

Tenchi Muyo! Jump

Welcome to the universe of Tenchi Muyo!, where there are at least three gods of many dimensions higher than those of mere mortals. It is a 'verse of space pirates, galactic police, and vast interstellar empires. The men are badass, the women are even more badass, and the unlucky everydudes aren't always unlucky, nor are they just merely everydudes.

Fortunately it's also a relatively peaceful place- not a lot of wars going on. War-wars, you understand. Shipping wars however... well.

If this is your **first time** in this crazy world, here's something to help you get started...

Starting Budget: +1000cp!

Changelog

V0.9.2 1/4/15

Clarified Endgame Companion Rules and Endgame Scenario Rules

Clarified 'The OTHER Chousin One' Drawback.

Clarified Super Study Buddy - it works on *anything* you count as a teacher/trainer for.

Marked some items as Free for Scientist

Clarified Master Key mechanics

Clarified Smiling Goddess Leaves - Grats you get a 1st Gen tree!

Stated out Sentient Tree Generations, Living ships, etc.. **See Notes for more info**

Formatting. So much Formatting.

Step 1: Choose your Tone!

Tenchi Muyo! exists across multiple continuities (The original 13 OVA episodes, Tenchi Universe, Tenchi in Tokyo, the various films, and then the Tenchi Muyo! GXP, Ai Tenchi Muyo! and The War on Geminar side story.

The point is, it gets confusing. This Jump primarily contends itself with the first 13 OVA episodes, which slip and slide across the genres of 'Harem Comedy' and 'Space Opera'.

This document provides Two Jumps in One (And an optional Endgame Scenario).

When first arriving in Tenchi Muyo, you must decide choose between **Slice of Life** or **Space Opera**.

- **1st round through Tenchi Muyo! - Starting CP +1000; CP from Drawbacks capped at +400cp**
- **2nd round through Tenchi Muyo! - Starting CP + 800; CP from Drawbacks capped at +800cp**

After making your choice, you are locked in for 10 years in that setting tone. Each tone shares perks, and perks purchased in the first jump carry over to the second jump. The key to remember is that whatever your current tone is (Slice of Life or Space Opera), that particular version of the perk is in effect.

Example: My first jump is Slice of Life. I buy the 400cp Drop-in Perk 'Exceptional Company'. For the duration of the Slice of Life Jump, I use the description of the perk under the Slice of Life heading.

Any time after completing Slice of Life, I can come back for another 10 years in Space Opera. **Any perks I purchased during Slice of Life 'flip over' to their Space Opera versions for the duration of the Space Opera Jump. I don't need to buy the same perks twice.**

You can start in Space Opera or Slice of Life, following the same rules above. In both cases, everything you do in the previous jump carries over to the second jump- you have the same origins, the same gear, anything you changed or broke/fixed will remain as such.

Once you complete Slice of Life and Space Opera, both halves of each perk apply simultaneously.

After completing both Space Opera and Slice of Life (having spent a total of 20 years in Tenchi Muyo!), you may elect to stay for the Endgame Scenario, and pick a single Ultimatum perk.

Step 2: Set your Origin!

As usual with jumps, you get the first perk of origins free, and 50% off the cost of higher tier perks. The exception of course being Drop-in, which requires you to buy the introductory perk for 50% it's listed price.

In the event you jump back to here to try the Space Opera or Ultimatum sequences, you will maintain the same origin you had before and everything you did the last times you were here will have happened.

Your Starting Location for your first time in is either Earth, Rural Japan, or en-route to same.

Your second and hypothetical third jumps picks you up where you left off, time/location wise.

Drop-in! - Free!

You are humanoid! Terrans are specifically from Earth, but there are all kinds of human-like species all across the galaxy.

You start on Earth in Japan, just as it's about to be visited by an increasingly eclectic stream of aliens. Sexy, lady-or-dude shaped ones.

- + No extra memories to mess with you, but no information to help keep your bearings either.
- + It's a big wide galaxy, and most of what you could bring in can easily be handwaved as from 'Some other System'.
- + You automatically learn the Japanese language.
- You have almost no way to justify your big bag of toys and abilities to casual onlookers, so be prepared to do a lot of fast talking or play some stealth games.

Space-Pirate - 50cp

You're one of the hundreds of medium to big names in the underworld, either wielding vast personal power or having a fleet of ships or minions under your command. Obviously, the Galaxy Police want to have a word with you.

You begin onboard your Pirate Vessel, en-route to a particularly undeveloped world, ripe for the taking...

- + You have several decades of experience under your belt, and know quite a lot about smuggling, piracy, raiding and so on, as well as being whatever kind of scoundrel suits you.
- + Fortunately, most space pirates are individualistic wierdos or results of hypertechnology experiments- nobody would bat an eye at any random things you bring into the jump.
- + You can speak the standard galactic language, and have translator implants for dealing with all kinds of other folk.
- You're not exactly a kleptomaniac, but stealing things is as much a calling as it is how you pay your bills. You are a wanted fugitive for a reason.
- Pirates have trouble making friends with anyone, including other pirates. Alliances between your pirate group and other organizations tend to dissolve quickly.

Space-Police - 50cp

You enter the jump as a member of the organized galactic police force. When they say 'Cheeze it, it's the fuzz' they mean *you*. Be aware though that a lot of your superiors are *really* ditzzy. Achingly competent, but ditzzy.

You begin onboard the GPHQ space station, and have been assigned to a backwater post on the lookout for pirates or rogue nobles, as your superiors don't want an international incident...

- + You have several decades of experience as a galactic law enforcement officer, which is pretty awesome. You're also fairly well known with a publicized arrest record and more than a few high-profile cases under your belt.
- + You can speak the standard galactic language, and have translator implants for dealing with all kinds of other folk.
- + You have an actual Job, with a salary, an apartment on some planet if you like, and assorted other benefits of having a steady job.
- You are the Law, and that means you gotta uphold the Law.
- While nothing stops you from using big flashy powers or tech from previous jumps, people are going to be curious about how you're affording these wonderful toys on a detective's salary.

