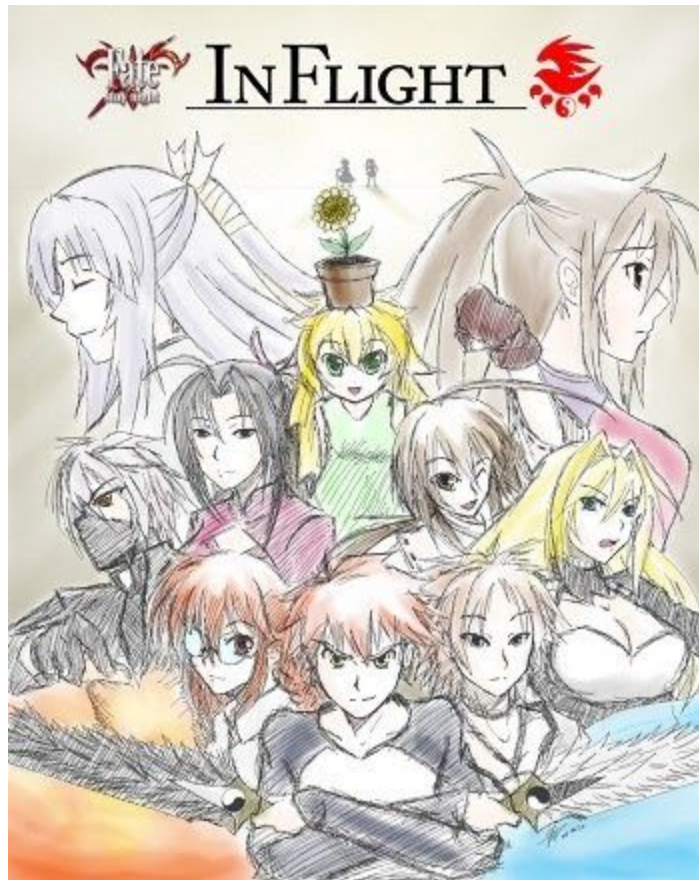


In Flight



Welcome to the world of In Flight. This world may seem familiar to you, since it is a fusion of two universes that you might have already encountered in one way or another.

In this world, secret societies of magi strive to discover the secrets of the universe and attain the heights of magical knowledge, while keeping the existence of magic a secret from the rest of the world at all costs. Meanwhile in Japan, an absolute madman named Hiroto Minaka has released 108 psychic aliens into a futuristic version of Tokyo to find mates among the human population before fighting each other in a deathmatch for the sake of a vaguely defined prize. But is the thrill of a superpowered battle royale all there is to his motivations, or is there something more sinister lurking beneath that childish facade?

You will arrive in this universe the day before a plane carrying a young man named Shirou Emiya touches down in Tokyo, starting a chain of events that will lead to Shirou discovering his long lost family and getting into yet another battle royale between humans and their superpowered non-human partners.

What you choose to do with yourself in this world is up to you. Will you work with Shirou to try to save as many lives as you can? Will you try to win the Sekirei Plan? Will you just assemble the biggest harem possible? Or will you take some other path?

Whichever decision you make, you have 1000cp to make your way in this world.

Origins:

If you've been Jumping for a while, you already know the drill. For those who haven't or who have forgotten, you receive the 100cp items and perks from your origin for free, and all the other items and perks in those trees are discounted by 50%.

Drop-in (Free)

You have no memories of a previous life here, and no one else has any memories of you either. As far as everyone else is concerned, you just dropped out of the sky, and yet perhaps you are not quite so alone. Perhaps you will find love in this new world, or even reconnect with long lost family. Whatever the case is, you're sure to have some rather impressive powers to go with your mysterious backstory, hero complex, and inexplicable charisma... wait, what do you mean, that sounds like a recipe for an overpowered author-insert character?

Sekirei (-100)

You are one of 108 Sekirei. Humanoid aliens whose ship crash landed on Earth long ago, and who were only recently discovered and then awoken by MBI. All Sekirei possess incredible speed, strength, durability, and mystic powers that allow them to outperform any human who can't use magic to bridge the gap. In addition to the aforementioned powers, you also have head-turning beauty and low-level telepathy that will help you find the one human in the world who you are destined to love and be loved by forever and ever. Once you find this person your body will 'react' to their presence, a condition that can range from just feeling a little flushed to finding yourself literally jumping your destined one in an attempt to quell the raging desire within you. Watch out, though: if you kiss or are kissed by another human before you can find your ashikabi, you'll be stuck with them instead. Choose wisely.

Ashikabi (Free)

Maybe you were once nothing more than a college student or a lonely salaryman, or some other random citizen, but no longer. At some point today while you are just minding your own business, a strangely dressed and jaw-droppingly gorgeous woman (or man) is going to pull you aside, kiss you, and then call you an ashikabi. Now you've gotten swept up into some strange death match against people you don't even know for the sake of "receiving permission to ascend," whatever that means. On the other hand, at least you now have the undying love and devotion of a very attractive superpowered alien.

Magus (-200)

Most people think that there's no such thing as supernatural powers. MBI thinks that the only real supernatural powers are those wielded by the Sekirei. The truth is that there is such a thing as magecraft, and you would know because you have been trained in it almost from birth. Whether you're the latest scion of a long line of magus scholars or a rune wielding Enforcer, you've got style and skills that can knock most ordinary people dead. Possibly literally.

Age and Gender:

Age is 17+1d8 years, or you can pay 50cp to pick any age you want. If you take the Sekirei origin you can choose to become female for no additional cost. Otherwise, changing gender for this jump will cost 50cp.

Location

If you roll a d8 to randomly determine your starting location, you may start there for free. Otherwise, pay 100cp to appear at a place of your choice. You will appear or awaken in this world at roughly the same moment that Shirou Emiya gets on a plane from Bangladesh to Shin Tokyo, a few months before the start of the main plot.

