



# **Sekirei**

Welcome, jumper, to the world of Sekirei. A mostly normal earth except for a few small details. To be a bit clearer, a long time ago several spaceships arrived to earth, each of them carrying 108 specimens of Sekirei, an humanoid alien species that's weirdly similar to humans and capable of interbreeding, however they also hold incredible powers that separates them from humanity. Some of these Sekirei left their mark in the world and inspired myths and legends around their exploits.

Similar to that, in 1999, an island suddenly emerged from the sea near Japan and it was quickly explored by two university students, Minaka Hiroto and Takami Sahashi - as you might imagine the 'kamikura island' in question was actually just a formation around one such sekirei spaceship; thus Minaka used the high technology in there to amass a fortune, found MBI, take possession of the island and have it declared an extraterritoriality. Then, he then began the work that would eventually result in the Sekirei Plan.

Thus, your journey here starts roughly 21 years after the discovery of Kamikura Island, a couple months before the canon start of the Sekirei Plan - an overly complicated pseudo-tournament created by Minaka for very stupid reasons where only one Ashikabi and one Sekirei can emerge victorious. Take this and remember to have fun;

**+1000cp**

## **Race**

*First things go first. We gotta make clear what species you are.*

### **Human (Ashikabi)**

You're a human, utterly normal, the vanilla option, you should know the strengths and weaknesses of these guys by now. Technically speaking, you're a bit special, as you have some Sekirei DNA on you, which means that you can become an Ashikabi - this means creating a psychic bond with one or more Sekirei through an exchange of DNA between you both (usually done through a kiss). While the supposedly "everlasting bond of fate" isn't what it's cracked up to be, it's still to note that a bond strong enough (be by having several sekirei or a close enough relationship) does empower you in very minor ways. Don't worry, the jinki won't affect you.

### **Sekirei**

One of the 108 that came from the last ship, possessing several advantages compared to the average human; physically stronger, with somewhat better reflexes and senses, greater resilience, and a more "malleable" body. Aside from that, you possess a Sekirei Core, which allows you to use a personalized power you have, and the ability to be 'winged' by an Ashikabi to establish a psychic bond that empowers you and allows access to your Norito – a special 'move' that heightens your normal power to greater levels for a particular attack or set period of time. However, for all the advantages, you still have been tampered with by MBI and are going to be forced to participate in the Sekirei Plan. Again, you're unaffected by the jinki by default.

**Age & Gender:** Feel free to keep or change your gender now and choose an age that works accordingly with your Background.

## **Backgrounds**

*Time to see where you stand in here, depending on your species, you will find that your options are a bit limited. On that note, you can choose any background to come with appropriate memories and relationships or just be a 'drop-in' option, they will just treat you as a new addition.*

### **Human Backgrounds**

#### **Civilian**

A normie, some random schmuck that makes a living in Shin Tokyo. You have a few friends, a relatively stable life as either a worker or a student, nothing too shabby nor particularly impressive. The only bonus in your daily life seems to be how 'stable' it is.

#### **MBI Scientist**

You're not just some random NEET loser, no, you're a true worker, a scientist of enough renown and skill to be working for the MBI, the leading company with access to alien technology. Someone high enough in the hierarchy to know about the Sekirei Plan and trusted enough that could become a participant or handler without much issue.

### **Sekirei Backgrounds**

#### **Wanderer**

The quintessential role of the sekirei in the plan, go out there and search for the 'fated partner' that will become your Ashikabi and companion in this quest. Your role and goals are fairly simple, choose an Ashikabi from the several compatible people in this city (aided by your own psychic sense to determine such), once winged to them make sure to win the tournament and live the rest of your life happily with your new partner. Sounds a bit easier than it actually is.

#### **Disciplinary Squad**

You might be thinking about just how difficult it would be to enforce the rules of the Sekirei Plan when it basically boils down to a battle royale with superhumans powered by love and with several unequal powers. The current Disciplinary Squad exists for that very reason - a group of winged sekirei within the plan that will enforce the rules of it and punish whoever tries to break them, they're still participants of the tournament but things a bit laxer here.