Supertech-Mago-Scientist - 100cp

You are a tenured professor of the most prestigious academic institution in the galaxy, or an equally respected/legendary/infamous independent researcher. In either case, you are one of the most academically accomplished people in the galaxy, and are of course very smart to boot.

You begin the jump on-board a transport ship, taking you from the staid atmosphere of academia to the wild world of fieldwork- Adventure ho!

- + You have centuries of academic experience- I am not joking you have been in college longer than some countries have been in existence. As a student or professor.
- + A lot of your crazy technology can be handwaved away as prototypes you're shopping around for research grants.
- + You can speak the standard galactic language, and have translator implants for dealing with all kinds of other folk.
- People tend to be curious about how scientists get funding for their pet projects, so having good documentation in place about anything you 'make' would probably be a good idea.
- You are a person of interest to Space Pirates, Jurians, Galaxy Police and Everyone Else, because you might get tapped to build WMDs. Worse, you might get tapped to build WMDs for someone else! Be prepared to have a few distantly observing eyes on you.

Minor Jurian Noble - 100cp

You are a minor noble of the largest spanning galactic empire, with the biggest, most high technology military and lifestyle. It be Clarketech time. Be prepared though to deal with a *lot* of Shogunate-era politics, however.

You begin on Jurai, capital world of the empire, or one of their tree-ships. You've been dispatched to a distant world for the next phase of your courtly training (or to get you away from the house and stop embarrassing everybody)...

- + You are a space-wizard samurai lordling! It's kind of like being a Jedi, but with more Shogunate Japan politics, and *looooots* of weddings. You have several decades if not centuries of experience in court politics, being landed elite and various forms of noble combat. You also have an extended family that numbers in the hundreds of members. Most of them alive, and desperately trying to match you up with someone.
- + You have a 'polite conversation' grasp of a thousand topics, and can improvise your way through the rest. Courtly manner is as easy as breathing.
- + You can speak the standard galactic language, and have translator implants for dealing with all kinds of other folk.
- There are as many Minor Jurian Noble Scions as there are populations of First World Countries- downside of longevity technology. You are expected to leverage yourself to get as big a piece of pie for your family as possible. 'True Love' is a foreign or childish concept.
- You are extremely sheltered, almost naive about how pretty much everyone not Jurian or Galaxy Police live. Earth for example would horrify you for how backwards it is. You're sure the people are fine...Ish.

Step 3: Determine your Age

Thanks to galactic advancements in medicine, the average lifespan for most people from developed planets is something around 250 years. Earth Circa 1996-2014 does not count as a 'Developed Planet'. In fact it's not even Rustic. It's actually rather filthy.

Roll dice for your age!

- Humanoids - $1d8+14$ years old
- GP/SP - $2d8 +50$ years old
- Jurian/Supertech-Mago-Scientist - $(2d8) + (1d8*100)$ years old
- You have a commensurate amount of world experience based on your final age and selected origin!

You may spend 50cp to choose your age!

Step 4: Choose Your Perks!

General Perk Rules:

As usual, Perks from your selected Origin are 50%, and the first perk is free. Drop-in jumpers do not get the first perk free.

Drop In!

100cp - Trained in the Old Ways

Slice of Life: You gain knowledge a field of your choice, be it swordsmanship, criminal investigation, science or whatnot. Regardless, your methodology is often unexpected, and helps you see interesting solutions to problems that others are missing.

Space-Opera: Lacking the institutional blindness of millennia-old organizations, empires and militaries, you are uniquely suited for spotting the flaws and illogic. You have a wildcard 'common sense' approach to big problems. Other people can adapt to you however, so use your trump cards wisely.

200cp - Civilian Savvy

Slice of Life: As one of the untold trillions of sentient beings in the galaxy, you have street-smarts in far excess of most of the noble, military, scientific or ruling classes. You are always able to adapt to new situations very quickly, even if your ideas don't quite match with others.

Being abducted or surrounded by aliens is water off your back, and you can find a job at a Tau Ceti shipyard as easily as you can back home.

Space Opera: Logistics are invisible to almost everyone except for the guy manning the cart. You are that guy, and are worshipped for it. You have an incredible ability to arrange exchanges and ensure everyone gets what they need, and are respected and modestly protected for it.

Expect middle managers and mid-ranking military or nobility to pay you in modest favors.

400cp - Exceptional Company

Slice of Life: Your presence is enriched by the cream of the crop- the best of the best gravitate toward you- the most personally interesting, beautiful and skilled all fall into your circle of friends. More importantly, those who enjoy your company are enriched themselves. Traits and exotic qualities enjoy a noticeable boost, which can become permanent with time.

Because of your magnetic charisma and sheer dumb luck, you are engaged to at least two nobles scions or the nearest setting equivalent. They are compatible with you, but might have a rivalry...

Space-Opera: You can rub elbows with the highest of the high society by power of sheer down-to-Terra charisma. Everywhere you go, the most miraculously glamorous settings seem to pop up out of nowhere- the finest courtly parties to the coolest exotic night clubs. You might not be invited every time, but you have a better than even chance of getting in.

You are such a hot social commodity that during peaceful times, you are expected to date two or more fantastically attractive and/or exceptional people *per week*.

600cp - The UnChousin One

Slice of Life: You have the greatest luck possible- being ignored by beings infinitely your greater. As long as you keep your head down (relatively speaking), you'll be accepted as 'part of the action'. This every-jumper concealment allows you to work if not in secret, then in relative obscurity.

Prognostics, scrying and higher sensory abilities give fuzzier returns, the more circumspect you are.

Space-Opera: You have a talent of being a monkey in the wrench of plans-the bigger and more complicated they are, the easier it is for you to find them and the easier still for you to disrupt them. You may observe battle plans, games, or other feats of intrigue and maneuver. If what you're observing lacks hidden elements, you can easily understand their intended goals. If they are hiding information, you recognize the fact that something is being concealed, though not how or why.

Be aware though that some people or beings can adapt very quickly, or create plans that function *because* they fail.

800cp - Long Lost Last Noble Heir to the Dojo

Slice of Life: You have inherited a credulity straining number of titles, politically potent bloodlines, seats on organizations or councils. At first it's probably too much to handle every single responsibility, but you have allies and connections around six powerful enclaves, business groups and royal lines.

