



# Tenchi Muyo! War on Geminar

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**Intro:** The Tenchi Muyo series is huge, and the canonicity may not be particularly clear to the uninitiated. This part of the series and Jump take place after the start of the main timeline and GXP. The story takes place in the world of Germinar, and you no longer need to worry about multiversal goddesses, planet-busting trees, and other such things for your stay. Following

Masaki Tenchi's half-brother Masaki Kenshi, this story would normally start with the attack on the Swan (a flying landship), but it now starts with the arrival of Kenshi at the Summoning Ruins still not long before.

This world is bathed in high levels of a relatively nondescript energy. This prevents nearly all technology from working above a certain altitude in addition to making others extremely sick, eventually to the point of death, should they stay in these areas. Even the pilots of this world's holy mecha cannot enter these areas or they both will shutdown. This has led to the higher lands being covered in mostly normal flora and the occasional super flora. The people of this world have coped with this by building their cities lower than the effected areas and carving out valleys for travel.

Take your pick of the purchases available below with the 1,000CP (choice points) provided, and be sure to read the notes.

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**Origins:** How you start in this world. Your age is 15 and your gender stays the same. Both can be changed for 100CP.

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**Drop-In (Free)** – You just show up in the Holy Land one day. Someone will probably pick you up sooner or later. No memories, no allies.

**From The Alternate World (Free)** – Sent through from Earth by some means you don't understand by somebody you don't know. Your average life up until this point is about to change.

**Native (Free)** – A commoner (excluding a purchase) who turned out to be a seikishi. Sent to school to refine your talent and earn prestige.

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**Starting Locations:** Fixed locations you start out in.

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**Summoning Ruins (Drop-In, From The Alternate World)** – Where Kenshi shows up, and the very start of the plot. Mind those shady looking individuals over there.

**Holy Land (Native)** – The location of the academy where a majority of the plot happens. Viewed as a neutral zone, young seikishi from all the neighboring countries come here for an education. Having most of the various country's up and coming military forces here will eventually make it the standing ground for a coup to capture them all. You'll be going to school here. Even if not of the Native origin you may find yourself here sooner or later.

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**Perks:** Discounts are 50%.

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**Seikishi (Free: All Origins)** – You're one of a lucky few who due to various and not explicit reasons can pilot the seikijin (plot device mecha) of this world. Not without consequence. Seikishi and by extension seikijin have what's called an "operational limit". For seikishi, this manifests as physical to eventual mental exertion and or a potentially life-threatening sickness. For seikijin, this manifests as rapid decay to the point of limbs and such falling off. You'll find yourself to be remarkably average in all respects. It should be noted that the vast majority of seikishi are women (almost literally all of them) and that due to this they have more privileges

than their male counterparts who are basically property. Male seikishi are rare and a talented male seikishi extremely so. Should you find yourself talented and a male you'll definitely have groups vying for you. Should you be male and have any of the 600CP perks along with either (if you can use it) Gaia, Black Seikijin, or White Seikijin you'll have every group wanting you. That's not an exaggeration. You might very well be able to marry yourself into a position that gets you the power of a king.

**Both Exist (100CP) (Free: Drop-In)** – Sometimes you just need to keep your motives to yourself. This will help with that. You could now live your life as literally two different people and never trip up. Be as mad as you can be and show a face of boundless stoicism. You won't ever give yourself away so long as you don't try to be more than yourself and one other person.

**Big Koro (100CP) (Free: From The Alternate World)** – People tend to find you affable and cute while nature itself seems to open up to you. You have no trouble finding difficult to locate things with just a stroll through the forests. You also instinctively know to a point what you've scavenged can be used for. With just a few more skills you'll basically never have trouble living off the land.

**Blue-chan (100CP) (Free: Native)** – As it turns out the various people you'll see in the anime with unnatural hair or eye colors are like that and it's not just a stylistic thing. Well, it is just a stylistic thing, but it's real! With this you too can have whatever color hair and eyes you want. Blue hair and orange eyes? Go for it. Nobody will think this is weird and at worst will just associate the coloration with you.