## **Perks**

### **Human**

#### **Eyeful Of Lies (100cp)**

There's a difference between someone that looks nice and warm, versus someone who is actually nice and warm. You have a natural inclination to judge people fairly, quickly identifying what their true inclination is, whether if they're assholes pretending to be nice, misunderstood heroes, or just plainly troubled youngsters. A real asset when it comes down to choosing allies and friends.

#### **First Come, First Served (200cp)**

Your sense of timing is impeccable, as long as you make an honest effort you will always arrive at the best possible moment to steal the spotlight and do a grandiose entrance like a hero. This also means being able to surpass most, if not all, others when in treasure hunts, gathering races, or games of hide and seek.

#### **Let's Not Talk About That (400cp)**

While the idea of having a sekirei that can always know how you're feeling would be quite ideal, the truth is that there are people that prefer to keep their distance, even with such psychic bonds to bind them. If that's the case with you, then this might be of use, this allows you to always be able to control whatever external power that tries to mess with your mind on any level. This can range from keeping certain mental lines in the psychic bond with your sekirei, or even just prevent any kind of mind reading or control.

#### **Ashikabi Core (600cp)**

Just how some sekirei are stronger than the rest, there are also ashikabi that are heads and shoulders above the rabble. Your latent power is exploding with potential, making you able to wing scrapped numbers, while your presence would entice every sekirei in a few miles' radius. Even more, you can force a pseudo winging based on intimacy to overcharge people's powers - as the combination of the depth of one's feelings towards another, the more emotionally meaningful the act in question, and the more intimate the act, the greater or longer-lasting the boost becomes.



## **Sekirei**

### **Extraterrestrial Beauties (100cp)**

One part of the bond between Sekirei and Ashikabi is that they can feel each other's feelings, something that occurs independent of the distance between them, and works as two-way road. When the bond is particularly strong, the Sekirei and Ashikabi can communicate fully telepathically and peer into each other's memories. With sufficient experience, this ability can be extended to be controlled at will, talking telepathically in battles or sharing knowledge in the middle of battles.

### **Cute Smiles (200cp)**

It's to be expected but sekirei are far beyond average in what physical beauty refers to, and certainly even the most battle-oriented or couch potatoes of the lot are attractive in their own ways. Still, while sekirei look good, you look simply gorgeous, choose for adorable cuteness, handsome manliness, rugged features, or another kind of style you're fond of - you look more than good enough to be considered a model or the likes.

### **She Activates Mystic Mine (400cp)**

To be unbound, to be free, to be truly capable of reaching your full potential. This perk works by making a rouge sekirei, someone that either by luck or some devious plan has been left untouched by the body modifications of the MBI, this means that you're way stronger, more capable, and capable of reaching the actual potential of a sekirei. Even your norito is strengthened several times over and it's not an exaggeration that only the Pillar of the ship - Miya - is capable of challenging you in direct combat.

### **And The Gorilla Pounds The Desk (600cp)**

The so-called Sekirei Soul, Sekirei Core or Sekirei Spirit. Basically, it is the core/nucleus which enables Sekirei to live and use their powers, so in essence it is the life of a Sekirei itself, and losing it means ceasing to function. However, these cores can be placed into a Sekirei apart from the individual that it starts out in, as shown with #08 and #88. Something similar has happened to you, as you possess two cores now. Generally speaking, that will make you capable of using two different Noritos, and have two sets of different powers, although using both at the same time will be greatly exhausting. Once, and only once, you will be able to prevent 'termination' or death by sacrificing one of those cores.

## **Civilian**

### **There's No Parking On The Dancefloor (100cp)**

Unlike a certain ronin, you aren't nearly as stupid nor socially stunned to stutter stupidly in serious situations. While you aren't necessarily a socialite, you're still a dab hand at reading others, at understanding how they feel and why they're feeling how they do. This insight grants the rather obvious advantages that being empathetic usually offers, like being able to manage relationship disputes and finding fair compromises that leaves no one dissatisfied.