1. **Rented Apartment.** A cheap, one room apartment only really suitable for a single inhabitant. The landlord usually rents to students studying for the entrance exams to get into one of Shin Tokyo's many universities and has very strict rules against female companionship of any kind.
2. **Karaoke bar.** One of many of its kind in just this neighborhood of Shin Tokyo, this particular one is often used as a meet-up spot by a certain pyrokinetic who you might encounter if you linger here.
3. **Osaka Park.** A dirty and run down park, mostly known for being a place respectable and vulnerable people don't want to be after dark, or at all. A few months from now, it'll be practically abandoned even by the lost and the desperate when Shirou Emiya starts to use this place as a private duelling ground.
4. **MBI Headquarters.** You're somewhere inside the skyscraper that is MBI's headquarters in downtown Shin Tokyo. I hope you have a good explanation for how you got here, Jumper, because a very scary lady with a sword is sure to come and ask you all about it.
5. **Flight 108.** You are on the same 7 hour flight from Bangladesh to Shin Tokyo as Shirou Emiya. It's a good thing that you have a valid ticket and passport tucked into your tray table, otherwise you might have some problems with border security. Just watch out for that newfangled DNA scanner MBI has installed in Shin Tokyo's airport.
6. **Hiyamaki Hospital.** Higa Izumi owns this hospital in the eastern quadrant of Shin Tokyo, and is always on the lookout for ashikabi and sekirei to bribe, blackmail, or browbeat into working for him. Best to be discreet and quick as you leave, yeah?
7. **Maison Izumo.** A lovely little boarding house with traditional Japanese style, located in the northern quadrant of Shin Tokyo. The rent is fair, the food is good, and a good portion of the plot will be happening here over the course of the next year. Just make sure you keep the landlady's rules in mind at all times while on the property.
8. **Free choice** of any of the above locations.

Perks

Drop-in

Surprisingly Domestic (-100)

You can cook and clean well enough to keep a highborn magus and the King of Knights (or a half-dozen aliens with accelerated metabolisms) happy, healthy, and well fed. You could even run a small inn or hostel without needing any other staff with how efficiently you can work.

The Nose Knows (-100)

You can detect the presence of supernatural creatures or phenomenon, and with a bit of practice you will learn how to determine the nature and potential abilities of what you sense. By default, this manifests as smell, but you may choose instead to substitute any of your other senses. No matter which sense you pick, you will always be able to tell whether what you are sensing is something physical or your warning sense going off.

Eye of the Mind: Snark (-200)

You've been around a while, you've seen and done a lot, and there isn't much that can surprise or impress you these days. In fact, you're so inured to all the craziness that goes on in your daily life that you're more likely to react to new shenanigans with a deadpan look and a sarcastic comment as opposed to spontaneous laughter, panic, or being visibly confused.

Legacy of a Misspent Youth (-200)

Accidentally revealing your otherworldly powers to someone else can be a horribly awkward experience for everyone involved, unless you have a well practiced story to explain away odd details like you being able to stare down a psychotic killer without blinking, the strange scars on your body, or your inexplicable knowledge of how best to dispose of a dead body without being caught. Or you could just wave away their questions with a vague joke about your mysterious past. They may find it frustrating, and if you do it often enough they will eventually demand that you explain yourself in full, but you will always be able to win yourself enough time to come up with an explanation, or at least a story that they will accept.

You Had The Chickenpox (-400)

...and because of that, you weren't with the rest of the family when that big fire broke out, leaving them to mourn your death, bereft of even a body to bury... or so it seemed. Once per jump, various circumstances will conspire to reveal that you are a long-lost member of a family of your choice. How close your relation is will depend on your origin for that jump: if you are a Drop-in, then at most you will just be a distant cousin. Otherwise you might turn out to be the long lost brother of the protagonist, or that one teacher's long lost daughter. If your origin is of a different species to your chosen family then you will be either a long-lost family pet, or if you have a more obviously sapient form then you will be someone who they adopted, lost, and then mysteriously found again. You can choose whether or not you wish to retain the memories of your previous life with your family, but no one would blame you if you just said that you have no memories from that time. That was a very traumatic experience that you went through, after all.

Path of the Asura (-400)

Kill one to save ten, kill ten to save a hundred. That is the central philosophy of the Path of the Asura, Shirou's interpretation of the ruthless calculus that his adoptive father used throughout his life as an assassin and enforcer. You now know the same truth that they do, that so long as you save more lives than not, any tactic is permissible. No matter how catastrophic a situation is, you can choose to solve it by using the Path of the Asura, at which point you will come up with a plan to solve it and save those who might otherwise have been killed by whatever disaster it is, natural or otherwise. The catch is that whatever plan you devise and execute will result in you personally causing enough deaths to equal ten percent of all the lives that you saved with that same plan.

Body of Steel (-600)

Do you like metal, Jumper? Do you enjoy making puns about being hard as steel? Do you often hold knives between your fingers so you can do Wolverine impressions? If you answered 'yes' to any of those questions then I have some good news, because now you too can have a body made of steel. Steel blades, to be exact. By chanting a short aria, you can use a form of innate magic to create a layer of interlocking steel blades beneath your skin. Not only will this internal armor protect your squishier internal bits from serious injury, but they can also be controlled to a certain extent. Tightening up the weave of blades until they form a watertight seal will keep you from bleeding to death even if your throat gets cut, pushing the blades inward

can pin broken bones in place, and pushing the blades outward will leave you with dozens of razor-sharp spikes jutting out through your skin, an effective and unexpected (albeit messy) self-defense measure. We recommend that you have some method of quickly healing yourself before you use that particular function of this perk, however. Speaking of regeneration: if you have a healing factor this perk can synergize with it to greatly improve your ability to regrow limbs. By extending your internal blades out from your stump your body will be able to use them as a scaffold to support faster and more effective regrowth of your missing parts. Even if your healing factor isn't usually strong enough to regrow entire limbs, this perk will pick up enough of the slack that now it will be able to, although with that said the process takes a while and is completely gruesome to watch. Of course, some would say that having a healing ability that makes you look like an extra from a Terminator movie is its own reward by virtue of being "metal as fuck", so there is a bright side to all this.

The Emiya Gland (-600)

There's just something about you, Jumper, that attracts potential romantic partners like... well, it's almost as if you're some kind of harem protagonist. It might be your attitude, the way you smile, your drool-worthy body, or maybe just some unexplainable air around you, but people of your preferred gender find themselves more interested in you than they would be otherwise. Whenever you encounter a being that uses psychic or magical abilities to find a desirable mate (cough Sekirei cough), this perk will make them see you as a more than suitable candidate to fill the void in their heart. Furthermore, the more romantic or sexual relationships you are engaged in at any given moment, the more attractive you will be to anyone who isn't already in love/lust with you, regardless of whether or not your other relationships are known to others. There may be some awkwardness involved with coordinating sleeping schedules and you may find yourself waking up absolutely covered in beautiful people, but such is the heavy price of having swag.

Sekirei

Clear Intentions (-100)

You know that part of "The Nose Knows" that mentions being able to determine the attitude and possible powerset of others? You now have that. The aura, that is, not the aura-reading ability. You may choose what sort of impression you want to give off, and whether or not you want everyone to be able to sense it. You could use this to project a sort of 'killing intent' or you could just make yourself the life of the party by setting your aura to 'happy and carefree.' Note that even if you choose to hide it from the general public, your aura will still be detectable by those who are magically gifted, psychically aware, or just particularly wise in the ways of the world.