Space-Opera: You are the only potential holder of a lost skill or combat art, and the galaxy is waiting with baited breath for you to unleash it. It will take time to train yourself to full mastery, however.

Once per opponent, you may execute a technique that instantly defeats one attack or disrupts a defensive strategy- it does not break invulnerability, but it is a close enough call to create an opportunity for you to win some other way.

Trying the same technique on the same opponent backfires horribly. it takes a numbers of years equal the times you've used this technique to reset it against the same opponent.

Supertech-Mago-Scientist

100cp - Simple Scientific Solution

Slice of Life: Science solves everything, even the little household problems. You can create supertech improvements to common tools and appliances, up to and including automobiles or similar works of engineering.

Create dishwashers that can clean dishes in an instant, self heating plumbing or forcefield window panes that act as air conditioners.

Space-Opera: Well established methodologies and an instinctive grasp of same allow you to draw conclusions or produce results incredibly fast. You halve the time it takes to gather data, compose research on some subject, or devise a test to prove/disprove something- handy for when you have to figure out an enemy fortresses's one weakness..

200cp - Technobabel Fish

Slice of Life: You flawlessly understand any technical terminology and may choose to speak in same. You can deliberately obfuscate what you're doing with jargon and buzzwords, or you can explain what you're doing to others, and they will understand you no matter how dense the terminology.

Space-Opera: You gain the ability to perform complex formula, ritual action or attempt feats of programming by thought or speech alone. As long as you know the subject, you could dictate a mathematical proof or talk out a computer program (and have it compile on a nearby machine). You also may compose technical or magical diagrams perfectly without error and in half the normal time.

You still need to learn the appropriate disciplines.

400cp - Super Study Buddy

Slice of Life: You are the good-luck charm or of an entire student body, guaranteeing not just passing grades, but sterling report cards. You do this with smarts, charm and a coveted blend of collegiate stimulants.

People who study or train with you (including yourself), do not require sleep as long as they are trying to learn, and will retain information at optimum level as long as you're present and engaged.

Being engaged is easy, as you can display legendary passion for whatever subject you happen to be teaching- people want to learn from you because you are fun to learn from.

This perk applies to academic study, scientific research, physical training, and anything else you could conceivably act as a tutor or leading intelligence in.

Standing out from your extensive collection of study groups is either a brilliant scientist/professor, or a fellow student. In either case, they are thoroughly enamored with you.

Space Opera: Either by having a lot of old college friends who are now in high places, or a fantastic academic reputation, your name and address is on file for people to ask after your talents.

Once per year, you will be called upon to solve a problem by either someone you know or has heard of you. Solving the problem secures a favor, the extent of which is dependant on who calls upon you.

If you're willing to reveal more of your talents, you'll have commensurately powerful people asking for your help.

600cp - Overcoming Sample Bias

Slice of Life: As usually the smartest person in the room, everyone comes to you with their problems, and despite their best efforts, you know there is almost always a second or third side to every story.

When engaged in a social situation or battle of wits, you can either prod your opponent with this suspicion, making them more likely to fold and admit the whole truth, or you can seek out other affected parties if any and quickly convince them to relay their perspective. You only have an impression of who was affected based on the initial interaction- you can't be lead to a random passerby, even if their witness testimony would answer all your questions.

Space-Opera: Your capacity for understanding is enhanced to a miraculous degree. As long as you have three different but connected pieces of information, you can with sufficient time, fill in every gap between those points. Broken fragments of DNA can become a dinosaur, or uncorrupted data in a hard drive becomes your lost research paper.

This reconstruction takes a variable amount of time appropriate to the feat, but your accuracy is guaranteed unless the information is somehow falsified.

800cp - The Maddest Science Yet

Slice of Life: Your brilliance is such that you can build amazing inventions to solve all kinds of problems, easily accomplishing feats depicted in pulpy science fiction novels. More importantly however, you gain an absolute certainty in your work.

Nothing made by your hands or under your complete direction can harm people (or planets) unintentionally. A comically large mess may ensue however.

Space-Opera: You can create supertech wonders, past mere conveniences into legitimately useful things like advanced starships, ray guns and miraculous devices. You can also enhance technology from other jumps with this skill.

Note that trying to build an FTL starship from scratch on an undeveloped world will probably take ten years...

Space-Pirate

100cp - Jailbreaker

Slice of Life: You can be caught, and you might have been once or twice, but no jail can hold you for long. Either you just pay the bail with clean money, or arrange for a daring prison break. Either way, you'll be out within 6 months of going in. Only prisons built especially for you can hold you longer, and even then, you will escape at the first opportunity.

Space-Opera: Discretion is the better part of valor, and you always know to keep a back way out. Or find one. You know where all the emergency exits, lifeboats/pods, and other getaway devices are in a structure or ship.

200cp - Your Reputation Precedes You

Slice of Life: You're known across the city or the galactic quadrant in equal measure. As long as you start spreading word before you show up, everyone will know who you are and what you've recently done. You can't fabricate events however, only embellish things you actually did. Robbing a city can be inflated into robbing a planet, for example, as can singing your praises of giving to the poor.

Space-Opera: The rank and file of the world have trouble handling your presence. With a proper declaration or similar boast (which people need to see and recognize), you can convince common soldiers and citizens to quickly vacate the scene. Veterans, managers with nametags and those with Protagonist Powers are immune to this effect.

400cp - Legendary Hauls

Slice of Life: You have an impeccable sense for business most illicit. This grants you a perfect awareness of any illegal undertaking that you can perceive- you can recognize a fence by sight, or follow slumming rich kids to underground gambling halls. You always sell stolen goods for the highest possible price.

You have a steadfast and devout second in command/ruthlessly efficient accountant who may or may not pining for you.

Space-Opera: You are known for not only your daring heists and pillaging, but the fact that you can steal nearly anything- mostly because you know how to plan for getting it out. You never suffer logistical or scheduling issues when trying to acquire a resource, legally or otherwise. The getaway tow-ship will arrive

on time, and with enough power to haul whatever you're taking. With sufficient planning, you might even be able to steal a moon.