### **Smell Of Dreams (200cp)**

There's someone being lucky and there's being you. For some reason, fortune seems to smile at you on a weirdly constant basis. Want a new sekirei? You just passed by one and she seems to be reacting to you. Need some vacations? You just won the local lottery for a paid resort next to the beach. This won't resolve all your problems, but it will make things far easier than they should be. Good if you plan to hit the casinos, as well

### **Matsurou Ashikabi (400cp)**

You have a gift. Well, more like a very powerful modification done to you a few years ago. With it, you can dampen or outright cancel the supernatural abilities of sekirei on touch. Of course, you aren't taking them away, just preventing them from using such as long as direct contact happens, of course, you have control over when this works. After the jump ends this will work on other non-human abilities, reducing their effectiveness.

### **The Everlasting Bond Of Fated Love (600cp)**

Ashikabi have a tendency to resonate and attract more and more sekirei as they too wing more and more sekirei - its natural as the psychic link also empowers them to some extent and unwinded sekirei can feel that. This will be an 'improved' version of that occurrence, becoming more attractive and getting a stronger aura the more partners you have, with the caveat that it works in everyone you want to, not only sekirei. With enough partners you could expand how far this effect goes and how deeply it affects the victims. Be careful of taking on too many, you don't want to go out for groceries and suddenly have every female in the country try to get into your pants, right?

**Fixer of Millions (100cp)**

You hold a sense for business and economics that rivals the most successful CEOs; holding the knowledge, talent, and instincts high enough to create and run any kind of companies or money-driven enterprises. With time and adequate resources, you will be able to create corporations that expand across the globe or even that match the fabled MBI.

**Nicotine Brain (200cp)**

Well, it's fine and dandy that you got recruited into the ranks of MBI, but perhaps you were an actual scientist doing the hard stuff rather than some rando in charge of administration. You have the knowledge and credentials of a top phd in a scientific area of your choosing, credited by some big-name university. Aside from that, you have several minors in other fields of study.

**Here, At Last (400cp)**

Oh, the old taboo of human experimentation and modification, something that many scorn at, but all reap the benefits. That's how humanity is, after all. You, in particular, have been part of a small- scale experiment to give humans the same abilities a sekirei possesses. It went so-so, as you were able to awaken your dormant sekirei genes and become able to use a very downgraded version of their power, although lacking a norito. Feel free to choose a suitable power, although it will take significant training to get it to the levels of the 'average' sekirei in the competition.

**Life Is But Shades Of Gray (600cp)**

Forget about the hot alien babes ducking it out in the city, you got a higher calling. A talent that would have gone unrecognized in other circumstances - you're a genius at reverse engineering any new technology. Alien spaceships? New races? Strange abilities in their DNA? Give yourself enough time and all those secrets will be yours, even the highest technology made with unknown materials and techniques can be understood and replicated within a month at max. Even more so, your talent extends to finding ways to mass produce such marvels at low cost.



## **Wanderer**

### **Forget Me Not (100cp)**

Ah, the bonds of love, frail yet strong, powerful yet weak; private yet external. Not a contradiction, but a testament of the powerful emotions that lie within, connecting strangers and making them into a single entity. For you, this bond is a bit more direct and explicit in the form of the winging with your Ashikabi - thus, this is a way to ensure that no external force can break or sever the connections you have, including the bond between sekirei and ashikabi.

### **One Plus One Equals One (200cp)**

All sekirei have latent psychic powers, however those are limited to knowing how much someone within a couple meters is compatible and capable of winging them. Then evolving into a bond with their ashikabi to read their emotions and thoughts. You, however, are a bit of an outlier in that department, as your psychic powers are way beyond what your kin would be normally capable of, without being your main power. Your range to sense compatible ashikabi is increased to half a city like Shin Tokyo, you can communicate telepathically with people (even in dreams), and so on. A really powerful advantage when used well.

