



TENCHI MUYO!  
WAR ON  
GEMINAR

# Tenchi Muyo! War on Geminar

**Story:** The Tenchi Muyo series is huge, and its canonicity may not be particularly clear. This part of the series is an Isekai, Mecha, Harem spinoff that takes place after the start of the main timeline and GXP. It takes place in another dimension on the planet of Germinar, and so you will no longer need to worry about the mainline multiversal goddesses, planet-busting trees, or other such things for your stay. The protagonist is Tenchi Masaki's half-brother, Kenshi Masaki.

A large amount of this world is covered in varying levels of a relatively nondescript energy called Ahou. Translating roughly as "idiot magic", this allows the mecha called Seikijin and various other machines to operate for free. The downside of this energy is that in significant concentrations, sometimes called Ena, it will make people sick or potentially kill them given long enough exposure. Seikijin must operate hundreds of feet away from unarmored people because of this. Even while armored, Ahou acts as a sort of radiation that can penetrate materials. The high levels of low-altitude Ena otherwise allows various machines to fly. Above a certain altitude, Ahou-dependent machines and abilities fail to work. The people of this world have adapted to this by building their cities lower than the affected areas, and carving out valleys for travel.

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**Intro:** You'll be spending 10 years in this world. You begin just before Kenshi is sprung from the Swan (a flying land ship). There should be plenty of time to act if you want.

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**1,000CP (choice points):** Choice points. Your purchasing power for below.

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**Origin:** Your social standing. Any origin may receive no history as a Drop-In instead. Your age is 15. Males may switch to females for free, but females must pay 100CP to switch to male because male Seikishi are rare enough to be used in political bartering.

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## **Ronin (Free)**

You just show up in the Holy Land one day as an independent Seikishi. While not a hot commodity inherently unless male, owning your own sanctioned Seikijin makes you relatively valuable. Joining a noble family should be easy for you.

## **Commoner (Free)**

You were a member of a village in one of the kingdoms before being revealed as a Seikishi. You were then taken under a noble family to be trained. You will face class discrimination from many nobles, even as a male, unless notably talented.

### **Noble (Free)**

You were born into your station. You've never known especially hard work outside of your Seikishi training. Noble male Seikishi are not traditionally allowed to do physical labor because they're too valuable. Most of your peers are women.

### **Church (Free)**

The Church controls the distribution of Seikijins, thus ensuring the various countries are balanced in terms of military power. A fair few people are raised by the Church, and you were one of these souls. You're generally respected.

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**Race Section:** Germinar was originally only inhabited by humans. You'll be able to switch back and forth to your chosen race after the 10 years is up.

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**Human (Free)** - The standard default race. They are not especially notable outside of their potential colorations. Any color hair or eyes is not impossible, and seemingly somewhat common amongst the nobility.

**Dark Elf (100CP)** - You're one of the people who dwell in the forests. Dark Elves boast a much greater physical condition than Humans, but you are beyond even that. This makes you the roughly third fastest runner in the world, the equal to at least a couple of people in strength, and are just healthy in general. It isn't stated how long they live for, but it's presumably a long time.

Dark Elves do however suffer from a short "weak period" once a day where they become very emotional. Drop-Ins and Dark Elf-Artificial Hybrids will not. Those of them who are Seikishi are capable of using Dark Elf Field, a spherical pulse of purple energy that drains their Ahou tolerance completely, and is capable of taking down even something like the **Black Seikijin** temporarily if it hits directly.

**Artificial (500CP / 200CP)** - You're now one of three surviving artificial intelligences in this dimension created by the previous civilization. An original Core Crystal (techno-biological life) that survived in stasis until someone found you. As you still have your original humanoid body, you don't have a second personality, but also cannot shapeshift into another form. You look like a Human by default.

If your non-crystal body dies, you will persist as your small crystal form, and can be implanted into any intelligent, non-Artificial person through your contact to a small cut on their body. You will then over years overwrite their personality and

body until they are completely you. In the interim, you can talk to each other by speaking aloud, access their memories, and switch back to your own body temporarily. Once subsumed, their memories will remain, and you will retain their form to shapeshift into unless you die, again. Your crystal body is functionally ageless, but your humanoid body and any new host bodies will age.