You have a tendency to inadvertently pick up plucky nobles/corporate heirs though- they seem to be into the space pirate thing however...

600cp - Look No Hands

Slice of Life: You are in parlance of the fighter jock or elite plus, an ace. Or at least you're that good behind the controls of a ship. You can control your craft like its an extension of your own body.

If there is a path through an enclosed space, you can navigate it. If you reach a dead end, you can turn around before you crash.

In combat, you may turn on the edge of a dime, with the dime being relative to your ship size.

Space-Opera: When it comes to a full-on dog-fight, rat-race, fangs-out scramble, you come out on top. This skill applies to both personal fighter craft, or spacecraft of all kinds. You are a master combat pilot or captain, and can completely outfly and outfight anyone using conventional techniques or tactics.

Only the most unorthodox or outrageous opponents can keep up.

800cp - Ghost Horror Ship Story

Slice of Life: You are phenomenally skilled at approaching locations from unexpected or undefended angles, evading observers and sentries with ease. Because of this, you can effectively appear within an ideal range, as long as you could travel that distance normally. Your sudden appearance is intensely disruptive as well. The range you can appear at is that of your arms reach or your weapons, handheld or ship-mounted).

This effect does not let you vanish on retreat- though you can hide your tracks making it incredibly difficult to track you.

Space-Opera: You are a legendary pilot, a wheelman-or-woman of utmost repute. It takes you no more than an hour to understand the quirks of any powered vehicle, and you could get one started from cold in less than five minutes- with or without the keys.

Your skill is such that you can safely ignore any maintenance requirements a vehicle needs for journey, though it will probably be wrecked by the time you disembark.

As long as a ship system can function in it's intended capacity (like an engine letting you move), it functions at a minimum of 50% capacity. Systems that are completely destroyed offer you no benefit.

This perk explicitly allows you to pilot vehicles that have no right making a journey, due to damage, lack of upkeep or terrible flesh-eating infestation.

Galaxy Police

100cp - Badge and a Weapon

Slice of Life: You have the standard issue gear of a Galaxy Police Officer, short of a ship. This means a control cube, weapons and armor, handcuffs and so on. Additionally, you have a talent not just for making your quotas- even indirectly.

Either by skill, co-incidence, dumb luck or a wonderfully efficient partner, you avoid most negative repercussions for being quirky in your chosen profession. As long as you continue to produce results, your bosses won't mind you sleeping in or similar feats.

Space-Opera: You have the standard issue gear of a Galaxy Police Officer, short of a ship. This means a control cube, weapons and armor, handcuffs and so on. More importantly, your badge is recognized as having lawful authority no matter where you go, even in places that have no idea what the Galaxy Police is.

200cp - You'd Have to be a Jeweler?

Slice of Life: You're either so gosh-darn good natured, harmless seeming or legitimately attentive that you seem to always put the right foot forward. People are less inclined to think you're a threat, and are at worst confused by your antics- but your sincerity shines through. You have a talent for defusing tense situations with an offhand comment or non-sequitur.

Space-Opera: Despite any peculiarities, you are steadfast and reliable. You are immune to any stress factors based on how severe a crisis is. You can be afraid (and be forced to retreat because of that fear), but you are never impeded at your action because of it.

400cp - Elite, Off-beat Detective

Slice of Life: You are the Sherlock of the Stars, though most people won't be able to follow your dizzying leaps of logic. You also have a knack for improvisation, but you won't be able to explain it- usually because something is exploding nearby.

You have a fellow law-enforcement officer as your partner or close friend, who may or may not have a thing for you, and has trouble keeping up with your antics.

Space-Opera: When the chips are down, you know how to get things done in the most unbelievable of places and ways. You can find your way into secret enemy bases, monasteries full of ancient archives, and so on. You have a talent for befuddled disguise and charm that can bluff passwords and guard changes.

Invariably, you find prisoners eager to be rescued and thoroughly grateful...

600cp - Improbably Bombastic Ballistics

Slice of Life: You are a trick-fighter extraordinaire, able to wow and amaze with your gunslinging and weapon-swinging skills. This perk grants you the ability to disable living and mechanical targets with otherwise lethal weapons, or use traditionally non-lethal weapons so effectively that it defies common sense of how it should have worked- you tazzed a puddle and stunned all the robbers, really?

Space-Opera: By dumb luck or incomparable skill, you have a knack for making sure your shots and strikes land on target. In close combat, you can bounce off an enemy's guard or recover from your own pratfalls so well as to make it look like you planned it. Essentially, you don't drop combos.

With ranged weapons, you can shoot for incredible ricochets or similar feats of gunplay, bouncing your shots into the most improbable of trajectories to hit those one-in-a-million targets.

800cp - Unbelievably Lucky

Slice of Life: You approach the luck held by the Kuramitsu lineage of Galaxy Police Officers. Things *will* go wrong in your presence, but they will go wrong in such a way as to always work out for the best. A pirate ship *will* explode, but you will catch the bad guys *because* it exploded. Collateral damage is high, but serious injury or loss of innocent life is drastically, fantastically reduced.

Space-Opera: The phrase 'Nick of Time' seems to define your life, and in a really good way! You have a phenomenal sense of timing, to the point that you are usually arriving at critical moments to defuse bombs, rescue fellow officers or otherwise save the day (or yourself). You cannot arrive in the nick of time for absolutely every single occurrence, but you can be confident you will be there for the really big important ones.

In your daily life, you will be never late for anything again, even if only just.

Minor Jurian Noble

100cp - Accepted Cultural Norms

Slice of Life: You might not believe it, but you're connected to a culture that allows some pretty off-the-wall arrangements to make everything work out. More importantly, you can carry this culture with you wherever you go.

As long as you're not doing anything outrageously destructive or hostile to one's well being or values, any peculiarities involving you and your companions (apparent relationships, you and your companion's modes of dress, challenges to duels of honor, etc) are seen as normal, and everyone around accepts it without much comment. If they're confused or curious they might ask for clarification.