### **Colors Of Happiness (400cp)**

Truth be told, some of these new relationships might be a little bit... difficult. Outside of the already mentioned tournament to death all sekirei will be participating in, of course. Your partner might not be interested in your gender, relationships in general, be a french coward, traumatized by some past lover, or just the whole thing being someone they might object to. Thankfully this is the "love conquers it all" option. So long as your affection for your partner is true and lasting then your mere presence in their lives shall help them become better people, overcome their traumas, and find loopholes to accommodate you as their lover.

### **Logic of Love (600cp)**

Is there a force stronger than true love? Well, no, at least not in this world. And certainly not, as long as you choose this option. Let's take the 'love conquers it all' thing to new heights. What this ensures is that as long as you have someone that loves you enough cheering for you, nothing will be truly impossible. Fighting some enemy that should be leagues above you? Words of encouragement from a lover somehow empowers you enough to have a chance at it. Having trouble finding a document lost to time? Get a kiss and it turns out that there's a copy somewhere on the internet. Of course, this only gives you enough to have a chance at it, rather than ensuring success - and you need someone that truly loves you for it to work. At least the last one is possible here.

## **Disciplinary Squad**

### **Bloodstained Saints (100cp)**

A normal person wouldn't fare particularly well with the less pleasant deals of your job, after all, the disciplinary squad was originally formed to defend certain island, and that included killing any trespassers- Not surprising, as constant fighting, killing, and betraying would wear out any mind without the proper mental training or disposition. As it stands, however, you do possess the latter. A natural mentality to fight a war without being consumed by it. To kill when the situation requires it, and not feel crippling guilt afterwards.

### **Big Foundations (200cp)**

While sekirei are in fact way stronger than humans on average, it doesn't mean much to only have brute force at one's disposal, eventually a more skilled enemy shall appear and make quick work of you. Thus, using the resources and connections of MBI, you have learned and trained in several styles and mixed what worked for you to create a suitable fighting style to go alongside your superior specs.

### **Lone Wolf (400cp)**

A mutation, an aberration of nature, and perhaps the absolute pinnacle of evolution. An ability that shouldn't exist for your race - you are capable of using your full power and access your norito without needing to be winged, the one in perfection that surpasses two in harmony. The most striking form of rebellious independence, this will work in other powers or abilities that need companions to use, allowing you to perform them by yourself without any diminishing in force.

### **Bird Of Prey (600cp)**

You took over your fighting teachings and natural powers like a fish takes to water, quickly mastering the abilities you have as a sekirei and finding ways to improve them into something greater by adding your learned skills. Even more so than that, your battle instincts are beyond top tier, your mind is always keen, and your physical output is utterly ridiculous - you hit way above what your number would suggest. The unholy matrimony of skill, bloodlust and talent makes you the most dangerous one in the tournament, barring maybe the Pillar. It wouldn't be an exaggeration to say that you constantly challenge the existence of the sekirei plan just by existing.

## Items

### Human

#### **Bigger Than Mastercard (100cp)**

One of the benefits of becoming an Ashikabi in this tournament is the Credit Card issued by MBI to cover for your expenses. As expected of such a large corporation, it's connected to an account with enough funds to feed a family of four for ten years that restocks every year, plus comes with unlimited approved credit without interest and all kinds of payment rates - just in case you need more money on the fly. Don't worry, this will still work in future worlds that you visit as well, with credit cards or not.

#### **Za Payday (100cp)**

Being part of MBI means a bit more than a big paycheck and lots of work dumped on your desk. It also ensures that you are in contact with a lot of powerful or influential people, from old money, to investors, to promising students and more. Such a thing has become a weapon in your hands, having dirt and favors to call on from all kinds of people whenever you find them useful. As a bonus, you gain a whole new bunch of connections on the same level in every world you visit. Need some extra money? Want someone to be kicked out of town? Feeling in need of a new car? You have someone capable of it in your contact list.

#### **Gun Collection (200cp)**

You know what true strength is like? It's not courage, or martial arts, or money, or love, or some weird power wielded by an alien. No, it's guns. Guns are true strength. Guns are freedom itself. That's why you got this, your personal armory, enough guns to make the whole USA military blush. Of course, it comes with another room for the ammunition, which will replenish as it's used and it's almost enough by itself. Almost, because it can never be enough. Whoever said that guns weren't the solution to a problem, it's because they didn't have enough gun.