As an Artificial humanoid, you will no longer suffer combat skill degradation, and your Ahou tolerance is much higher than anyone else. Your main advantage however is that you can pilot the last Seikishin (ancient Seikijin). Your main disadvantages are that you can't attack other Core Crystals, and that those with the know-how or technology can effortlessly control you. These are few and far between, bad guys slated to die, or good guys reluctant to use you. You also have no tells beyond an in-depth medical scan. Lastly, this puts you on par with Doll in terms of Seikijin combat skill, making you tied for the best in the world.

If you choose to be a **Hybrid**, the price will instead be **200CP**. You will lose the Core Crystal body, only being the humanoid form, but retain the lack of combat skill degradation and a significant degree of Seikijin combat skill. Your Ahou tolerance is greater than average, but it's not comparable to a true Core Crystal. The strength and reflexes of your body will however be multiplied a handful of times, and all your other senses will be enhanced as well. Identifying substances, herbal ingredients, and people from far away through smell alone is subconscious for you. Your spatial awareness is likewise amazing, allowing you to dodge without seeing. Seikishin will recognize your biowaves, but you cannot pilot them. Someone being **Artificial (500CP)** will no longer stop you from attacking them. It's possible that others try to control you initially, but you have the potential to break free permanently through will. This option means you're from another dimension, and largely invalidates whatever origin you picked.

**Hybrid (Free)** - The whole premise of the series is that Kenshi Masaki, a **Hybrid** of Human-Artificial-Juraian heritage, is equipped enough to defeat the last Seikishin. Feel free to combine any number of these. Unless otherwise noted, you won't be the worse for it. See: Commoner's 600CP perk **Spinoff Masaki** to become a Human-Juraian **Hybrid**.

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**Starting Location:** A fixed location to start in. An area to get your bearings.

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**Pilgrimage Route** - A valley that's viewed as a neutral zone and guarded by Seikijin.

The Holy Land Academy is at its end, where the majority of the plot happens.

Ronins or Drop-Ins should intervene in the soon-to-happen second attack on the Swan to gain access to the Academy through Princess Lashara. Whether you have your own ship or not, you're a short ways ahead of the Swan.

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**General Perk:** The bare minimum for the setting. Everyone important has it.

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**Seikishi (Free)** - You're one of the lucky few who can pilot the Seikijin (mecha) of this world due to your genetics. Not without consequence. Seikishi (pilots) and by extension Seikijin have what's called an "operational limit". This limit is how long they can operate without a break and maintenance, respectively. 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 literally falling apart. Your abilities as a Seikishi will be average. Seikishi cannot train up their operational limit at all, but Seikijin Frames can be upgraded. If you want a longer operational limit for yourself, take the options that grant that.

It should be noted that the vast majority of Seikishi are women, and that due to this they have more privileges than their male counterparts who are basically property. Male Seikishi are rare, and talented male Seikishi are extremely so. Should you find yourself talented and a male, you'll definitely have groups vying for you. Should you be male, pick a 600CP perk and item, you'll have every group wanting you. That's not an exaggeration. You might very well be able to marry yourself into multiple positions that grant you the power of kings.

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**Origin Perks:** You already have more than most! Discounts are always 50%.

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**Both Exist (100CP) (Free: Ronin)** - Sometimes you just need to hide your motives.

This will help with that. You could now live your life as literally two different people and never trip up. 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: Commoner)** - One of the many creatures native to Germinar are the Koro, squirrel-like mammals that are seen as cute. For one reason or another, people associate you with these small friendly creatures. You'll now be viewed as cuter, and given more leeway for any shenanigans you get up to.

**Blue-chan (100CP) (Free: Noble)** - Nobles may not have blue blood, but a number of them have blue hair. With this you too can have whatever color hair and eyes you want. Blue hair and orange eyes? Go for it. Nobody will think it's weird, and at worst will just associate the coloration with you.

**Field Workshop (100CP) (Free: Church)** - The Church has deliberately stagnated technology to maintain peace, but people must still be trained on what exists to keep everything running. You've now been trained to the skill level of an above average Academy engineer. You can do maintenance on all of the relatively basic Ahou technology you come across. You understand the basics of mechanized steam technology like Wahanly, but would need a working example or blueprints to really grasp what you're seeing.