Truly Dangerous (-100)

You are out of this world, literally. Whatever gender you are, you now have looks that can only be described as truly beautiful... or cute, handsome, or whichever other adjective you prefer. You could roll out of bed and straight into the middle of a full-on brawl, and you would still look better than 95% of the human population. Whether it's because you have a figure that would rival Kazehana's, a face that would make monks or nuns reconsider their vows of chastity, or because you're adorable enough to wrap a hardened assassin around your finger with just a look and a pout, your looks alone make you truly dangerous.

Not Human (-200, first purchase free for Sekirei)

On a fundamental level, you are more than human. You are strong, fast, and durable enough to jump between rooftops with ease, and that's without taking your speciality into account. You may choose to wield one thing, whether that's an element or a particular type of weapon, and you will gain a boost to all the attributes that might be considered useful for that talent. For example, choosing a specific type of weapon will improve your physical capabilities and give you instinctive knowledge of how to use that weapon, while choosing to be able to control electronics will improve your abilities to think logically and multitask. Conversely, if you focus instead on just punching things, you will become much faster and stronger than even a weapon-type, but you won't necessarily gain the same level of technical skill at fighting. You may purchase this up to three times in order to increase your overall power and expertise within your chosen specialty, but you cannot change or add to your specialty.

Malleable (-200)

You can change yourself to better match the preferences of others. This might mean that your body will subtly change over time to better match a lover's preferences, or that you will find it easier to act more seriously so that you can get along better with someone who is naturally dour. You have some control over the extent of these changes, but you can't tell someone what you want them to want you to be. You will still be you, but you will be the version of yourself that best fits the expectations and desires of your partner.

Forever and Ever (-400)

When you say forever, you mean forever. Once you make a promise to someone, you will never struggle to find the willpower needed to keep that promise. Even if you must go against the whole world in order to keep it, so long as it is physically possible you will always follow through on your promises. Forever and ever.

By My Pledge (-400)

The power of love is an awe-inspiring thing. By affirming your love for another person with a kiss or other display of affection, you can temporarily supercharge your powers and capabilities. You could use this in combat to get a leg up on the competition, or you could use it in a more quiet moment to allow a Sekirei who is physically incapable of bonding properly to break through that limit. The more prolonged and intimate the contact, the greater the boost.

Heir of the Hannya (-600)

Somehow or other, you have learned the secrets of Takehito Asama's Hannya technique. When you are sufficiently angered or annoyed, you can project the image of a horrifying monster behind you to terrorize whoever pissed you off. By default this illusion takes the form of a Hannya mask, but you may choose a motif that matches your particular mindset and character. If you have the Not Human perk, this perk will improve your power and expertise within your chosen specialty to the same degree as a single purchase of that perk.

Synchronization (-600)

It's rare for one ashikabi to wing more than one Sekirei, but those who have will notice a strange phenomenon. Sekirei who might have been unable to get along before joining the same flock might still clash from time to time, but their rivalry will never reach the same levels of animosity that it might have previously. In many ways it will seem as though they are now on the same wavelength, although most people don't know how literally true that is. Sekirei all possess a certain degree of psychic awareness that helps them find their chosen mates, and after being

winged that awareness turns into a subtle empathic connection to both their ashikabi and their new flockmates. You find it much easier to cooperate and coexist with people who are in the same group as you, and the more intimately your group is connected to each other the greater the benefits. In addition to making household life a little more pleasant and comfortable, this will greatly benefit your group's performance in battle as you and your companions will now be able to pull off complex combination attacks without any prior practice or preparation.

Ashikabi

Reliable Scumbag (-100)

No matter what kind of trash you are, or that you can't hold a job, or that the only reason you ever visit is because you're low on food, you're still a friend. As long as you have some sort of common background with someone you will be able to call them a friend, even if they don't particularly like you. You can depend on them to feed you or provide you with the occasional part time job if times are hard, although any conversation that you have with them will quickly turn into a volley of insults. There are limits to how far goodwill and this perk can take you but as long as you help them out when they ask you to (and don't outright attack them), you'll find that your friends and allies have a much higher tolerance for your mooching off of them. You lazy bum.

Speech of Love and Justice! (-100)

This world is full of monsters, Jumper. It's up to you to defeat all the evil brainwashing corporations, conspiracies, and perverted jerks. But if you're going to do that, you need to make sure that they know exactly why you're kicking their ass, and which righteous cause you fight for. That's why you get this perk! You can now deliver a stirring speech at the drop of a hat that perfectly outlines what you find despicable about whoever or whatever you are fighting, while upselling the cause of Love and Justice! Or whatever it is that you fight for.

A Demon Lives In the North (-200)

Rumors that you start will spread abnormally quickly, and people who might not be otherwise inclined to believe random rumors will believe rumors that you start. This is most effective when you use it to start an urban legend that there is a monster or killer living in a certain region, allowing you to essentially create entire neighborhoods where only the foolish, stupid, or truly ignorant will venture.

Forum Access (-200)

Wherever you go, you will always be able to find an easy source of gossip and rumors relevant to your current situation and interests. In more modern settings this might be an online forum, while in more old-fashioned worlds it will instead be either a network of penpals or an actual physical forum. It may even be as simple as you living in the same building as one of the town gossips. This ready access will allow you to always keep a finger on the pulse of the city, so to speak, by ensuring that whenever there's a message getting passed along the grapevine it will always reach you at some point. Now before you disregard this on the grounds that rumors and gossip aren't always to be trusted, keep in mind that this forum access of yours goes both ways: you can use it to spread messages of your own, although how true those messages are is up to you.

Well Informed (-400)

Know thy enemy as you know thyself, and you will be victorious in a hundred battles. Of course, it would be helpful if you could remember all that information in the first place! Worry not: you now find it easier to categorize and memorize information about your enemies and rivals. Everyone will be impressed and intimidated by your ability to immediately recall their names, known abilities, known allies, and motivations. If you are suddenly attacked by an enemy who you have studied before, you will be able to figure out who or what is attacking you and why much more quickly than you would have before, and you can even head off potential ambushes by picking up on background details that you might have overlooked otherwise.