**Dark Elf (100CP)** – You're one of the people who dwell in the forests. They boast on average a much greater physical condition than humans but you yourself are a little beyond even that. Enough to match Aura. This makes you the second or third fastest runner in the world, the equal to several people in combat in terms of strength, and just very healthy in general. Those of them that end up becoming seikishi are capable of using Dark Elf Field a spherical pulse of purple energy that drains them completely but is capable of taking down even something like the Black Seikijin temporarily if it hits directly. While they suffer from a "weak period" at times you don't due to your otherworldliness.

**Seiishi (200CP) (Discounted: Drop-In)** – Someone who has been baptized (formed a contract with the goddess). The short of it is that those with this can then heal or aid in the recovery of their, someone else's, or a seikijin's (includes seikishin's) body using Ahou (it's never actually explained what this is, but for the sake of accessing its healing, life energy will do). This is explicitly the body though and it cannot effect the mind.

**Jackpot (200CP) (Discounted: From The Alternate World)** – Your ability in mastering commoner type skills is the likes of Kenshi. You only start out knowing what he knows if applicable to this world. You could cook with the best, find all the best ingredients in an area you've never been to, perform intensive labor at several times the speed of even a professional, build a house, make furniture, fish, swim, and more. You could even give someone a massage so good that they find pleasure from just the wind on their skin or from someone touching them. You've been warned. Also enables you to do skills you've truly mastered to preternatural levels. This doesn't remove your proverbial cap it just raises it to the point were you could leave masters who've spent their entire life dedicated to their trade shocked and awed.

**Ideals (200CP) (Discounted: Native)** – You have a talent for finding and recruiting the people

around you who think similarly as you. While other people won't be inclined to change the way they think it helps to have a reliable way to tell who is a potential ally and who is not. Perfect for when you want to do something shady but need to do recruiting on the down-low.

**Field Workshop (200CP)** – You're now the likes of Wahanly when it comes to building tech. This includes all manner of things. Steam powered dynamic armor, kikkoujin (closer to quadruped mecha on wheels than seikijin), tanks, improvements on certain types of tech that already exist, and other sorts. While you now find it if only slightly easier to create things that run on different energy types you specialize in steam, which most of everything you create with this will run on. You like her also have a talent for using what you learn from field experience to improve your designs vastly. The finished product will almost always be better if you have some manner to test and tweak your creations.

**Zamasu (400CP) (Discounted: Drop-In)** – Someone has to do the teaching around here and while that isn't you it could be if you happened to know the material. Along with a teaching ability on par with the best school in this world you also find yourself able to keep your students engaged by using... unconventional methods. You want to know the gossip on your fellow student? Only after you do your homework. Want a kiss? Pass the finals. With just a little work there is no one around that you couldn't keep interested and satisfied both in and out of the classroom. If you had this and were actually a teacher here you could be in an open relationship as a woman with basically the entire female student body. Even out of world you'll find this works like it would here but that does still mean your students need to be getting results.

**Wild Beast (400CP) (Discounted: From The Alternate World)** – Your physical condition is matched only by Kenshi. Lift trees that weigh several tons, fall hundreds to thousands of feet and be fine, easily outpace the fastest dark elf known... Amongst other things. Aside from Kenshi there isn't anyone in this world who can match you in raw physical ability.

**Royal Education (400CP) (Discounted: Native)** – When you were young you went through a rigorous training course to make you fit to be the ruler of a country despite your station. This includes everything you would expect from higher education, etiquette, finances, gambling, tactics, diplomacy, and a slew of other subjects. You find it easier to adjust yourself to social situations that you are unfamiliar with as a result of your being so versed in them already.