#### **Sweet Home (200cp)**

A big, traditional, japanese house. Mostly out of wood and with a big history in the walls. It's self-repairing and doesn't need maintenance to look as pristine as just constructed. You can use it just to live in as it always has enough rooms to accommodate you, your companions, friends and lovers. As a bonus, the fridge will always be full of ingredients to cook. It will follow you to the next worlds you visit or become a warehouse add on after this

**Drug Emporium Jumper & Co (400cp)**

Your own corporation, not in the same league as the biggest ones around, but it has lots of potential. Even now, it's massive and has its hands in a wide array of industries under its name. It will grow even if left alone, hiring and managing itself towards acquiring everything it can. By the time the ten years are up, it will be able to rival the MBI, at least in size. Of course, you can use all the company's resources as you see fit, or take over and control its actions.

**Lone Island (400cp)**

While there are many pros to the city, you may prefer to retire to a quiet land with your partners instead of dealing with the hustle and bustle of a populated area. For those that are into that, I present to you this fully customisable island - a completely independent piece of land that belongs to you. Technically speaking is a micronation, of around 75km radius, so you can make whatever rules you want, as long as you can enforce them. By default, the island comes with a mountain, a couple lakes, many forests, and a few rivers; the whole land is fertile.

**The 8 Jinki (600cp)**

These are the original ones and having them will be. They are numbered from 1 to 8, corresponding to each of the spaceships. They have the power to control the cores of sekirei, if all eight of them are gathered together, it is possible to terminate all Sekirei because the holder is able to connect directly to the core and turn it on and off as desired. Furthermore, because the Sekirei mated with their Ashikabi pass on their cores, the Jinki can also be used to affect their descendants, causing a human mass genocide. Aside from that, the Jinki have the power to remove the limiters created by the MBI in the current sekirei, and can also be used to alter their personalities.

## **Sekirei**

### **MBI Wardrobe (100cp)**

Sekirei don't particularly understand such concepts as public indecency and modesty, and have more than a small habit of destroying their clothing in battle. To that end, MBI has put a dedicated effort into ensuring that the Sekirei have more clothing than they can destroy. Pick an outfit - traditional kimono, glorified swimsuit, heavily modified shrine maiden, anything you want really and MBI will make damn sure that you always have a copy of it on hand. If it gets damaged or lost, you'll find a new copy sent to you before the day is out.

### **Master's Signature (100cp)**

While not all sekirei require a weapon or are attuned to one, most of them still use some sort of tool to help them or just for the looks of it. Gloves, gauntlets, longcoats, hidden katanas, chains, etc. You as well have a single weapon or item to go with your theme, by default is something that works alongside your sekirei power, or that can channel it to some degree, but you can choose it to be something else if you want. Don't worry, it won't break from your own power, no matter how strong you are, so feel free to import another artifact into this role.

### **Woman Cave (200cp)**

In an attempt to help them understand humanity, Sekirei are encouraged to pick up a hobby of some kind - flower arrangement, sewing, historical weapon trivia, making porn... so on and so forth. You have, partially through MBI's generosity and partially through your own efforts, acquired a decent chunk of materials that will help you enable that hobby. A brain type sekirei might have a top of the line computer setup, to both hack into places and play games on, while a sekirei that controlled cloth might have a closet full of cosplay outfits and the materials to make more. This doesn't need to play into your power, but ideally should.

### **A Nice Quiet Inn (200cp)**

Somewhere in the north of Shin Tokyo there lies a pleasant little inn run by an absolute demon of a woman. This is not that inn, but it has a lot of things in common with it. You'll find the place to be absurdly spacious for something in the city proper, and to have an odd amount of fortifications for a simple inn. Perhaps even a hidden room or two. Most importantly, you'll find a steady stream of potential residents for your inn, and that every last one of them will have some special power or trait to them. It could be that ashikabi are naturally attracted to the place, or the slightly alien design philosophy appeals to non-humans.

