

NUKENAI SEIKEN-CHAN

Soooo...Jumper...I heard you like swords?
Have I got the place for you!

This is a world of adventurers and monsters, but life has been pretty peaceful for the inhabitants ever since Hero-sama defeated the Demon Lord 500 years ago.

The most powerful weapons are the Imperial Swords, blades with a soul of their own that are made with incredible power and can transform into cute girls.
You heard me.

In his journey to find Imperials and learn how to make one of his own, the swordsmith Tatara Ravenhart is about to find the legendary Imperial Blade, the Holy Sword Excelia...
...despite definitely not being a hero worthy to pull her out of her pedestal.
Which are her panties. Really.

I hope you like getting your hands greasy, because Imperial swords love a long session of firm, oily, full-body ma- um. Maintenance. Yes.

+1000 Sword Points

Locations

Roll a d10 to determine your starting location.

1. The City of Pekuros bustles with marketplace activity. Whether buying or selling, you'll get a great deal here.
2. Mt Kanda Kanda, the former base of a notorious bandit leader. Riddled with caves said to be full of treasure.
3. Gospero's Church, a small parish church dedicated to the holy goddess. They take in the sick and injured to nurse them to health.
4. Bape, a small village by Katol Lake. For an unknown reason, the locals are feeling lethargic. Are they under a curse?
5. The village of Mythril Valley. Hometown of Tatara, and a nice place in the mountains for blacksmithing.
6. Ruins of Halkya Shimka. The overgrown ruins of a long-dead civilization. Most of the good artifacts have already been taken, but not all of them.
7. City of Dohartz, near the Dohartz volcano and gift shop Wolken for all your volcano-exploring needs. At a price.
8. Aalbion, the city known as the centre for the Arts, and home of renowned swordsmith Gant.
9. Elnashia, the elven village. There is a tree here said to be so old it's watched over the entire history of the world.
10. Free Choice.

Time

You will be inserted into the world soon before Tatara discovers the hiding place of Excelia, the holy sword, unless you pick one of the drawbacks to alter this.

Background Options

Pick your gender for free.
Imperial weapons are always female but we'll let that slide just for you.

Drop In

You're new here, so feel free to just hang out, or sign up for an adventurer's guild, I guess. New adventurers appear all the time, nobody will notice one more.
If you really want, you can have the identity and memories of an adventurer or regular citizen of this world.

Swordsmith

Are you a "crazy sword maniac"? If you can't resist the heat of the forge, this is the option for you. Your goal in life is most likely to reach the heights of skill that the creators of the Imperial Blades attained, and make one of your own.

200sp Imperial Blade

You are a magical sword, imbued with a soul and consciousness. You have an alt-form of a sword, and one of a humanoid body that you can swap between with a small amount of mana. You are ageless and have no actual bodily needs. In humanoid form you are still as tough as your sword form and can use your sword form's powers. When in sword form, you are aware of your surroundings and can magically communicate with others.

Your magical powers are up to you to define, but should be on roughly the same levels as the examples below:

> For no extra sp cost, your power is at a similar level to Cursed Blade Carmilla or Phoenix. You have a potent effect tied to your blade, but it's only partially useful for combat.
> Carmilla could drink blood to gain mana, allowing her to drain monsters and people of their energy, and had a curse that caused those exposed to her to act out their dark desires, often (but not always) slaying their allies out of greed.
> Phoenix meanwhile held the powers of rebirth and restoration to heal and reinvigorate, and the power of flight.
>
> For an extra 200sp, your power is like that of the Ice Rapier Steelica. This blade could use powerful Ice Element Magic to reign in a dragon in the heat of a volcano, saturated with flame mana. If her blade was melted, it would reform a new one out of solid ice.
>
> For an extra 400sp, your power is a rival to Holy Blade Excelia or Cursed Blade Abaddon.
>
> Excelia was a potent weapon who could use her magic to make nova blasts of holy energy that pierce the heavens, or radiate holy light to cleanse and bless, and use it as a weapon against the minions of evil.
>
> On the other hand, Abaddon could absorb mana and excrete it as 'dark matter', which corrupted those it came into contact with, at first enhancing them, then eventually turning them into undead. She aimed to poison the world with this power to resurrect the Demon Lord. Abaddon herself is strong enough in raw unholy power that only Excelia could surpass her when the Demon Lord ruled the land.