You Will Be a Useful Tool (-400)

Blackmail is such a loaded term. We prefer to call it “a surprise business arrangement”, and we think that it is quite ethical. You do something for me, I won’t release this damaging information, we both benefit. Except with the power of this perk, you will be the one holding the damaging information. You now have a knack for finding sensitive information that can be considered a weak point. If you hear somebody called by a different name, you can use that as the first step in a trail of deduction that leads you straight to your target’s darling little sister, at which point you can use threats against her safety to persuade your opponent to, shall we say, reconsider his refusal to work for you. Note that having blackmail on someone does not necessarily mean that they can be blackmailed into obedience, as Kakizaki and Higa will tell you.

Jumper of the Compass Direction (-600)

Do you dare attack your enemy in the seat of their power, Jumper? More importantly, do your enemies dare attack you in the middle of your territory? If you claim a particular region as your territory, you will find yourself empowered so long as you remain within that region. By default, this region starts at the size of a quarter of a large city, but as you become stronger and more capable of projecting that strength beyond your borders, so too will you be able to increase the size of your domain. This regional bonus starts out fairly small but it won’t stay that way for long. You see, every time you successfully defeat someone or something who challenged your rulership of your territory, your abilities will be permanently improved ever so-slightly as long as you stay in your territory. At the start, you might struggle to repel a mere street gang from your neighborhood, but by the time you’ve fought off a thousand interlopers you may well be able to take on the rest of the world and win.

I Want the Rare Item (-600)

You have an instinctive knack for identifying how rare someone or something is, even when given only basic (or just plain wrong) information on what specifically is so rare about them. Oddly, even if the reasons why you think something is rare are wrong, there will still be some nugget of truth to them, if you know to look for it. Further, you just seem to be plain luckier when it comes to finding such rarities both in real life and in games. It’s more likely than usual that pokemon you catch or hatch will be shiny, when you find money on the ground it will be in higher denominations, random loot drops will be of higher rarities, etc. Whether by deliberate design or just pure chance, it just seems like you have a knack for being in the right place at the right time to obtain rarities of any kind. On a casual walk through the park at night, you might just encounter a lonely and extraordinarily powerful sekirei who needs someone to take care of her.

Magus

Magus Mindset (-100)

To be a magus is to walk with death. You must put aside all fear and hesitation if you want to have any hope of progressing your studies and possibly reaching the Root. However, it is also important that you be able to go out and about in everyday society without drawing undue attention, as secrecy is of the utmost importance to a magus, so you must also be able to blend in. Through practice and the use of mental trigger gestures and phrases you have learned how to slip from your natural mindset to that of a hardened and experienced magus. The change is so stark that it may as well be another personality, but make no mistake, you will still be the one in control. The difference is that as long as you are in that hardened mindset you will be unbothered by fear, squeamishness, or any kind of moral hang ups over whatever experiments or other activities you may be conducting. That said, there are likely some other uses for being able to go from your normal self to a frighteningly intense and focused version of yourself by simply taking off your glasses and flicking your hair back, such as being able to better cosplay a certain fifth-squad captain.

Basics of Thaumaturgy (-100)

You wouldn't be much of a magus if you couldn't use magecraft, now would you? So here's a crash course: Magi cast spells by mixing mana from the surrounding environment with Od generated by their own body to create prana, and then they channel that prana through their magic circuits to direct it wherever and however the spell requires. The more circuits a magus has and the higher quality that those circuits are, the better they are at casting spells, and thus the more powerful the magus. You now get 20 circuits of average quality, which is how many an average magus has, and you now know how to activate your circuits to cast a few basic spells, including Structural Analysis and Reinforcement. Structural Analysis lets you learn the material makeup and condition of an object that you are examining, and Reinforcement lets you make an object more durable by 'plugging the gaps in its structure' with your prana. Using Reinforcement on yourself is a lot riskier than using it on your clothes and it will take some time to master, but the difficulty and danger is worth being able to enhance your senses, strength, speed, and durability to a level beyond what even most Olympic athletes can achieve.

Secret Society Connections (-200)

The Mage's Association, the Clocktower, the Illuminati... call them whatever you want, at least you can actually call them. Wherever you go, you will always have an in with secret societies of any kind. This isn't enough to get unlimited access to a spy syndicate's database or VIP seats at a hidden cult's dark rituals, but you'll at least know what to say to get in the door, as well as where to find that door in the first place. More importantly, you know what signs to look out for in order to tell that there is a member of one such organization in the area.

Geasa (-200)

A geas is a special binding curse that will take effect no matter how powerful your targets resistance to hostile or binding magic is. The catch, however, is that this property is fueled by the caster willingly accepting a geas of equivalent severity. Once cast, a geas can only be broken if the caster willingly breaks their portion of the binding. You could use this trick to curse your lover never to be able to so much as speak to you ever again at the cost of binding yourself to never being able to speak to them either, and it would work even if your lover's talent for magic eclipses your own... but why would you ever want to do something like that?

Tantric Ritual Mastery (-400)

A tantric ritual is a rarely used technique by which one magus can directly transfer their prana, or magical power, directly into another person. Prana is best conducted by bodily fluids, and will best flow into a person when both the donor and the receiver are intimately connected. You can do the math on what that entails. A true tantric ritual is a lot more complicated than the lonely magi who daydream about such things realize, however. Thankfully, this perk will cut out most of those complications by giving you the skills needed to successfully perform such an act, along with the knowledge of how to actually perform a tantric ritual. You are now very skilled at pampering and pleasing your partner in all situations. Whether you need to charge up your partner so that you can both survive the coming battle or whether you just want to be able to help your partner relax with a really good back rub, you have a level of skill at pleasuring your partner that would usually take years of practice to attain.

Can I See It Again? (-400)

Although field observation may be, by its very nature, spontaneous and unplanned, it still has a place in academia. In situations where you can't get a specimen to run in-depth experiments on and there is no literature that you can access that explains what you're seeing, your memory and some hastily scribbled notes may be the only thing standing between you and complete ignorance. This perk expands on your ability to understand and analyze any complex phenomena that you happen to witness, and any notes that you take while observing said oddity will quickly and easily lead you to breakthroughs in your analysis upon later observation. While you could just use this perk in classrooms to better understand your teachers lectures, the true value of this perk lies in its use in reverse-engineering spells, techniques, and other abilities both physical and mystical. If you see someone use a technique or ability that can be taught to others, then this perk will allow you to teach yourself how to use or counter that ability just by observing and analyzing their usage of said ability. Depending on how difficult or 'beyond human' the spell or technique is you may need to see more examples of it in action before you are able to learn it, but even if the technique's user refuses to give you any hints or help you are certain to eventually master it for yourself.