**Bestow Family (400cp)**

To be a sekirei on earth is truly a lonely affair at the end of the day. There are only 108 in existence in this generation, as everyone else of your race already hatched, lived and died centuries ago. This isn't really an artifact, instead, taking this option will ensure that sekirei appear in future worlds you visit. Whether they appear as a single spaceship forgotten in some corner of the world, or if they somehow became a predominant species on the planet is up to you.

**Cuckoo Birds (400cp)**

Well, well, well... What do we have here? Seems to be a collection of 108 sekirei embryos in cryogenic capsules. I'm not exactly sure how you got a hold of these or where the hell did you even get them from, but the matter persists; if you have the time you could have your own family / flock of sekirei, or if you have the technology and resources it would be possible to mod them into a loyal small army of superhuman soldiers. The choice is yours.

**The Ninth (600cp)**

Kouten, the eight sekirei spaceship that landed on earth, crashed down and eventually had an island form around it before being discovered by Minaka. The spaceship itself holds many, many artifacts and powers (several of them yet to be discovered or understood) and it was enough to make a bumbling wannabe scientist into the leader of the strongest corporation in the world, propelling technology several years if not decades forward. While the kouten itself is still on that island and controlled by its pillar (Miya), I'll give you a whole new one. It's pretty much an exact copy of the spaceship before crashing and it's fully functional but has no sekirei on its own.

## **Sekirei**

*Well then, whether you are designing a companion or yourself, sekirei are a bit special. This section serves to pin down the generalities needed.*

### **Specialty**

*Every Sekirei has a power that comes from their Core, which can come in all manners of ways, from water manipulation to strength buffs, to hacking, and so on. Here you will choose the general categorization of your power as well as the details of it. Choose one.*

#### **Elemental (100cp)**

The most straightforward option, you can conjure and control an 'element' of your choosing. Be it fire, ice, water, air, electricity, plasma, etc. Your control and output depend largely on your number and your training with it.

#### **Weapon (Free)**

Instead of a natural element, your powers are channeled through a weapon or tool of some sort; from swords, to hammers, including clothing, and even computers. Your norito is likely linked to the tool you're using as well.

#### **Esoteric (200cp)**

Ah, the outliers, a type that's similar to the elemental ones, yet holding control over something a lot more difficult to handle. Powers like disintegration of inanimate matter, promote growth of life, and so on. They usually have very powerful abilities with some form of general restriction but hold incredible potential.

#### **Physical (+100cp)**

This one is a bit trickier, your power is shown in your own body, enchanting yourself to become stronger - as such you're more or less limited to close quarters combat. With the adequate training you could become a force to reckoned with, but otherwise its just your fists.



## **Number**

*The number of a sekirei works by showing not only the seniority they had on being awakened, but also as an indicative of strength as some were subject to less modifications than others because of MBI. A good indicative of the force they wield.*

### **Single Digit (400cp)**

The older of the current sekirei, they were given far less modifications than the ones that came after them and their powers hold a distinct difference from the rest of sekirei. You're automatically one of the big players and hold some actual chance of winning this game.

### **Low Number (200cp)**

First ten or so in the double digits. If only because of the order, you were given more or less the same modifications than the ones below you, but you held a lot better and thus held onto more power than them, even if significantly lower than the single digits.

### **One more (Free)**

We're out of the 20s and far into the middle of the pack, or flock in this case, down to the end of the two-digit numbers. As such, the modifications performed by the MBI were already perfected and you aren't very much of a threat to the big players. You're still stronger than the average person, but not by that much, your power is far below the big names and unless it's against someone else in the middle you're going to be the underdog by a wide margin.

### **Last of the Batch (100cp)**

The kiddies of the litter, as such, have been subjected to the least number of modifications by MBI, given that they lacked the time to take care of that. But what they managed to maintain in strength is offset by their poor control over it and young age.

### **Pillar (600cp)**

Each of the spaceships held a 'Pillar' - a fully formed sekirei that could control the ship and held power over the rest of their kin in the ship. Now, you're the one instead of Miya. As such, you're leagues ahead of any other sekirei, as you were basically a kid when the MBI found you, the modifications ended up leaving minimal changes, furthermore, you possess the power to command the 'Kouten', the spaceship where the current sekirei were discovered.