**Secretive Executive (200CP) (Discounted: Ronin)** - A large number of Ronin want to ingratiate themselves to the nobility for a better life, but not all of them have the connections to gain a place at the Academy. You've sidestepped this issue entirely by having all the skills needed to infiltrate an institution and change its records to better suit your own ends. Infiltrating, hacking, and pickpocketing are skills you possess in spades. You also know how to make and use things like monofilament wire for climbing, and flash bombs to help you escape.

**Hiring Jackpot (200CP) (Discounted: Commoner)** - You've had a hard life until now, and so you have all the skills of a professional peasant. You can hunt, fish, cook, woodwork, mason, build a house, clean a house, and more. You're so skilled at the labors of commoners that you could leave masters who've spent their entire life dedicated to their trade shocked and awed. Your output is worth a whole team of people, and you can get said tasks done at least half again as fast. None of this is stressful for you, and amounts to exercise at worst.

As a bonus, I'll include you being unmatched in massages like Kenshi. You could give someone a massage so good that they have aftereffects from the pleasure. Enough that they might request you do so before their wedding night.

**Backroom Ideals (200CP) (Discounted: Noble)** - One of the hardest parts about hatching a scheme is recruiting like-minded collaborators in secret. Not anymore. You have a talent for finding and recruiting the people around you who think like you do. While some people won't be inclined to your way of thinking, you and those you recruit can now more reliably tell who is a potential ally or not. This is perfect for when you want to do something shady but need to do recruiting on the down-low, or otherwise want to secure your power base.

**Sacred Seieishi (200CP) (Discounted: Church)** - Someone who has been baptized (formed a contract with the nondescript Goddess). Those who have undergone this can heal their, someone else's, or a Seikijin's (including Seikishin's) body using Ahou. This is explicitly the body though, and it cannot affect the mind. Seieishi tend to be remarkable Seikishi due to their increased Ahou tolerance, and because they can actively heal their Seikijin during combat. The level of healing isn't explicitly stated, but regrowing limbs and the like is probably doable.

**Zamasu Sensei (400CP) (Discounted: Ronin)** - Someone has to do the teaching around here, and while it isn't you, it could be if you knew the material. Along with a teaching ability on par with the best school in the world, you also find yourself capable of keeping your students engaged by using rewards. These rewards could range from gossip, to flirting, or even full-blown sex. You'll also find that the taboo of having relationships with your students is removed. If you had this and were actually a teacher here, you could be in an open relationship with basically the entire female student body. Even outside of this world, you'll find this works like it would here, but that does mean your students need to be getting results.

**Arrested Attendant (400CP) (Discounted: Commoner)** - The whims of the nobility can be impenetrable for the average man. As there are potentially disastrous consequences for being so ignorant, it makes becoming a serf unappealing. Unless you have a way of making yourself invaluable. From now on, the more skilled you are, the more you can get away with. You may need to serve some time as the whipping boy of a noble or otherwise do community service, but you could potentially get away with an assassination attempt if you're skilled enough.

**Child Empress (400CP) (Discounted: Noble)** - When you were young, you went through a rigorous training course to prepare you to be the ruler of a country. This includes everything you would expect from the most elite education. Be it etiquette, finances, gambling, tactics, diplomacy, and a slew of other subjects. You matured unreasonably quickly because of this. While you start out older in

this Jump, in future Jumps you will reach full mental maturity at 12 years old, or whatever equivalent for whichever race you happen to be.

**Church Workshop (400CP) (Discounted: Church)** - A lot is controlled by the religion of this place. Even the main weapons the countries fight with are loaned out as a way to stop an arms race. While very few know how, 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. As a secondary effect, this makes it easier for you to keep information from leaking out that you'd rather keep secret.

**Sweetheart Contracts (600CP) (Discounted: Ronin)** - Ronin have a hard lot in life. Often born with only just enough Ahou tolerance to be Seikishi, they turn to crime due to their lack of ability. Most, but not all. Some become Ronin in spirit, and just do whatever they want. You now have an Ahou tolerance and Seikijin combat skill equal to Dagmeyr Mest, the greatest male Seikishi from this world.