Space-Opera: Wielding an unexpectedly comprehensive code of honor, you can attempt to resolve arguments or disputes with non-lethal duels. You can either referee or participate as a duelist. Depending on who wins, the argument is either dropped with no resolution, or the winner chooses the result they prefer. Note that the argument can be picked up again sometime later.

200cp - Living Technology

Slice of Life: Jurian appliances are semi-sentient, from starships to entertainment systems to cookwear. You have the ability to control all basic devices of this type with just your mind alone, and have the knowledge to construct more with appropriate materials. You can eventually replace most interfaces with living wood input devices

In later jumps, this enhances your ability to use and understand sentient or organic technology.

Space-Opera: You have a knack for all forms of technology, and especially the kind that thinks. Sentient or not, you can convince devices to operate for you instead of their registered or passworded owners.

Stronger security makes this process take longer, but you can essentially charm your way into a mainframe, instead of breaking a howevermany-long character password.

400cp - Smiling Goddess Leaves

Slice of Life: You are landed elite, and as such have not insignificant holdings across the galaxy. Every developed planet will have a small mansion suitable for someone of your stature.

When you jump to another realm, you may either add this people-only space to your Warehouse, or let it place itself seamlessly into the current reality wherever it fits best. You automatically know where it is.

Because you are landed elite, your family has arranged the finest, most beautiful/handsome warrior they can find to be your betrothed. They are however a veteran of some recent conflict...

Space-Opera: You have a sapling **1st Generation Sentient Tree** from the Royal Arboreum, which can serve as the core of a treeship. It has a number of other uses regarding Jurian technology. Most importantly, Jurian trees cannot die of old age, and neither can their caretakers. This young tree can keep you healthy and lets you heal three times faster outside of battle, as well as preventing you and one companion from aging.

The tree will grow to maturity one hundred years after sprouting.

Every year it grows, you may halt the aging of another companion. By the time the ten years are up, the tree can provide this benefit an infinite number of companions. After 100 years, the tree can age any linked beings back to the prime of their life and keep them there. As long as the tree is alive, You and connected companions cannot die of naturally accumulated old age.

Because of this tree, your family hosts hundreds of parties a year, and you are expected to attend as many as you can afford to.

600cp - Pirate-Binding Battle Pattern

Slice of Life: Your tactical acumen is amazing, to the point that you quickly skipped ahead in military academies and focused on more cerebral pursuits. Your true talent however lies in competitive strategy games. You only fail to the grandest of masters or the blatantly superhuman, and have a notorious talent for betting and winning favors on games of Chess, Go or similar amusements.

Space-Opera: In personal combat or leading a military unit be it men or ships, you have a phenomenal skill. When in battle, you may describe a single objective and then see the path to achieving it. Examples include cutting a demon off from their supply of magic, or preventing the escape of a dangerous pirate lord. You are not guaranteed to succeed, but you at least know what to attempt.

The only limit to this skill is that you cannot use it to target and kill specific individuals, as that would be dishonorable.

800cp - Redwood Soldier Meditation

Slice of Life: You are at home in calm gardens and wild forests, to the point that you simply can ignore a lot of petty inconveniences of life. As long as you are within three yards of something as complex as a healthy blade of grass, you cannot get lost or sick, or suffer any danger from exposure. Foliage gets out of your way and hides your tracks as to be untraceable.

Lastly, you can ask a tree to open itself to you and step inside. From which point the tree will seal up with no trace and allow you to sleep undisturbed. If you submerge yourself in a Sentient Tree, you can regenerate from any wound.

Space-Opera: Your connection to the royal bloodline of Jurai is such that you can communicate with and order any sort of tree and bough to your aid. Assuming the environment can support it, you may will trees to grow alongside your strikes and attacks. Roots can reach out of the ground to grasp foes, or massive trunks can turn and swing to knock down buildings.

Trees summoned this way are mundane, grown from seeds in the ground or what you carry with you, and can reach their full height in less than a minute. If you use this perk with an actual Sentient Tree, its bark is as tough as battleship armor, and it can act somewhat independently. With a bit of ingenuity, you could grow a tree around a statue and create a fierce support platform.

Ultimatum

If you take a perk from this list, you are locked into the Tenchi Muyo Endgame Scenario. You are only aware of these perks after you have completed the Space Opera Jump. At that point, you may begin a **third** jump in Tenchi Muyo, and pick one of these for free.

What has Science Done?!

You are the result of an incredible feat of magic, technology, divine working or other effect. Maybe you're a cyborg, or a magical nanomachine colony. Either way, you can fight off a planetary army- Eventually.

You are capable of creating two additional duplicates of yourself that share all the powers of this perk and can perfectly coordinate with you. They can only exist within 50 yards of you however. They can skirt outside this range, but will vanish after more than ten seconds.

You have regeneration that can shrug off any attack that does not destroy your brain- it is not unlimited, but you can restore your total body mass several dozen times over.

You may generate energy swords and fire piercing, concussive blasts from your hands. Further, you may phase through matter, or temporarily merge with inanimate matter to create a body with that material's unique properties- though you must have enough material to make a full-sized body or larger. (I.E. you can't take a coin of steel and become solid steel.)

Short Version: You have Ryoko's Powers- including self-duplication, phasing through matter, regeneration, merging with inanimate matter, and so on.

Dimensional Technology Mastery

You can understand the secrets of fifth through twelve dimensional technology and manipulation. You can create sub-dimensional spaces, space-folding technology, and vast workings similar to your Warehouse. Fit big things inside small spaces- arrange doorways to lead across interstellar distances!

This effect is limited to the ascending dimensions- like exploiting Tesseract or Square Circles. Jumping is 'Horizontal' for the purposes of this field of study. (Though you're sure you could write some fascinating papers about it), therefore, you will not have the time to discover how to jump into other universes.

You can create as many spaces as your imagination allows with sheer math. These internal spaces can be empty, or be filled with naturally occurring elements like breathable atmosphere, randomly generated planets and celestial bodies, and so on. Such things are raw materials from which you can perform great works of SCIENCE.