**Church Workshop (400CP)** – Behind the scenes a lot is controlled by the religion of this place. Like how even the main weapons the countries fight with are loaned out as a way to stop an arms race. While a startling few know how to you're one of the people who can build seikijin and seikijin weaponry. This may not seem like much but this technology is extremely complicated and thus why despite people trying no one has been able to fully replicate it let alone to the point of the things they don't let out. As a secondary effect this makes it easier for you to keep information from leaking out that you'd want to keep secret.

**Core Crystal (600CP) (Discounted: Drop-In)** – Through some level of plot armor you're an original core (artificial life) and manage to survive in stasis until someone found you as a child and raised you. This first and foremost means that you don't suffer from having another personality but do not possess a second form. Perhaps due to being made before things went really bad (the downfall of the previous civilization) you cannot be compelled by any but yourself. The real boon of this though is that you no longer lose experience in anything that

could pertain to fighting. Ever. You will always be able to operate at your peak in terms of skill. These were originally created to be implanted into another body when the host dies and while you can do this too the core doesn't hold minds well. Meaning that while this could save your life outside of the chain you will lose if you have to result to it during. Also due to this the core doesn't stop physical degradation. It is up to you to keep up with your gains. Lastly, this puts you on par with Doll in terms of combat abilities.

**Chosen One (600CP) (Discounted: From The Alternate World)** – You're the result of a union between an artificial human (or artificial dark elf if you took the perk) and a human (again, or dark elf). Beyond making you resistant to being controlled (though not totally immune) this also gives you Kenshi's combat abilities and the ability to learn them as quickly as he did to the level he did with the exception of those gained from being a Masaki. You and Kenshi are the best pilots this world has ever seen. If taken with Wild Beast you can casually defeat a dozen fully armored men with swords. Without it and you're still more skilled in personal and seikijin combat than anyone from this world.

**Nobility (600CP) (Discounted: Native)** – Truly you are a pedigree. In terms of planning and combat abilities you're the likes of Dagmyer. You could put together a plan to overthrow a country, persuade people to back you, and lead the rebellion yourself near flawlessly. If actually of the Native origin you're sure to have some impressive title. If you take this and are not of that origin or take this and move on to another world you will find it easier to convince people that you're high-born or from a defunct but equally as prestigious group.

**Barrier Workshop (600CP)** – It is better to say that the arts of creating seikishin (previous civilization seikijin) are lost rather than destroyed. While by the end of the show a select handful will know how to create Gaia's Shield replicas you can take this one step further and make basic seikishin with room to learn. That might not seem like much but do keep in mind that Gaia and Gaia's Shield outclass everything created today. Who knows what you could do if you took the tech of before and combined it with the tech of today. As a bonus, you'll find that hidden or otherwise lost information is easier for you to find. Invaluable since you'll no doubt be studying a lot of unknown technology. Your combat abilities are the likes of Wahanly. You may not be the best in outright combat but your wit and quick thinking has gotten you out of more than one situation before.

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**Items:** Discounts are 50%.

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**Seikijin Wear (Free: All Origins)** – There is no standard uniform for those who pilot these. Some wear their school uniform, casual wear, or armor. Many however wear a skintight bodysuit underneath their clothes just in case. This often leaves nothing to the imagination and sometimes it REALLY leaves nothing to the imagination in the case of one teacher who is basically just wearing belts. No one finds that even a bit strange. You get your own single outfit from this. It may be as practical or as improbable as you'd like. People will be more okay with it than they otherwise would if it were not from this option.

**Seikijin (Free: All Origins)** – A large (several stories tall) bipedal mechanoid. Capable of flight, condensing a large variety of things to be used as weapons or an energy source (not entirely clear as it's never explained in-depth but imagine turning a steel beam into a small ball and then scratching it so that condensed energy leaks out to be harvested in some manner), creating a gravity barrier to hold something in place or act as a rough shield, energy blasts from

its hands, and other useful features. During times of maintenance, if enough damage is sustained, or if they shutdown they can envelop themselves in a super tough and bouncy translucent egg-shaped barrier. They're never shown going under water for long or into space at all and likewise never shown having to deal with large amounts of smoke or gas so it is unclear if they can deal with those things, but assume they can't. Without Black Seikijin or White Seikijin below yours is just the base.