Magus Killer (-600)

Many magi view magecraft as a sacred art through which true knowledge may be obtained, and occupy themselves almost entirely with matters of theory and experimentation. It is beneath a true Magus to waste thaumaturgy on mundane tasks or to rely on technological tricks and trinkets, and combat magic is meant to be as much a demonstration of the wielder's skill, elegance, and mastery of mysteries as it is an actual weapon. Those who are known as magus killers laugh at such a close-minded way of thinking. A magus killer is both a killer of magi, and a magus who is a killer. You know that just because bombs and bullets aren't forms of magecraft doesn't make them just as effective as killing curses and mystic codes, and likewise you realize what magecraft truly is: just another tool at your disposal. You have a knack for combining magic and technology, and you have a no-nonsense attitude that lets you quickly figure out the best way to get around magical defenses. You can tell at a glance if the best way to get past the defensive spells around your target is to use counterspells to take down the defenses, or to just use high-yield explosives to collapse the entire building. In addition to being able to effectively incorporate magical and mundane tactics into your strategies, you also have an intuitive grasp of that fine yet blurry line between science and sorcery, allowing you to both create and modify magical technology.

That Absolute Madman (-600)

Hanlon's Razor tells us that we should never attribute an action to malice when stupidity is a perfectly valid explanation. That said, it is to your benefit that most people will tend to think that, because you are now an expert at hiding your true intentions beneath a veil of melodrama and blatant dumbassery. That's not to say that no one will realize that maybe you aren't working towards their best interests, but being able to surprise your enemies covers a lot of sins, and no one expects subtlety from the guy who thinks that making trumpet sounds with your voice is an acceptable way to start a phone conversation. Of course, obfuscating stupidity only works if you have actual smarts to back it up, so this perk will also boost your ability to come up with longterm plans proportionately to how 'foolish' you are. How good are you at planning now, you might ask? Good enough that with a couple of scientists and a crashed alien ship as your starting point, you would easily be able to create a multinational corporation that is wealthy and influential enough to just straight up buy the city of Tokyo.

Companions

Depending on your origin, you may find it easier to keep those who you love close to you, or perhaps you'll even find that a new love can bloom for you.

- Drop-Ins will receive a discount on the first Sekirei that they import or acquire.
- Ashikabi receive one Sekirei companion for free, and get a discount on any others that they take.
- Sekirei Jumpers must take an Ashikabi to be their Ashikabi, and if they aren't already one of your companions they will join you on the rest of your chain as a companion. If you want, you can take another ashikabi or make another one of your companions into an ashikabi, but they won't be able to supercharge you like *your* ashikabi can, and you have to pay for them and any sekirei that they might have.

(Un)expected Company (-50)

You may import a single companion with either the Drop-in or Magus origin, and they will receive 600 cp of their own to spend on perks and items. You may purchase this more than once if you desire.

Meet the Flock (-300)

You may import up to 8 companions with the Drop-in or Magus origins, and they each receive 500 cp to spend on perks and items.

Sekirei (-100)

Each purchase of this lets you either import one of your companions as a Sekirei, or ensures that one of the canon double or triple digit sekirei will react to you. If you choose to create an entirely original Sekirei to be your new companion or import a pre-existing companion as a Sekirei, they receive 600cp to spend, along with all the associated discounts and freebies for the Sekirei origin. For an additional 100cp, you may give your imported or created Sekirei an additional stack of Not Human for free, or pick one of the canonical single digits as a new companion.

Ashikabi (-100) (First purchase free and mandatory for Sekirei)

You can import an existing companion into this role, or choose one of the canon ashikabi from the series to be your destined one. If the ashikabi you select or import has more than one

sekirei (not counting you), you will have to pay 100cp for each sekirei after the first one in order to bring them along as companions.

Servant (-800) (Drop-in and Magus only, discounted for Magus)

Are you tired of wearing a shirt that says “I fought in the Fuyuki grail war and all I got was this T-shirt,” and wish that you had more to show for your trauma? Wish no longer! You now have a Servant, the living manifestation of one of humanity’s legends, to accompany you on your adventures here and elsewhere. You may import a previous companion into this role, and you get 1000 sp to customize your Servant. Please see the Fate/servant supplement for more details.

Yukari and Shiina, the Devil Ashikabi and the Grim Reaper Sekirei! (-200)

Yukari Sahashi is the younger sister of Minato Sahashi/Emiya Shirou by birth, and ever since she bonded with her sekirei Shiina she has devoted her life to becoming a hero straight out of her beloved mangas. I’m sure that she would love the opportunity to go on an adventure across the multiverse with you, and would be more than willing to do so if you can make sure that her family is safe and happy in this world. Shiina has the power of decay, and can make both organic and inorganic materials wither away and decay in seconds with just a touch, while Yukari makes up for her lack of superhuman powers with a can-do attitude and a pair of combat boots that are perfect for kicking evil-doers where the sun don’t shine.

Miya, the Sekirei Pillar, Hannya of the North, and Lonely Widow (-400)

[Description text]

Items

Drop-in

Brownie’s Tool Kit (-100)

This toolbox is a must-have for any kind of maintenance work, whether you’re a professional handyman or just need to do some quick repairs around the house. It somehow holds all the tools that you need for any given household task, and it even has a chef’s hat and apron folded up in there somewhere. While wearing the hat and apron, you will find that the toolbox instead contains all the cooking implements you need to make whatever you are cooking.

The Whiteboard (-200)

This whiteboard comes a variety of colored markers and an eraser, allowing you to use it to illustrate plans, teach advanced concepts, and perform any other kind of public presentation. The true value of this whiteboard, however, lies in its ability to help you and your companions with all your scheduling needs. Write a weekly or daily schedule on the board, and it will automatically update itself to show whether or not a task has been completed or if someone has skipped one of their chores. In addition, if companions trade chores or other obligations placed on them by the schedule, the schedule will automatically change to reflect those trades even if they aren’t in the same room as the whiteboard.

The Shed (-400)

Sometimes, you just need a place to be by yourself. Whether that’s because you need to work on your magecraft in secret or because you just need a break from the sitcom that is your life,

you now have your own personal sanctum of solitude. I'll be honest, it is just a shed, but it's your shed. You'll find that there's just enough room here to do just about any kind of experimentation that doesn't need a large open space, and there are wards set up around the whole building that will prevent all but the most determined of intruders from sneaking into it. If all else fails, the door can be locked, and you have the only key. In future jumps, the Shed will either appear on or close to any property that you own, or you may choose to make it a part of your warehouse.

Caladbolg II (-600)

An altered version of Fergus mac Roich's legendary blade, this sword takes the rough shape of an elongated spiral drill with a handle. The shape is a bit too unwieldy to use as a melee weapon, but if you had a powerful enough bow you could fire it like an arrow. An oversized, sword-shaped arrow that explodes on impact with enough force to take down a skyscraper, that is. If you lose or detonate your Caladbolg II, a new one will appear in your warehouse the next day.