In addition to having been born so lucky, you find that getting contracts for your Ronin work is both easier and more profitable. People are more able to find you when you wish, are less willing to give you or your hideout away, and situations tend to happen during operations where you'd make more money if you're willing to be unscrupulous. This doesn't have to be crime related. As an example, you could be approached by two lovers wanting to elope. If you play your cards right, you might be contracted to marry a prince or princess.

**Spinoff Masaki (600CP) (Discounted: Commoner)** - War on Geminar is explicitly a spinoff from the main continuity, and it's specifically based on a previous manga that may never get officially translated. What's canon from the main continuity or even the previous work isn't clear. This is troublesome because the specifics of Kenshi Masaki's lineage is the plot device that saves the day. The following will only work as described, even if it should otherwise contradict existing canon.

You are now a **Hybrid** of Juraian and whatever else you happen to be. Juraians are identical to humans in appearance, but are far stronger and can live for thousands of years for multiple reasons. Their baseline Ahou tolerance is unknown, but it's safe to say it's greater than average. While your Seikijin combat skill is now tied with Doll's for being the best in the world, the real boon of this perk is your ability to manifest the Tenchi Sword. The Tenchi Sword is a singular Light Hawk Wing manifested through a Seikijin by channeling enormous energy.

A literal metal mountain condensed into a Seikijin-sized weapon, levels of energy to maintain the sword for like two seconds. Light Hawk Wings are described as the biological energy of the gods, and they can cut through or deflect virtually anything. You can choose right now what you want your sword to look like, but it will be Seikijin-sized. For the duration of your Chain, both the sword's size and shape, as well as your ability to manifest just the one, is hardcapped. Post-Chain, know that manifesting more than ten will destroy conventional reality.

**Dame Jumper (600CP) (Discounted: Noble)** - You are truly a pedigree. In terms of Ahou tolerance and Seikijin combat skill, you're the equivalent of Dame Morga. That makes you the arguably most skilled non-**Artificial** being in the world, capable of handily defeating five Seikijins at once in melee. If you're not a Drop-In, you're sure to have some impressive title like being the court Seikishi of a powerful kingdom. Should you take this and not be of the Noble origin, or take this and move on to another world at the end of the Jump, you'll find that it's easier for you to convince people that you're high-born or from an equally prestigious group. This also helps you pass off your knowing in-universe secrets as well. Almost as if the Editor was pushing you into the story.

**Barrier Workshop (600CP) (Discounted: Church)** - It's more accurate to say that the arts of creating the previous civilization's version of a Seikijin, known as Seikishin, are lost rather than destroyed. While by the end of the show a select handful will know how to create Gaia's Shield (ancient superweapon) replicas, you can take this one step further and make basic Seikishin with room to learn. That might not seem like much, but the strongest Seikishin, Perfected Gaia, outclasses everything created today by far, and destroyed multiple planets worth of people. In service to this, you'll find that hidden or otherwise lost information is easier for you to find. This is invaluable since you'll no doubt be studying a lot of unknown technology. To top it off, your Ahou tolerance and Seikijin combat skill is the likes of Wahanly. You're above average, but you're no true contender.

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**General Items:** More than the bare minimum for the setting. Similar items can be imported into like. Items that are lost or destroyed will be replaced after a week.

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**Seikijin Wear (Free)** - There is no standard Seikishi uniform. The closest equivalent is a skintight bodysuit they sometimes wear underneath their clothes. This often leaves nothing to the imagination, and sometimes it REALLY leaves nothing to the imagination with one teacher wearing basically just belts. You get your own

single outfit with this. It may be as practical or as improbable as you'd like. People will be more okay with it than they otherwise would.

**Seikijin Frame (Free)** - A bipedal mechanoid that's multiple stories tall. It's capable of omnidirectional flight, technologically condensing objects to be used as weapons, ammunition, or as an energy source (harnessing the energy within condensed objects), creating a gravity barrier to hold something in place or to act as a shield, or firing relatively weak energy blasts from its hands. It operates using Ahou energy, being surrounded by Ena (dense Ahou) to fly, and will morph itself based on the biowaves of the person controlling it. A strong enough Seikishi could tear their Seikijin apart just by piloting it if their biowaves are too strong. While this frame is above average by the standards of the Academy models, there exists stronger knight frames that are controlled by the Church.