**Seikijin Weapons (Free: All Origins)** – One of every type of weapon used by seikijin. Includes swords, shields, bows, guns, and more.

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**Formatting Apparatus (100CP) (Free: Drop-In)** – Allows you to edit Core Crystal technology. In theory, should you have one and had to replace your body with someone else's, this could be used to edit out those memories which aren't yours. Amongst other things. Comes with everything else you would need to work it with the exception of the data.

**Mushroom (100CP) (Free: From The Alternate World)** – A white mushroom with a strange hole covered cap. To say it is loved by the dark elves is an understatement. Worth a fortune, it is so desirable that the seed (yes, THAT seed) of great seikishi have been traded for it. Could probably make something of interest if you've brought alchemy to this world, or just a really good soup if you haven't.

**Kikkoujin (100CP) (Free: Native)** – One of Wahanly's. A sort of quadruped tank. Comes with the works. More or less the Seikijin Weapons but for Kikkoujin. Capable of matching some seikijin with a skilled enough pilot, the real boon of these is that they can go into places that seikijin cannot operate in such as areas with a too high energy density.

**Academy Workshop (100CP)** – You're given permission to access it and to use its contents within reason. Supplied enough to deal with the level of technology dealt with around the academy (save seikijin and the like). Enough to make many of the things from the Field Workshop perk. Most of them if you have funding. Upon your graduation you'll be given access to a similar setup elsewhere.

**Seikishin Reactor Barrier (200CP) (Discounted: Drop-In)** – From a high tier seikishin. Perhaps you could attach it to something you brought with you or you could just turn it into a bomb.

**Crystal Pendant (200CP) (Discounted: From The Alternate World)** – A pendant that is functionally identical to Kenshi's. The general aesthetic is up to you. Perhaps you can discern something from it. Animals tend to be friendly to it. You as well when worn.

**Armored Train (200CP) (Discounted: Native)** – A train that is functionally identical to Flora's. Can withstand a good pelting from the Flagship Fort option for a time. Has over a dozen cars attached. Some of them luxury, some of them housing, some of them storage, some of them really big guns that could easily level a city. The main gun is the locomotive train that fires what is the equivalent of a tactical missile or small nuke that causes itself to blowup. You can disconnect the cars behind them to stop them from going up in flames. The general aesthetic is up to you. Enjoy your armored locomotive.

**Gaia's Shield (200CP)** – Created for Gaia, seikijin cannot handle the strain of using it for long, but it can be used as a shield by Gaia indefinitely. It's main attack is a once per operational limit

blast capable of destroying mountains. It's secondary attack is that the shield can bite and eat things that get close enough to it. It is assumed that if it can eat other similar technology that it can repair itself or extend the user's operational limit time. The number of things that can damage this shield in this world can be counted on one hand.

**Meteor Falls (400CP) (Discounted: Drop-In)** – One of the largest if not the largest floating structure in this world. Imagine a square table with long legs with the tabletop being the command center. Meteor Falls drops a giant boulder the size of a small mountain from a kilometer high to any enemy trying to pass below it. In simpler words, it may seem crude, but its destructive power is enormous in this world where things can only fly so high to get around it. The general aesthetic is up to you.

**Flag (400CP) (Discounted: From The Alternate World)** – A simple white flag with your name written on it. Should you put it somewhere that it can be seen it will help immensely if you try to declare your sovereignty. Even if this would break a large amount of laws. Will also be seen as a neutral zone and you'll find yourself able to recruit your allies from other countries much easier. Even if that too should break a large amount of laws.

**Swan (400CP) (Discounted: Native)** – A ship that is functionally identical to the Swan. A long and mostly flat ship. As if someone took a large swarth of land, hollowed out some of the inside with luxury items, and made it fly. Has no guns of its own. The general aesthetic is up to you. Enjoy your floating palace.