Sekirei

100: Fetish-tastic outfit (-100)

Maybe you want to fight while wearing a floor length stylish coat, or you want to run around in a skimpy shrine maiden outfit, or maybe you just really like latex or chains (I don't judge). You now get a stylish and eye-catching outfit in a design of your choice. While it might be inordinately prone to being torn in modesty-threatening ways in battle, you will always receive or find a fresh replacement within a few hours. You may import an existing outfit into this for free.

The Doohickey (-200)

This tablet computer will always have a decent connection to the internet, and has an intuitive program that will help you develop new applications for your existing powers and techniques by entering any information you have on those powers into the tablet. The more information you have on a particular ability, the faster and more effective this tech-assisted research will be. For better or worse this tablet also has a substantial amount of explicit and unusual pornography loaded onto it. Do with that information what you will.

Traditional House (-400)

A two story building in a traditional Japanese style with all the modern amenities that a bed and breakfast could need, including a full kitchen, traditional bath, and a well hidden room with internet access and comfy cushions on the second floor. In future jumps, you can choose to either have this house become a part of your warehouse, or it can simply appear in one city of your choosing in the jump itself.

Debt of a Sword (-600)

So, you have a sword now. You happened to run into (what looked like) a young woman celebrating her recent engagement, and she decided that she didn't need a sword for her upcoming life of domesticity, so she gave it to you. You might need to do a bit of cleaning, sharpening, and polishing to restore this blade to its former glory, but once you do you'll find that the Totsuka-no-Tsurugi has very few equals. On one level, this is a 'just' a very good sword forged from a metal that makes terrestrial alloys look like tin foil by a species that mastered space travel when humans were still living in clay huts. As such, once sharpened it will never

dull again and it will be able to withstand any impact or force without bending or breaking, which makes it useful if you need to block bullets or cut a battleship in half, since most swords aren't forged with feats like that in mind. However, there is another factor that makes this sword among the best you could find in this universe, unless you somehow have access to an armory of Noble Phantasms. See, this blade dates back to when the first Sekirei arrived on Earth and started to intermingle with humanity, and many of Earth's legends have their roots in either a Sekirei or the child of a Sekirei using their power to do incredible things. While this may not be the actual Kusanagi-no-Tsurugi, the "Grass Cutting Sword" that Susano'o found inside the fourth tail of the Yamato no Orochi that is revered as one of the three Imperial Regalia of Japan, it has been conflated with that very same blade, granting it some measure of the metaphysical and mythological weight of that divine artifact, making it capable of affecting ghosts, Servants, and other beings that are intangible due to supernatural means. The Totsuka-no-Tsurugi measures roughly 40 inches (101.6 cm) long, and using it to perform any techniques that use the air pressure created by your swing to strike at range will see the effectiveness of those abilities greatly magnified.

Ashikabi

Manga Collection (-100)

A duffel bag full of manga volumes in a wide range of genres, ratings, and subject matter. It would take too long to list everything that's in there, so just assume that if it is a comic that was written in Japan, you can find it somewhere in the bag. If you reach into the bag blindly, the first manga you grab will have a plot that is vaguely similar to whatever the current situation so that you will have a step-by-step guide on how best to react. For example, if you are meeting your brother's girlfriend for the first time, you will find a manga that provides an example that shows you the best pose to use when you point dramatically at the intruder and demand to know what their true intentions towards your sibling are.

Boots of Curb Stomping (-200)

This pair of combat boots is both stylish and surprisingly comfortable... for you. Anyone you kick while wearing these will not enjoy themselves, since these boots make your kicks hurt just a little bit more than they normally would. As mentioned previously, these boots are quite comfortable to wear and won't restrict your movement or flexibility at all, no matter the situation or weather. Also, you will never stub your toes while wearing these, no matter how hard you kick something or someone.

DNA Analyzer (-400)

This device has the potential to revolutionize airport security by making it even more invasive and stressful than ever, with the power of science! When a person breathes into the receptacle on this device, it will analyze the DNA in the saliva and dead cells carried by their breath and cross reference the DNA against a set database before displaying the results on another screen. By default, there are two databases loaded on the machine: one of international criminals, and one that contains the names and genetic information of every scientist who works at MBI. If you can obtain the data needed, you can program the device to look for other gene patterns or DNA matches. An unintentional quirk of the analyzer is that if it receives a sample that is a partial match for two entries in its database, then it will flag the sample accordingly, essentially performing an instant paternity/maternity test.

Jinki (-600)

There are only supposed to be eight of these things in existence, where did you even get this? This object resembles a small purple orb encased in an octagonal prism of crystalline substance, with the number "9" appearing on the long side of the pyramid. With proper time and resources devoted to understanding and harnessing it, a single Jinki can be used to directly affect a Sekirei's *tama*, the core of their being and source of their power, allowing you to magnify or nullify their powers. Keep in mind that enhancing a Sekirei's power to their utmost will also greatly magnify their predominant personality traits, for better or for worse. Gathering together eight or more of the Jinki and harnessing their power would allow you to affect anyone on the planet with even a hint of Sekirei heritage... which includes the majority of all humans currently alive. It goes without saying that an enterprising and inventive mind might be able to find other uses for an item that holds such power, of course. Seriously though, where the hell did you find this ninth Jinki?

Magus

Research Notes (-100)

A handful of notebooks and textbooks detailing the basics of magecraft, with a focus on one specific field of research. There's plenty of room for you to add your own notes and observations, but the information already held in these notes should be enough to teach you the bare basics of thaumaturgy and start you down the path leading to a specialized form of magecraft of your choosing. Perhaps these notes include a lexicon of ancient runes that you can use as the foundation for developing your own version of runecraft, or a treatise on the use of gems in ritualcraft if you would prefer to imitate everyone's favorite twintailed tsundere? There's only one way to find out, so you'd better crack those books open and get to studying.

Mercurial mystic code (-200)

A mystic code is, broadly speaking, a tool for magecraft that was built either by yourself or another magus. Some mystic codes are weapons that help the wielder defend themselves, while others are tools meant to assist with a specific aspect of research or other activities. In that sense you are lucky, because you have a mystic code that is flexible enough to do almost anything you can imagine. In its base form this mystic code is just a large blob of mercury, but just a few quick verbal commands from you can have it take on any form you desire. Need to protect yourself? It will form itself into a shield between you and any incoming attacks. Need to find someone? It can extend tendrils of itself throughout a building and feel for the vibrations of your target moving or breathing. Need to go on the offensive? Worry not, for it slices! It dices! It makes french fries out of lower-class magi!