You may also bring objects or places from normal space into a folded zone, but be mindful of folding space around things that affect other things, like black holes or suns. Lastly, you may use these folded realms to escape from higher powers like the Chousin or stranger beings, at least temporarily. You cannot run forever, however.

As long as you are conscious, you may open a portal to your own folded spaces at any time.

Wings of the Lighthawk

You have the rare ability to manifest Lighthawk Wings without a treeship. You're initially limited to one, but with training, you should be able to wield three wings by the end of the ten years. A single wing can defend against an infinite number of minor attacks from any direction, like bullets, blades or anti-personnel

energy weapons. Attacks from vehicle or ship-mounted sources can break the wing under sustained fire, forcing you to concentrate for several seconds to restore it.

Alternatively, you may use the wings as energy-mass conversion devices, creating always-useful armor or a bladed weapon. The wings and the weapons created by them have edges measured in Planck Lengths, though the wings will never cut anything you don't want them to.

Gear

50cp - Power Glove (Discount Scientist)

The power glove is a worn device which greatly enhances the wearer's strength, allowing them to crush or bend most 21st and 22nd century materials with their hands. A single purchase grants one glove. Each glove has an automatically recharging battery with a lifespan of 15 minutes. It recharges to full in 12 hours.

50pts - Energy Sword/Energy Pistol (Space-Pirate/Galaxy Police)

Nothing fancy- the energy sword has a self-recharging battery that lasts for 12 hours, or longer if you can provide power yourself. The pistol has 120 shots before it needs to recharge for 12 hours as well. Pirates get a discount on Energy Swords, Galaxy Police get a discount on Energy Pistols

100pts - Heavy Weapon (Free Scientist)

A larger weapon, like an energy rifle, or concussive energy blast cannon. They have 512 or 24 shots, respectively, and recharge after 24 hours of not firing.

50pts - Jurian Interface (Jurian Free)

This device is like a wood and crystal tiara, bracelet or other bit of jewelry which enhances your ability to psychically communicate with jurian tree technology. If you have one, you can access large infrastructure systems at an appropriate terminal, and have basic user access over most (sentient) appliances. Every function of your personal treeship is open to you.

For other origins, this device confers the 'Living Technology' perk.

100pts - Subspace Onsen (Free for Space Pirate, Discount for Drop-In)

You have found or constructed a wonderful retreat away from everything. It has infinite hot water provided by normal fixtures or resplendent waterfalls. There are dozens of pools of varying size, shape and privacy, as well as a fully stocked kitchen and bathside bar.

After the jump, it automatically connects itself to your Warehouse and can be accessed from there, or summoned to some location in your current reality.

As long as it is outside your warehouse, it can expand its subspace dimensions to support an infinite amount of occupants. Otherwise it is capped at 50 people. Either way, it cannot store objects or materials.

200pts - Body Enhancement (Free for Galaxy Police, Discount for Space Pirate, Jurian)

You've been given the appropriate magical/nanomachine/genetic treatment to be a peak example of whatever species you happen to be, and then had the dial twisted up to 11. You have five times the normal strength, dexterity and endurance of a professional athlete or soldier.

100pts - Control Cube (Free for Galaxy Police)

This device is an omni-applicable supertech gizmo that can seamlessly interface with any other piece of technology as advanced as it or less. How, you're not sure- because clarketech. The important part is, it can act as the terminal for your smartphone, your computer, your TV remote, car keys and whatever else you can think of, as long as you know how to work a rubix cube.

It also doubles as a personal dimensional pocket, so you can store 3 cubic yards worth of non-living objects inside. It can also hide itself dimensionally. If lost, it can be called back with a gesture.

50cp - Jumper A and B (Free Scientist)

Despite their whimsical name, these devices are toys, designed to fold into subspace and reappear on a suitably dramatic cue- usually shouting at how great their owner is or exulting some achievement.

200cp - Robot Assistant (Discount Scientist)

You have a brilliantly effective robotic assistant with a fully realized if somewhat introverted AI personality. Outside of combat, its body is indestructible and able to endure any conditions in pursuit of scientific rigor. It can carry materials, assemble anything from sufficiently detailed plans (but don't expect it to have much in the way of inspired ideas). Its arms are multiform tools perfect for any kind of supertech science.

If it is somehow destroyed, its personality core will immediately teleport through alternate spaces to appear in your pocket.

400cp - Matter Conversion Apparatus (Discount Scientist)

A truly awesome device, this piece of equipment is the size of a large debris mulcher- because that is what it is down to a molecular level. Unfortunately it's not very efficient, giving you a 3:1 ratio of matter and energy going in as to useful material going out.

Essentially- if you put in 300kg of garbage, you'll get 100kg of any substance that can be found on the periodic table- even the transuranic elements.

With sufficient tinkering (and more than 50 years experience with it), you might be able to get a 2:1 return, or make it even more efficient.

300pts - Master key: (Drop-in Discount)

You have a rare Jurian artifact that acts as an interface for all kinds of Jurian technology. It is made out of the bark and crystallized sap of a first-generation sentient tree. Because of this it has administrator access to 2nd generation tree ships and below (though you need to be at the tree to make contact).

Master Keys can take many forms, including that of sword hilts. If so, it can generate an energy sword. All Master keys also can create personal defensive shield (something most Jurians can't do without tools). This shield can protect you from energy blasts and gunfire, but it will fail under sufficient incoming damage.

Unfortunately, if you're not Jurian, you're not supposed to have a Master Key, and will be 'asked' to return it. Strenuously.

200pts - Starship (Galaxy Police Discount)

You have a serviceable spacecraft capable of interstellar travel, and has enough room for all of your companions, though you might have to double or triple up in some cases. It has low-level stealth technology

as to allow it to land on undeveloped worlds without causing riots, but don't expect cloaking hijinks. It comes equipped with basic weapons.

200-400cp - Living Ship (Space Pirate, Jurian Discount)

You have a living ship, either based on the Jurian tree technology or some other exotic means of transportation. Regardless, your ship is like a pet, and it will work better for you if you take good care of it and treat it well.