During times of maintenance, if enough damage is sustained, or if they shut down, they envelop themselves in a extremely tough and bouncy translucent egg-shaped barrier. The cockpit in the chest is made up of a similar material, and can be ejected during an emergency. 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 how well they'd really deal with those.

Your ownership of this is sanctioned by the Church, even if you're a Drop-In and they don't currently know it. It seems like it's fairly uncommon for individuals not aligned to a nation to actually own their own Seikijin, but you now do. This makes you especially valuable because countries will have extra incentive to recruit you.

**Seikijin Weapons (Free)** - You now have one of every type of weaponry commonly used by Seikijins. This includes a sword, a shield, a bow, an assault rifle, a sniper rifle, a railgun, and more. These too will morph based on the biowaves of the Seikishi, and are otherwise of above average quality like the frame itself.

**Contraceptive Shield (Free)** - While Ahou is not explicitly said to just be magic, it does translate as "idiot magic". This is one of the things shown that makes more sense within the context of magic. A glowing orange sunburst brand that's put on the lower back, it makes females who bear it infertile. You now have one yourself that can be toggled on and off. Fair warning, it probably doesn't work for males.

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**Items:** Boons and items. Similar items can be imported into like. Items that are lost or destroyed will be replaced after a week. Discounts are always 50%.

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**Formatting Apparatus (100CP) (Free: Ronin)** - This gun-shaped device allows you to edit Core Crystal technology. Should you be **Artificial (500CP)** yourself, this could be used to edit out any unwanted memories you may end up with, or even change your personality. In the most extreme case, it can completely wipe the existing self from a Core.

**Rare Mushroom (100CP) (Free: Commoner)** - A white mushroom with a cap covered in many holes. To say that it's loved by the Dark Elves is an understatement. Worth a fortune, it's so desirable that even the seed of great Seikishi has been traded for it. It would probably make something interesting if you've brought alchemy to this world, or just a really good soup if you haven't.

**National Allowance (100CP) (Free: Noble)** - While the Academy was created in the spirit of fostering peace between the nations, it's still a school with a tuition. You've been given a large sum of money to pay for your schooling. There will be enough left over to have fun with some extracurricular activities. Don't go gambling it all away.

**Academy Workshop (100CP) (Free: Church)** - Perhaps you actually work for the Academy, because you've been granted access to the Academy's engineering department, and have been given permission to use its contents within reason. It's supplied enough to deal with the needs of the Academy, besides Seikijin and the like. There's enough here to make various things from the Field Workshop perk. Upon your graduation, you'll be given access to a similar setup elsewhere.

**Seikishin Reactor Barrier (200CP) (Discounted: Ronin)** - Sometimes called an "anti-Ahou reactor", this reactor can use Ahou at such a rate that it disrupts Ena, causing flying technology to fall from the air. It's actually for a high-tier Seikishin, and is capable of generating an appropriately strong barrier. You could have it attach to something you own, or you could turn it into a bomb by removing its limiter entirely.

**Crystal Pendant (200CP) (Discounted: Commoner)** - A pendant that is functionally identical to Kenshi's. The general aesthetic of the cord it's on is up to you, but the crystal itself is impossibly complex by the standards of this world. It's actually a

piece of an unbelievably powerful living spaceship. Maybe you can learn something from it. It attracts friendly animals to it, and you as well when worn.

**Armored Train (200CP) (Discounted: Noble)** - A train that is functionally identical to Queen Flora's. It can withstand multiple shots from a **Flagship Fort**. There are over a dozen cars attached. Some of the cars are for various luxuries, some of them housing, some of them storage, and some of them are just really big guns that could easily level a city. The main gun is the locomotive, which fires the equivalent of a tactical missile or small nuke, but that causes itself to blow up. You can disconnect the cars as you need to. Its general aesthetic is up to you.