**Gaia (400CP)** – The strongest seikishin (ancient seikijin) ever developed. Unless you have Chosen One (which even then will only make this work so well) or Core Crystal (to really make it move) it's just a hunk of junk. Could theoretically be made to get up and dance if you had some manner of controlling it from out of world. Even as just a base this is several times better than any seikijin that isn't the two directly below this option.

**Black Seikijin (600CP) (Discounted: Drop-In)** – Now when you use a seikijin, seikishin, or their weapons they'll transform into one reminiscent of Doll's. The Black Seikijin is stronger than any other seikijin, but it's less versatile than the White Seikijin. Can become white for more versatility if you're able to find inner peace. Doing so will make you calmer while it is transformed white. Still functionally better than any other seikijin. Should you run into any items that are effected by your force of personality and or morality this will effect that as well.

**White Seikijin (600CP) (Discounted: From The Alternate World)** – Now when you use a seikijin, seikishin, or their weapons they'll transform into one reminiscent of Kenshi's. The White Seikijin is more versatile than any other seikijin, but it's less strong than the Black Seikijin. It is also capable of compressing things to a much greater degree. For an example, really large rocks instantly or a small mountain in half a day with the right preparations. Can become black for more strength if you lose yourself to your emotions. Doing so will make you somewhat insane while it is transformed black. Due to how these work it is entirely possible for you to overexert yourself and die since you'll be in something of a frenzy. Still functionally better than any other seikijin. Should you run into any items that are effected by your force of personality and or morality this will effect that as well.

**Flagship Fort (600CP) (Discounted: Native)** – A ship that is functionally identical to Shitoreiyu's. The one in world looks like a fat flying chess castle piece and has over a hundred guns of similar make as those described in Armored Train. It is presumed to have quite a lot in

it as it is fairly large though we never see more than the control room. It has powerful shields that can withstand an onslaught of the Armored Train option for some time. The general aesthetic is up to you. Enjoy your floating fortress.

**Tenchi Sword (600CP)** – The sword in its last moments not the small mountain in a gravity-blocking ring. Can cut through even Perfect Gaia (Gaia's Shield fused with someone with a Crystal Core fused with Gaia itself) like its not even there. Its a seikijin size weapon to clarify. Functionally a fixed shape sword with Light Hawk properties (sharpness, durability, and such). Should any but you try to use this it will not be corporeal for them.

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**Companions:** Allies and potential allies. No companion chain purchasing. No companions taking drawbacks.

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**Breeding Studs (100CP):** Not really, but potentially. The import option. Up to eight can be imported with a purchase of this. They can pick an origin and get all their freebies in addition to 100CP to spend.

**Harem (100CP):** Not really, but potentially. You may designate eight people already here to be companions, create eight custom companions, or split the difference. Their relation and personality is also up to you. They could be your sibling, a rival, or perhaps something more. Wank it out. They can pick an origin and get all their freebies in addition to 100CP to spend. Those that you designate as companions must ultimately want to come with you to be able to leave with you. You could befriend them, mind control, or whatever you'd rather. They do not get the boons as everyone else.

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**Drawbacks:** 600CP can be acquired here. They will be removed in ten years time, or upon your failure. They trump other choices.

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**Masaki Jumper (+0CP)** – Masaki Kenshi never showed up. Though in his place you did. Your location is set to the Summoning Ruins if it wasn't already. Should you follow the known plot of him being trained for assassination you'll find yourself safe right up until the attack on the Swan. Whatever happens from then on is up to you.

**Berserker (+100CP)** – Self-explanatory. You just kinda go a little crazy in combat. Anything that moves is a potential target. Might lead to other problems. At least you enjoy yourself.

**Rodeshya Tore (100CP)** – You have a particularly nasty strain of it. In short, yours cannot be cured. If treated regularly it'll hardly be an issue though. You will still have the rashes but they can be covered up. If not treated it will eventually make you have a high fever, lose consciousness, and then develop heart problems. If even then it is ignored you'll end up dying. Symptoms caused through ignoring it will take a long time to go away if they go away at all.