For 200cp, you gain a Third-Generation Tree Ship. (Jurian Discount)

For 300cp, you gain a Second-Generation Tree Ship. (Jurian Discount)

For 400cp, you gain a Masu Superiority Space-Combat Platform. (Pirate Discount)

For 400cp and the perk Smiling Goddess Leaves, you gain a First-Generation Tree Ship. (Jurian Discount)

In all cases, your living ship has a good chance at being able to outrun and outfight any non-living ship in a one-on-one contest, but suffers against superior numbers. If the ship is destroyed, destroyed, an egg or seed can be found and you can regrow it.

400pts - Holographic Computer (Discount Scientist)

You have access to a multi-dimensional computer terminal hidden in a folded space pocket. It can seamlessly interface with any computer or similar device you currently own or have reasonable wireless access to. It does not give you passwords or access beyond "I can communicate with other systems."

The interface is purely contextual- which means you never have to learn how to use it. Instead the computer learns how to understand you/your actions.

Drawbacks

You may take any number of Drawbacks, but gain no more than 600cp from any combination of them. Points gained from 'The OTHER Chousin One' is the exception.

+100cp - Wanted (Dead or Alive)

There's a price on your head, and everybody who's heard of it will probably at least TRY to take you down. Operative word is 'Try'. Be prepared however to have your plans change because of some plucky detective or bounty hunter traipsing into your life. (There is also a non-zero chance they might develop a crush on you, if appropriate.)

+200cp - Hopeless Suitor

Somewhere, someone wants to marry you. You might know them, you might not. You might like them, they might like you, but no matter what, three years after the jump starts, your fiancée will appear with weddings on the mind. You'll have to figure out how to hide, or run fast enough to evade their grasp, as their timing is always terrible.

If you end up getting married before the 10 years are up, the jumpchain ends. Fortunately, your new Wife will be awesome, and slot neatly into your life.

You may take this drawback once for every 200cp you've spent, but you can gain no more than 400cp from multiple instances of it.

+200cp - Multiple Spouses

Through some hidden clause, bloodline you had no idea about, or other circumstance, you have two spouses, and more importantly, two households that you have to keep happy. Unfortunately, the extended families hate each other, and your marriage was of political convenience. Your wives are stuck as well, as all they can do is provide emotional support. Ongoing bride-price/dowry/alliance negotiations means you can't even go on a honeymoon, or even kiss.

If you take this drawback alongside Hopeless Suitor, your spouses become fiancée instead, and are actively competing to see which of them becomes First Husband/Wife. You are invariably caught in the crossfire, and someone, somewhere is laughing. You're not.

You may take this drawback once for every 200cp you've spent, but you can gain no more than 400cp from multiple instances of it.

+300cp - Hunted

There is a galaxy-known super-criminal mastermind after you, a depraved scientist who has realized that there is a secret inherent in your jumper nature that would be *perfect* for his plans. Four years after the jump begins, he will set out in search of you. He can be defeated, but he always returns for another round a few months later... All he wants to do is kill you and arrange your component parts. For Science.

You also have a tendency to run into captives, which leads to rescue romances. Go figure.

+300cp - God-Emperor of Jurai

Masaki Tenchi is the culmination of a million-year plus plot to shake the cosmos and reveal greater gods than the Chousin. You have no idea if he can ever do that, but you do know that you found yourself on his naughty list somehow. Four years after the jump begins, Tenchi will appear as the new emperor of Jurai and turn the whole civilization towards finding you. Destroying you he wants to save for himself.

Your first battle will have Tenchi with four Lighthawk Wings. Every year after this battle, Tenchi will gain an additional Lighthawk wing, to a maximum of 10. On the 10th year of the jump, he will also have command of Tsunami (the goddess-battle-tree-ship).

Good luck!

There is a non-zero chance Tokimi will develop a crush on you, using you as a proxy in a goddess-sister rivalry with Tsunami.

+750cp - The OTHER Chousin One (Takes up both drawback slots).

You figure into the grand, several-million year long plan of three incarnate goddesses. They don't intend to *kill you*, but they do intend to use you to further their own ends- and their minions are not the play-nice type.

This drawback essentially declares you as an 'Additional Tenchi', and as such, the Chousin will be stacking the deck against you in such a way as to encourage you to shake the universe so hard, God falls out. If you *happen* to die, well, that's why there are multiple Potentials.

Expect to be thrown head-first and directly into any ongoing plot that may or may not involve singularities being thrown around.

Or weddings. Loooooots of weddings.

Ten Years Down

No Need for You.

You're back home!

This Side Up

You want to stay? Be prepared for a wild lifetime of sci-fi shogunate clan politics, space opera adventure and slapstick! Also weddings, looooots of weddings. Some of them might not even be yours!

The Jumper Solution

Well, it's likely that you collected more than a handful of lovely companions... May as well take them all with you, if they're willing! You'll notice that all the drawbacks involve or imply more companions, and as usual, all negative effects of drawbacks end after 10 years. Divine characters or similarly empowered beings may join you, but they self-impose certain limits on their powers- they're into *you*, not god-modding across the multiverse.

All Perks earned in this jump grant you both Slice of Life and Space Opera incarnations from this point on.

Double Jumper

If you started in either Slice of Life or Space Opera mode, you can immediately turn around and switch into the path you didn't take the first time- you keep all the same selections as before, and any choices or changes you made are still in effect.

As mentioned previously, your first run through gives you 1000cp, and you can only gain 400cp from drawbacks. The second round through, you are given 800cp, but can take up to 800cp in drawbacks. All selected perks 'switch' to the relevant mode as well.

After you complete the Space Opera Jump, You become aware of the Ultimatum Perks. Taking one of these perks locks you into the Endgame Mode, detailed below.

You are not required to run each jump back to back- you can come back later to pick the road less traveled.

Endgame Mode

After spending 20 years in Tenchi Muyo! you'll have likely gotten a pretty good bead on things. You may come back for a third and final time (or simply run 3 jumps in a row). On the third visit, you will be given the option of a single Ultimatum Perk. You cannot take any drawbacks, nor do you get a fresh budget of CP for the last round.

Once an Ultimatum Perk is selected, you are now on track for the Endgame. As mentioned, by this point you will have spent 20 years in Tenchi Muyo! - that means he has 20 years of experience, 20 years of harem building, etc.