**Seikishin Shield (200CP) (Discounted: Church)** - Similar to the one created for Gaia (the last canon Seikishin), Seikijin cannot handle the strain of using it for long, but it can be used as a shield by a Seikishin indefinitely. Its main attack is a once per operational limit blast capable of creating valleys. Its secondary attack is that the shield can bite and eat things that get close to it. If it can eat Seikijin or similar technology, it will repair itself and extend the user's operational limit. The number of things that can damage this shield in this world can be counted on one hand.

**Flagship Fort (400CP) (Discounted: Ronin)** - A flying ship that is functionally identical to Shitoreiyu's. The one in-world looks like a giant flying bell, and has over a hundred guns of a similar make to those described in **Armored Train**. It is presumed to have quite a lot in it as it's quite large, but we never see more than the control room. There should be more than enough room for an army. It has powerful shields that can withstand an onslaught from an **Armored Train** and Seikijin. Enjoy your floating fortress. Its general aesthetic is up to you.

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

**Land Ship (400CP) (Discounted: Noble)** - A ship that is functionally identical to the Swan. It's so big that its stone and dirt act as natural armor. Imagine if someone took a large plot of land, hollowed out some of its insides with various rooms, and then made it fly. It has no guns of its own, but it has room for several Seikijin. It is

relatively durable, capable of surviving its own weight free falling from the sky. Enjoy your floating palace. Its general aesthetic is up to you.

**Seikishin Frame (400CP) (Discounted: Church)** - An ancient Seikijin frame comparable to Gaia, the canon last and strongest Seikishin ever developed. Unless you're an **Artificial (500CP)** humanoid with a Core Crystal yourself, it's not going to move. You could just study it. If you're a Core Crystal, you can merge with it in order to pilot it. It extends a Core Crystal's operational limit indefinitely, and it can fly outside of Ena or in space. The frame in its base form is not that much stronger than the strongest Seikijin frames, it even still has an operational limit itself, but all else being equal it would win more often than not. The real power of Seikishin are their perfected forms. Perfected Gaia would be when Gaia's Shield (**Seikishin Shield**), Gaia (**Seikishin Frame**), and a Core Crystal (**Artificial (500CP)**) fuse together. The resulting mecha can fly interplanetarily and overpower planets worth of people, but seems to go insane.

**Black Seikijin (600CP) (Discounted: Ronin)** - Now when you use a Seikijin, Seikishin, or their weaponry, they'll transform into one reminiscent of Doll's. The Black Seikijin is stronger and has a longer operational limit than any other Seikijin, but it's less versatile than the **White Seikijin**. It can temporarily become White for more versatility if you're able to find inner peace. Doing so will make you calmer while it's transformed White.

**White Seikijin (600CP) (Discounted: Commoner)** - Now when you use a Seikijin, Seikishin, or their weaponry, 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 can temporarily become Black for more strength if you lose yourself to your emotions. Doing so will make you somewhat insane while it's 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. It's also capable of compressing things to a much greater degree. For an example, rocks the size of houses instantly, or a literal mountain of metal in half a day with the right preparations.

**Red Seikijin (600CP) (Discounted: Noble)** - Now when you use a Seikijin, Seikishin, or their weaponry, they'll transform into one reminiscent of Dame Morga's. The Red Seikijin is faster than any other Seikijin, but it makes its Seikishi more willing to berserk. While you won't go insane like the White Seikijin, you will be more

bloodthirsty, and you attack so fast that you might confuse allies for enemies if they're in your peripherals. Enough self-control will bypass this.

**Grey Seikijin (600CP) (Discounted: Church)** - Now when you use a Seikijin, Seikishin, or their weaponry, they'll transform into one reminiscent of Neizai One's. The Gray Seikijin is stealthier and more ranged-weapons focused than any other Seikijin. It is the only Seikijin shown to go invisible, and it even moves softer and more quietly than other Seikijin. Unlike other Seikijin, it manifests a cloak to break up its silhouette.

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**Companions:** Allies and potential allies. They get quite a lot. Companions may not purchase others or take drawbacks.

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**Breeding Stud (100CP)** - One of your previously established collaborators. You may import or create a single companion with a purchase of this. They get an origin, whichever race they buy, their free perks, their free items, and 200CP to spend on whatever.