Fragarach (-400)

The Sword of the Gorging War God, the Answerer, one of the only Noble Phantasms that can still be used by modern humans. The secrets of the Fragarach's creation have been handed down the Fraga clan line for thousands of years, gifted to them by the god Lugh. When dormant this weapon looks like a dull orb of lead, but when its true name is invoked it will turn into a short dagger with a bulbous handle that hovers above your shoulder for just an instant, before it activates with a burst of bright blue light. Ordinarily, Fragarach is the last word in counter-attacks due to its ability to turn back time, but in this universe it can only reflect any attack back towards the attacker, striking them with the same force with which they would have struck you. This purchase gives you a small leather pouch that holds four copies of Fragarach,

along with the instructions to create more. The pouch will automatically refill at a rate of one Fragarach per month, but if you really want to play extended games of ping-pong with magic sword lasers you can make more on your own: the process takes a while since you'll need to forge each one individually before soaking them in your own blood for a month, but a counterattack this powerful is worth some effort.

Jumper Family Crest (-600)

Any magus family worthy of the title has one of these, and in many ways a magic crest is the foundation of a magus family's legacy. A magic crest allows a magus to directly pass their power and expertise on to their heirs: not only does a magic crest contain more magic circuits for the bearer to use, but users can store spells within their own circuits before adding them to the crest, letting those with the crest implanted into their bodies cast those spells with ease. This Magic Crest only has a half dozen circuits in it to start, but it comes preloaded with a little spell called gandr. The true value of this crest, however, is that you don't have to pass it on to someone else or sacrifice your own potential in order to make it more powerful. Once every ten years the crest will grow a new circuit on its own, at which point you may choose one specific spell, technique, or ability that you know and engrave it into the new circuit. This will allow whoever the crest is implanted into to use that ability with significantly improved efficiency and power.

Drawbacks

Da-da-da-daa! (+0)

[MANDATORY if you or any of your companions are Sekirei or Ashikabi]

You are now a player in the Sekirei Plan! As such, you are formally advised not to disclose any information about it to anyone not already in the know, on pain of legal and illegal actions being taken against you by MBI. If you attempt to leave Shin Tokyo before the end of either the Sekirei Plan or the existence of MBI as a company, divine punishment will rain down on you from above. By which I mean lasers. Military grade lasers, fired from MBI's attack satellites in geosynchronous orbit above Shin Tokyo and the rest of Japan. And remember, the game only ends when there is only one sekirei/ashikabi pair left.

The Mechanics of Jumping While In Flight (+0)

Wait, why are there two Shirou's running around? Why is one of them a pyromaniacal Catholic priest, and where did the other one get that Green Lantern ring? By taking this toggle, this jump becomes one of the many, many derivative works that was inspired by Gabriel Blessing's take on FSN/Sekirei crossovers. This might mean that the change is as small as Shirou being Minato Sahashi's long lost brother instead of actually being Minato Sahashi. On the other end of things, there are worlds where Shirou inadvertently creates a sapient rune-powered washing machine that is also a transformer. Choose a world wisely, as some of these off-shoots can be a tad odd at best, and dangerous at worst.

"I mean the tournament that happens in Fuyuki City, of course!" (+0)

If you have jumped into any of the Fate jumps before, you may choose to make any changes caused by your presence there apply to this one. Please don't try to track down your younger/alternate self, or else Gaia and/or Jump-chan will smack you for trying to cause a paradox. Alternatively, you may use this jump as a supplement for any jump that includes the fifth Fuyuki Holy Grail War in order to get the true crossover experience. Should you do so

however, you will only receive perks, companions, and items purchased in this document when the In Flight timeline begins, which is at least two years after the end of the fifth Holy Grail War. Any other drawbacks you may have selected from this document will only take effect then as well. Hey, at least now you don't need to find something else to do with the rest of those ten years, right?

You Actually Did Have The Chicken Pox (+0)

[Requires You Had The Chickenpox]

[Incompatible with Sekirei origin]

Shirou Emiya? Who's that? Oh, you mean the guy who is currently enjoying his happily ever after in London with his two girlfriends while he pursues his dream of becoming a hero of justice? By taking this drawback, the chain of events that would have led to Shirou being slapped with a sealing designation never happened, so Shirou had no reason to go to Shin Tokyo. Why would he? Not because of any long lost family that he might have there, because in this world he is completely unrelated to the Sahashis or anyone else involved in the main events of Sekirei. You, on the other hand, do have a personal connection to the Sekirei cast. At some point early on in the jump, whether it happens as a result of a DNA test at the airport or if you spilled a few drops of blood on your way out from MBI labs, Takami Sahashi will end up examining your genetic code and realizing that you are actually Minato Sahashi, her long lost child. On the bright side, you now have a family to reconnect with in this world. Downside is, whether you like it or not you now have a personal stake in all the family drama and conflicts surrounding the Sahashi family.

Shelter For Those Who Need It (+100)

For the duration of the Sekirei Plan, whether or not you are involved with it, you must stay in Shin Tokyo, and the only place you will be able to find a place to live in the whole city is Maison Izumo. On the upside, you have a guaranteed place to live. On the downside, you have to put up with the shenanigans of the burgeoning Emiya clan, you will be expected to pay rent, and you will be expected to obey the house rules against violent or lewd behavior unless you want to be haunted by spectral Hannyas at all hours of the day.

Bad With Technology (+100)

What, did you grow up in the middle ages or something? You are absolutely hopeless with technology. No matter what experiences you may have with advanced technology or powers for learning new skills, you will never quite get the hang of all these fancy new gadgets. You know how to ride a bus or drive a car, and you might even be able to fix a broken sink, but anything more advanced than a TV remote gives you trouble. At least you can still use a phone to talk to people... wait, what do you mean, you can use a phone to make video calls?

Distortion (+200)

There is something *wrong* with you, Jumper. Some fundamental part of you was lost or broken when you were younger, and never quite came back right. In a word, you are distorted. You may be able to put on a convincing act that you're just a regular human, but your loved ones, your friends and family, they will see enough of you that sooner or later they'll realize just how broken you are... and it will break their hearts. The worst part of it all is that you won't understand why they're so upset. So you're a bit different from other people, everyone has their quirks. Why is it so upsetting to your companions that you break your own bones and spill your own blood to use your powers, or that you stubbornly insist on giving your enemies a free shot

at killing you because you have to give them a chance for redemption? You're just doing what anyone else would do in your position. It's not that strange. Really.