In the endgame scenario, you have two objectives: Disrupt the Chousin Experiment, and then survive 10 years.

The timer does not begin until the experiment is dismantled. If Tenchi or anyone else ascends to their full power, the endgame scenario has failed. Full power is defined as something in excess of 10 Lighthawk Wings, which even the three Chousin cannot accomplish.

It should go without saying that proving the existence of Jump-chan would complete the Chousin Experiment, and thus you would lose the endgame scenario.

You are not required to kill Tenchi, but it could be considered the quickest way to starting the timer. Be aware that once Tenchi is sufficiently imperiled, at least one Chousin will take interest...

As a final note, you may bring in all your companions during this endgame sequence, though only eight of them will have access to their full powers at any one time. This is to prevent flooding the universe with an unending army.

You may visit the Warehouse to re-select who has their powers at what time, but each companion you're switching power priority to must be present, so you can't depower a prisoner and empower someone to help rescue them.

In all other cases, your non-primary companions have 'Casual strength' powers which do not impact the endgame jump positively or negatively.

Notes

Living Ships and Sentient Trees

Living Ships in Tenchi Muyo! are amazing. We're going to get this out of the way right now. The weakest/most common Jurian Tree Ship is apparently capable of destroying planets. I don't fully understand how, but they're clarketech. Seriously.

Now, that being said, Living ships in general are not invincible- they can be defeated by sufficient firepower, tactics and the like, but in a one-on-one fight, they are *usually* going to win against a vessel of similar role or overall weight-class. They can also fight well above their weight class.

Living ships are in general, fiendishly maneuverable, but tend to lack point-defense weapons, relying on agility to evade enemy fire.

Jurian Treeships are a specific type of living ship, and share some interesting common traits.

- They can self-repair with sufficient time
- They're controlled by psychic interface, with the sentient tree acting as a central controlling intelligence/computer.
- They have an internal folded dimensional space is tailored to the owner, and is usually large enough to support plants, animals and bodies of water. It's about the size of a large city park, with most of the amenities woven into the clarketech nature environment.
- Their defense is focused entirely on maneuverability and the Light Hawk Wings.

The other kind of living ship is the Masu Superiority Space-Combat Platform. Or, more commonly know as the Cabbit ship. Your Masu craft doesn't have to be a Cabbit, but it *will* be a disgustingly adorable companion that can transform into a ship.

Masu craft lack the amenities and psychic control of a Jurian craft, but make up for it by having less conditional weapons and defensive mechanisms. Canonically, Ryo-Ohki and Ryoko were able to defeat the entire Jurian military, but they are exceptions- not the rule.

In both cases, as mentioned in the Gear section, Living Ships of both types will create a seed or egg from which a new ship can be grown.

Lighthawk Wings

Ship-generated Lighthawk Wings have two primary functions- directional shields and offensive energy weapons. They cannot multitask- a ship is either defending or firing, but not both.

Defensively, Lighthawk Wings can protect their ship against any attack. If an attack hits a wing that would destroy the ship, the wing is destroyed instead and the ship remains unharmed- this includes ongoing effects such as blast waves and so on. Note that Lighthawk Wings are still directional, so the ship's hull will take (admittedly reduced) damage when struck directly.

Restoring a wing takes several minutes, meaning that Jurian ships have a very clear indicator of combat endurance. If you knock out all 3 wings, the ship must rely on its comparatively weak armor to survive.

Offensively, Lighthawk wings can be focused into an energy projector beam which to my knowledge, cannot be defended against except by similar shields, or having planetary masses between attacker and target.

When used against enemy spacecraft and the like, firing is often rapid in short bursts, with a charge time measured in a few seconds, and a comparatively fast reload. When used for surface bombardment, Lighthawk Wings can glass a planet- but it takes a significant amount of time for a single ship to do so, weeks if not more. Charging up for such a blast also takes several hours, and uses three wings at minimum, leaving none for defense.

Firing a primary weapon such as this does not deplete a wing.

Fortunately, only 1st Generation tree ships can fire their light hawk wings indiscriminately- all other tree ships require an override from a 1st gen ship or a master key from one.

Using Lighthawk Wings:

Qualities and information regarding Sentient Trees:

A tree's generation refers to how distantly related it is to Tsunami-no-ki, the original Sentient Tree. 1st, 2nd and 3rd generation trees are Sentient, with actual personalities and motives/morals. These trees choose their bonded captains/owners, and there is no way to compel a tree to select someone else.

Trees of the 4th generation and below act as non-sentient computer/control systems for any number of tasks, and Jurians deploy them as they see fit. In all cases, Royal trees can bind with life forces and confer longevity and extended youth well in excess of normal lifespans.

All Sentient Trees can produce a medicinal water that speeds healing of their bonded partners.

0th Generation: Tsunami-no-ki

This is the tree from which all other Sentient Trees are descended, and is an incarnate goddess that lives on the planet of Jurai, capital world of the Juraian Empire. It's the most heavily protected place in the Empire, and is actually quite literally a Goddess.

First Generation Trees

These are extremely powerful and rare trees, and Tsunami-no-ki only provided a comparatively small number of seeds to grow these grand beings.

Ships constructed around 1st generation trees are truly legendary vessels, and are incredibly maneuverable despite their strange construction. These trees can generate up to 3 Lighthawk wings, and draw their power directly from Tsunami.

First-generation tree ships can attack and defend with their wings, requiring no override authority.

Second Generation Trees

While not as rare as the first-generation, these trees are potent allies. Princess Ayeka has command of the 2nd Generation ship *Ryo-Oh*, for example.

Second-generation treeships can produce 3 Lighthawk Wings, but offensive use requires an override command from a first-generation tree or it's Mastery Key.

Third Generation Trees

The vast majority of the Jurian military is composed of 3rd generation treeships, which can only make a single Lighthawk Wing when paired with a second 3rd-gen vessel.

Fourth Generation Trees

As previously mentioned, fourth-generation trees are non-sentient living computers. They're very effective and efficient tools, but do little more than act as controlling terminals for various other devices.