**First Wife (100CP)** - Perhaps you've gotten close to another. You may designate someone already here to be a companion. Whoever that you designate as companion must ultimately want to come with you. You could befriend them, mind control, or whatever you'd rather.

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**Drawbacks:** 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

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**Tenchi Before You (+0CP)** - If you've been to a Tenchi Muyo! Jump before where the times can line up, you may take this option to make them connect. Time dilation requires consideration here, because roughly sixteen years outside of this dimension is equal to literally thousands of years inside of it.

**Masaki Jumper (+0CP)** - Masaki Kenshi never showed up. Though in his place you did. You start out in the bird cage aboard the Swan. A girl named Doll is springing you from your cell. The crew of the Swan believe you were trying to assassinate Princess Lashara, but you specifically said you were there to take her with you before you passed out. Kenshi was told if he assassinated her he could go home.

**Savage Noble (+100CP)** - For all the pomp and circumstance, the most savage fighters in this world are from the nobility. Regardless if you're of that class or not, you just kind of go a little crazy in combat. Anything that moves is a potential target. This might lead to other problems. At least you enjoy yourself.

**Wild Beast (100CP)** - Perhaps you were raised in the Highlands and thus never experienced high culture, because you're now relatively aloof most of the time. You are driven more by your needs and wants, and often do innocuous things knowing full well they'll get you into trouble. You're mostly harmless.

**Childish Princess (+100CP)** - You're now 12. This changes your age. You will be influenced by this more or less depending on how you acted as a child. You can grow out of this, but maybe you won't...

**Good-For-Nothing Eyes (+200CP)** - You may or may not have bedroom eyes, but you won't be finding any romantic relationships while here. Sex is still on the table, but none of your relationships will be lasting. It will all be strictly professional.

**Objective Failed (+200CP)** - Whatever goal you wanted most in this world is no longer within your grasp. Excluding things like surviving and staying sane. This won't stop you from trying on occasion to achieve it, but you will never make progress. This won't bother you as much as it should.

**Natural Talent (+200CP)** - Your perks, items, and Warehouse are locked out for the duration of this Jump. You keep anything you buy here. Body Mod is unaffected.

**My Plight (+300CP)** - You now have a split personality. Whenever it takes over, your entire body transforms into another person with the opposite gender. They have access to everything that you do. They're not radically different from you, but they do care less about short-term consequences. You both experience everything at the same time. You will start out in control almost all of the time, but as the years pass they will be in control of you more often than not.

**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.

**Replication Crisis (+300CP)** - Even when considering that the Church is oppressing technology, it's strange that more things haven't been innovated. You can now expect things like steam tanks and powered armor to be everywhere, and lesser **Seikishin Shield** replicas to become commonplace. This can potentially affect anything you bring into this world with you if others get their hands on them.

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**Endgame:** You've stayed alive for 10 years. 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. You go back to the version of Earth that you left before Jumping.

**"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. Good luck.

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

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1. Whether you're aware of it or not, assume the Ahou vaccine was rolled into the **Seikishi** perk. The perk still works as described, and you don't risk death by being a Drop-In.
2. Seikishin technology is extremely rare, and people will want it if they know you have it. The Church will almost certainly not let you keep any such items.
3. Meteor Falls was removed due to its lack of utility outside of this Jump, and the general lack of understanding as to why it's valuable on this planet.
4. If you take **Black Seikijin**, **White Seikijin**, **Red Seikijin**, or **Gray Seikijin**, you will no longer have to worry about your **Seikijin Frame** or **Seikijin Weapons** literally falling apart if your biowaves are too strong. The Seikijin and weapons will instead grow stronger based on the color(s) that you have purchased, and will continue to grow stronger as your biowaves do. Should you run into any items that are affected by your genetic strength, force of personality, or morality, these should affect those as well.

5. **Seikijin Frame, Armored Train, Flagship Fort, Land Ship, and Seikishin Frame** come with a Warehouse attachments just big enough to store them in. Should you not have a way to get them in or out at the end or beginning of a Jump, they can optionally just be teleported out and in once per Jump.
6. Between the staff and students, there's roughly 1,160 people at the Academy.
7. **v2.1:** Updated the intro to include the genre tags. Added **Tenchi Before You**.