## **Companions**

### **Import/Create (100cp/400cp)**

Feeling lonely already? Well, you can use this option to create or import a single companion for 100cp or the full roast of 8 for 400cp. They gain 600cp to spend on origins, perks and items, they can also take some drawbacks for more.

### **Canon (100cp)**

Of course, if you have a liking for a character of the series that isn't either your ashikabi or sekirei, you can always form another type of bond with them and offer them to become companions. I'll smooth things over, so your success is basically ensured, but you still gotta be the one to do it. Also, they need to be alive at the end of the jump.

### **The Great Flock (Free Human)**

Well, maybe you aren't satisfied with the options here, or perhaps the love in your heart is far too much to be contained with these numbers. In such a case, feel free to take this option - with it you can take as a companion each sekirei that you manage to wing during your stay in this world, granted that they're still alive and bonded with you by the end.

### **Blurred Future (Free Sekirei)**

Seems like the sekirei aren't the only ones here with the strange share of quirks, like this cosplayer-turned-miko-turned-gyaru-turned-chef here. As you might be expecting, her history is quite the curious one and could be turned into a whole manga (except it would get axed in just before finishing the third volume and current arc). Despite what her bizarre trends so far, and airheaded nature, she's a very direct and decisive person, capable of taking action when needed and give sound advice to those that need it. With that said, she's quite the romantic one and will take the winging very seriously, taking you as her long-awaited lover if you're a guy, and soul sister if you're a girl.

### **A Ronin's Ronin (Free Human)**

This samurai-cosplaying girl you see is a "masterless ronin" - or at least that's what she calls herself, in truth she's a weeb sekirei who got into one of the researcher's manga stash and developed a very skewed view of the outside world, and her role in it. After swearing loyalty (winging) to you when assisting her against unscrupulous bandits (sekirei hunting ashikabi) she has been inseparable from her new lord. A bit hard to understand when speaking in classical language far out of use in these times, she nevertheless does her best in assisting and protecting you as your retainer. She has considerable talent with her sword, although

outside of battle she's surprisingly clumsy, usually making her overly sensual figure stand out even more.

### **Queen & Pawn (Free Human)**

Turns out, not every sekirei has a power that complements their personality, nor an attitude according to their capabilities. This one here is the perfect example of such cases. Strong-willed, bloodthirsty, and a battle enthusiast – a blood knight that would be happy in a constant war, except of course, that she's an absolute weakling; nothing but a flatty with over developed ass and thighs, she can't fight her way out of a paper bag, and even her power is unsuitable for direct confrontation. Despite this she's very smug and self-assured that the weak should fear the strong. Likely to be mindbroken with a single kiss or slap.

### **Just The Two of Us (Free Human)**

Donning a pink nun habit, deep violet eyes, and blonde hair way longer than it should be. An overly passionate sekirei that aims to make you useless, she will do every chore in the house, from grocery shopping to the taxes, to getting money, and still somehow always being around in case you need something. Sadly, her desire only burns for you, and she considers everyone else mere walking trash. Her smile only lasts as long as you play along and let her take care of you, as soon as you try to do something yourself, she will start pouting and then cry. A very pleasant individual to talk to if you ignore her obsessive need to take care of you.

### **Hot n' Cold (Free Human)**

Man, you hit the wrong nail with this one, trapped on a hell of her own making. You see, this smug young teen is a very particular sekirei, incredibly powerful and beautiful, yet also a bit unstable in the oddest of ways. She had long ago decided that her destined ashikabi (you) had to be the greatest, and by that she means to have the greatest number of mates, lovers, and sekirei. Thus, she will act as your personal cupid and wingwoman to get you hooked with as many people as possible. Don't worry, she will only target those you are attracted to, but she will hardly care for the methods. Furthermore, while seeing you with another makes her heart beat faster, a part of her also feels deeply jealous that you're not only hers. If you manage her incorrectly, she might end up slaughtering everyone but you.