**Childish (+100CP)** – You're 12. This changes your age. Depending on how you acted as a child you may be more composed or less. You will grow out of this, or maybe you won't...

**Good-For-Nothing Eyes (+200CP)** – You've got the bedtime eyes that kill. Unfortunately, you won't be finding any takers or even just plain romantic relationships while here. What a shame.

**Objective (+200CP)** – Whatever goal you truly want most in this world is no longer within your grasp. Maybe that was getting one of the cast to fall for you or building that new



prototype. Won't stop you from trying on occasion and if this somehow escapes you the drawback will just switch to the next thing. Somehow doesn't get to you as much as you'd think it should.

**Natural Talent (+200CP)** – You can have no abilities beyond those you buy here. Any items you've brought with you are locked away in your Warehouse that you also cannot access. Body Mod is unaffected.

**My Plight (+300CP)** – You now have a split personality that has its own form. They're not too different from you and have access to everything that you have. You experience everything the same. Whomever has the stronger will gets to be in control until it switches over in a moment of weakness.

**That Mad Scientist (+300CP)** – Through a series of unfortunate events involving hypnosis you're now easily compelled by others. You're meek and tend to cave on anything but things you're vehemently opposed to. Get ready to become somebody's whipping boy.

**Wahanlytech (+300CP)** – It is strange to say the least that other types of technology haven't come about sooner to be used in war. With this you can expect anything that Wahanly makes canonically and things like Gaia's Shield replicas to become commonplace. Effects anything you bring into this world with you if people can even remotely recreate it.

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**Endgame:** You've managed ten years in this place? Not surprising if you kept your head down.

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**"Will you take the responsibility?" (Stay)** – Whatever your reason you've chosen this place to settle. Some lucky girl is probably very happy with that.

**"I want to return home." (Go Home)** – How envious Kenshi would be.

**"Leave a bill without a due date for later!" (Move On)** – Either just continuing your chain or running from some bill collectors you set off.

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**Notes:** Where I put everything that would take up too much space above.

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- If you munchkin it up and take both Core Crystal and Chosen One with the origin From The Alternate World you were born from the union but had a core implanted into you that was an original one aside from the combat abilities when you were a child upon arriving in this world. If you do the same (or just Chosen One and the Native origin) but from the Native origin... I don't know. That should normally have been impossible. The most likely answer is that someone was able to be pulled from the alternate world in the more recent times and had you with Doll. Though that doesn't really make sense since you'd be about as old as her from her childhood until now. Perhaps this changes the entire plot and she woke up just long enough ago to have you before the start of the Jump? Afterwards they got super-duper lucky and found an original core and decided to put it in you?
  - Perfect Gaia as mentioned in Tenchi Sword is something that you might be able to become if you met the prerequisites. It is not recommended because not only do you lose your "human" body it is assumed you go somewhat insane.
  - If you munchkin it up and take both Black Seikijin and White Seikijin I don't know what will happen since that's not a thing. I'd assume it being vastly better than both

with the best traits (no going black or white it'll already be that good at its base). How this ends up looking is up to you.

- Assume that any perk meant to represent a character or item gives you their skill set or item equal to the end of the show. This means you will start out with an advantage of sorts but keep in mind that you're not here just for what would be the plot of the anime you're here for ten years.

- Every item you can get here self-repairs and restocks once you leave even if it shouldn't normally do that. Also, assume that whatever you get is a replica. There is no good gauge for how long this takes but assume that it goes off of how long it would take to repair or if for restocking how long it would take to get that item (food being replaced quicker than your ship that got smashed) in anime time. If lost, stolen, or destroyed they can be found in your Warehouse but depending on the item it might take a long time. If it's one of the purchases that call for it an attachment to your Warehouse one will be given. It'll self-repair and restock within reason as well. If an item would call for an attachment you can open a portal from the item to the attachment to the last place you were or the other way around so that you can actually make use of it.