In Name Only (+200)

So you think that managing all your social links is going to be easy, huh? Especially since you've already met most of these people in other worlds, or you have meta knowledge from reading or watching the original stories that everyone came from. Well, not anymore. With this drawback, everyone you meet will act differently from what you would expect. For the most part they are still recognizable as themselves, but only the broadest strokes of their personality are the same, as if someone entirely different was writing their dialogue and determining their actions. You could argue that in some cases, changes are to be expected when a flat archetypal extra from a harem manga is turned into a real character, but you may not appreciate the differences so much when you're playing chicken against the stations of canon and somebody who you expected to blink *doesn't*.

Sometimes Love Isn't Enough (+400)

This is no fairy tale and there will be no storybook endings here, Jumper. The Moonlit World is not a kind one, and if you think that it will be any different this time around just because an extra dose of romantic comedy has been added, think again. If something can go in a darker and grittier direction, it will. Younger siblings will be introduced solely to be kidnapped later on. Families who have been separated all their lives will come back together, only to slowly and painfully push each other away due to irreconcilable differences. Perhaps worst of all, just because you can find somebody you love and who loves you in return, there is no guarantee that the two of you will be able to find a space for each other in your lives. If you want anything resembling a happy ending, or even just a neutral ending, you'd better be ready to pay for it with blood, sweat, and tears.

Apostle (+400)

For whatever reason, Shirou Emiya is now convinced that you are a Dead Apostle. In layman's terms, that means an exceptionally powerful vampire descended from an alien monster. As such, he sees it as his duty to erase you from this world before you take any more lives. Unfortunately for you, he's been on enough Apostle hunts to know better than to just charge in with swords drawn. He will watch you from a distance, studying your powers and companions, figuring out what your vulnerabilities and your greatest strengths are, waiting until you are at your most vulnerable before he makes his move. For an extra 100 points, you will forget about this drawback until the moment that Shirou starts his attack. Lest you think that this will be an easy fight even with that handicap, keep in mind that this iteration of Shirou Emiya prefers to perform assassinations by launching exploding swords with pinpoint accuracy from over a mile away.

Black Wings (+400)

The 04 Sekirei Karasuba has somehow caught wind of the fact that you are much stronger and more dangerous than your outward appearance might suggest, and that fact has got her feeling... *excited*. As an unrepentant mass murderess who is obsessed with fighting strong opponents and killing foes both strong and weak, she is certain that one way or another you have the potential to provide her with lots and lots of fun. In addition to possibly using her authority as leader of MBI's Disciplinary Squad to provide you with the occasional challenge to test your abilities, there is a decent chance that she will stalk you while she tries to make up her

mind: does she want to spend the rest of her life with you, or does she wants you to spend the rest of your life with her? But then she'll have a sudden thought: why not try to have it both ways?

I'll Have You Take Responsibility For This (+400)

This drawback changes your starting location in this jump to Maison Izumo's dining room. The other important factors are that the dining room is currently engulfed in flame, you are holding a lit match in your hand, and Miya just walked into the room to see where all the smoke is coming from. I would strongly advise against taking this at the same time as Shelter For Those Who Need It, but we will let you do so in case you feel like making any spectacularly poor decisions today.

Not Another One! (+600)

You attract all the sekirei. Get that greedy smile off your face, this is a drawback. Any Sekirei that gets within a hundred yards of you will immediately start reacting **very strongly** to you, and they will be much less willing to share you with anyone else than they would have ordinarily been. Sekirei will range from being willing to kidnap you away from your companions, to actively plotting ways to make you reject any other possible partners, to being ready and eager to murder any potential rivals just to keep you to themselves. Oh, you think having a murderous yandere alien after you is hot? How about a hundred homicidally jealous aliens? Or what about if one of them decides that if she can't have you, *no one can*? And that's not even getting into the logistics of juggling a full sized harem of jealous and needy superpowered aliens...

Sealing designation (+600)

The Mage's Association has granted you the highest honor that they can bestow: a Sealing Designation. You have been found out to be such a unique subject that the Association has decided that you must kept in the Clocktower so that they can study and experiment on you all they want, without having to worry about losing track of you. To that end, they have put a substantial bounty on your head that any magus or enforcer can claim as long as they bring you to the Clocktower alive (and relatively intact). Be prepared to spend the next ten years constantly looking over your shoulder and fighting off professional enforcers, mage killers, heirs to magus families, etc.

Notes:

- Each Sekirei, imported, purchased, or otherwise, has a card with functionally unlimited funds on it, courtesy of MBI. You may decide for yourself whether or not you wish to use it, just keep in mind that MBI will be able to track your purchases and possibly your location through it, and that blatant abuse of MBI's funds for material gain will likely result in a visit from the Disciplinary Squad. Additionally, the card will only work in this jump, and only for as long as MBI has the funds to support the spending habits of a hundred odd Ashikabi/Sekirei pairs.
- By default, the power(s) granted by Not Human put you on about the same level as a double digit Sekirei (more or less the average Sekirei). A second purchase will put you at the level of a single digit Sekirei, who represent the top 10% of Sekirei in terms of power and fine control. A third and final purchase will put you at the level of Karasuba, who is powerful enough to slaughter multiple Sekirei and armies of humans all on her

own. Heir of the Hannya and all three levels of Not Human will put you on par with the 01 Sekirei, Miya, who once defeated Karasuba with her bare hands in one hit.

- Companions and Jumpers who take the Sekirei origin gain the benefits of both “Synchronization” and “By My Pledge” for free for the duration of the jump, but must pay CP in order to bring the benefits of those perks to future jumps.
- “You Had The Chicken Pox” cannot give you inheritable family traits on its own. If you use it in the Naruto jump, for instance, you could be a long-lost member of the Uchiha clan, but you won’t get the Sharingan or any of their other heritable traits/abilities unless you purchase (or have already purchased) a different perk that will give you said traits. However, if you use it to make yourself a part of a royal family, this perk will let you insert yourself into the line of succession.
- Gandr is a scandinavian curse that hits with the force of a bullet while also devastating the health and bodily functions of the target. Being hit by just one gandr is comparable to spontaneously catching dysentery, the flu, and a horrific hangover all at the same time.
- The Fragarach available from this jump will not turn back time to hit your enemy before they even launch their attack. I know that’s how it’s supposed to work, even Gabriel Blessing (now) knows that that’s how it’s supposed to work, but that’s not how it works here. Look on the bright side: you may not be able to warp time with the Fragarach, but you can play ping-pong with sword beams.
- Jump authored by bocwyrn/necroelectric, with help from the QQ jumpchain community.