## **Drawbacks**

### **Great Going (+100cp)**

Sometimes things like this happen. There's no more sekirei plan because Minaka died from heart attack, very sad affair. While the sekirei under MBI will still be kept in the city for safety reasons, they will be given more freedom and the chance to meet their destined partners, of course, without the fear of having to be separated from them or being pressured to choose someone because of a time limit. However, this also means that the changes brought by the sekirei plan won't happen.

### **What Happens In Bizarro World... (+100cp)**

Turns out you aren't in the 'canon' storyline anymore, you have arrived at a strange world where Miya never fell for Takehito, same scientist that is still alive alongside the sekirei Yume who never needed to give her core to Musubi. In general, the addition of these factors makes the direction of the tournament something really difficult to predict.

### **Stays In Bizarro World (+100cp)**

Alright, maybe you didn't land in either the original timeline nor in an alternative universe with Miya being single and Yume still around, but instead you fell into one of the many 'fanfic' versions of it. Still a pretty bad situation, all things considered. You can choose any other alternative universe to fall into, as long as it's not a crossover, nor it changes the basic aspects of the original world's rules.

### **The B Game (+200cp) (can be purchased up to 5 times)**

Turns out 108 sekirei weren't enough, taking this means that you will effectively double the amount of sekirei, mostly because there wasn't one single spaceship in the island, but rather two of them. This means that there will be more sekirei in the tournament and that there will be two sets of numbers, roughly equal in power, as well as two pillars, one for each spaceship. Feel free to take this again and again, to double the number each time. Going from a single one to 2, to 4 spaceships, and then 8 and so on.

### **Fuck You, Ron (+200cp)**

Remember those pesky sekirei tournament rules? The ones that said to not attack the ashikabi, were set to incapacitate or terminate the enemy instead of killing them outright and decapitate the corpses? Well, better forget about those, because they ain't a thing anymore. It's an all-out, free for all battle royale where the last one standing is the last one alive as well. Also, don't expect miraculous resurrections brought in by the power of love or some other nonsense.

**That's Rough, Buddy [Human Only] (+200cp)**

I mean, if you really hate yourself that much then we can arrange something. Now you will take the role of Minato, the would be Ashikabi of the North, including his previous relationships, memories, and so on. Sadly, he was a pushover and two-times failure to enter university, has no marketable skills, no certifications aside from having finished high school years ago, and his body is below average in most aspects even for a Japanese. Try to not fuck up too badly.

**Powerless & Useless (+300cp)**

Remember all those cool powers, artifacts and skills from other worlds? Well, it turns out you don't have them anymore, for the duration of the jump. You will have to make it with what you brought here.

**Mine and Only Alone [Human only] (+300cp)**

Normally, the sekirei you wing wouldn't have any issue sharing you, at most some preferring to have an established hierarchy, mostly because of the psychic link. That's not the case anymore. Don't expect any of your partners to be alright or accept infidelity, while your sekirei might tolerate it for the sake of keeping you safer in the tournament, none will like it and will constantly fight for your attention.

**Bad Gacha Roll [Sekirei only] (+300cp)**

Well, we can't always be right about everything, and you turned out to be wrong about your Ashikabi, they're a total jerk, even if they weren't before, they will constantly try to put unreasonable pressure on you or try to manipulate you emotionally. And, if you somehow manage to make them less shitty, expect them to suddenly lose all interest on you.

## Notes

>As a sekirei you're actually replacing or displacing the character whose number you took. Main exception would be one of the numbers that don't belong to anyone in canon. Unless you take the 'The B Game' drawback and choose to have more spaceships, in which case there's no overlap unless you want it that way.

>The ultimate goal of the sekirei plan by Minaka is extremely retarded because its basically to pass down the jinki, kouten and pillar powers from miya to someone else. And he decides that the best way to do that is to have a sekirei beat everyone else, and then beat Miya. It's dumb.

>Fanwanking works

>Made by Ricrod

>I can't believe some asshole stole my deck, holy fuck