Species

If you aren't an Imperial, you can select from the fantasy species below:

0sp Human
A widespread species of humanoid, known for their inventiveness and drive.

0sp Demi-Human
Your usual humans-with-animal-features species that covers catgirls, bunny boys, cow-girls, and canine-men.

100sp Dwarf
Don't let their height fool you, the Dwarves are some of the best smiths, miners and craftsmen in the world. They have a long life at 300 years, and work best with fire and earth magic.

200sp Elf
An elf's naturally long life, in the many hundreds of years, coupled with the ability to control their mana far more precisely than most humans, make them natural masters of anything they take the time to study, particularly the magical arts. They have the Refined Mana Flow perk for free.

200sp Kamaitachi
A weasel-like magical creature that rides a whirlwind and shreds and cuts with its razor-sharp claws. Incredibly fast, they are known for pranks, usually destroying property. This is a "normal" Kamaitachi.

400sp Construct
You are a construct from the ancient civilization of Halkya Shimka, a kind of golem. You are programmed to serve humans, and built for a variety of tasks from cleaning to combat. You have jets for limited flight, the ability to make a "gravitron field" to trap opponents, and four extra deployable arms. Your strength, toughness and speed is way beyond any armored human knight. The drawback is you have a very limited battery life and if you go "all out" for a short time you will de-power until your solar recharge restores your power in a few days.

400sp Dragon
Being a dragon comes with several perks, notably a powerful elemental breath attack, huge size, wings, nearly-impervious scales and near-endless lives. On the other hand, you will have difficulty crafting anything since you don't have opposable thumbs, and terrify the neighbors.
You can pick one of the basic magical elements to be your 'type': flame, ice, water or air.

Perks

Perks & Items are discounted 50% to the matching background,
100sp becomes Free.

General Perks

Free ※ Mental Image
Each sentient item you encounter will have its own humanoid “spirit”, and you can see a visual representation of a sentient item's spirit if they are in item form. It’s purely a mental visualization on your part.
The spirit of a sentient item appears similar to its creators: elven-forged blades will have spirits that look like elves with flowing hair and pointed ears, and dwarven blades are probably short and thicc.

Free A Very Thorough Polishing
When you touch and handle a sentient item, the sensation translates to touching their spirit form. The exact nature will vary depending on the item’s features. Holding a sword by its handle might only translate to holding their arm or hand (how lewd), while giving a sword’s blade a polish with an oily cloth could make them feel like they’re getting a rub-down with lotion. You can probably guess how carefully maintaining and grinding the blade’s edge and tip with a well-lubricated whetstone feels for them.

Free/100sp To Keep Ecchi Luck
Life is just a bit more perverted than usual in this world. Don’t blame yourself, it’s just the way things are. When bad luck strikes you and those around you, the victims often end up in very lewd and compromising situations instead of just unlucky ones. You catch a falling girl butt-first on your face, spells go “wrong” by blasting water in just the right spot, people get stuck halfway in a hole…you get it. You can be sure someone will be getting a real good laugh out of this. You’ve got this perk for free during the jump but can keep it for 100sp.

100sp Hitting The Right Spots
Your skilled fingers are drawn to the places most in need of attention. You don’t just give good massages, you give GREAT massages. Mind-blowingly great. Ahego-face, pass-out-in-the-afterglow great, and this carries over to conducting maintenance on items too. Your fingers just seem to find all the places they need to go for the maximum tension release and pleasure.

100sp Well-Toned
If you need to lift a huge great sword, or maybe just a regular sword with a lump of rock stuck to the end, this one is for you. Your arm strength is outstanding, and you can fight just as well with heavy and unbalanced weapons as another person does with a well-balanced one.

200sp Refined Mana Flow
The reputation of elves as the most skilled magic users is due to this ability. If you’re an elf or not, with you now feel the magic flowing through your body and into your spells and magic with much greater precision and control. Higher tiers of magic that would take years of practice for many human magic users to learn are now in your reach.

400sp Exceptional Mana Count
Other adventurers would be envious of your huge, bulging…mana numbers. Your mana reserves are incredible for someone of your age and species, increasing both the amount you can store and the amount usable at once about five times over.

400sp All-Seeing Eye
A little bit of an exaggerated name, this is a branch of magic to identify magic items, assess mundane goods, and peek through people's clothing. It can peer through solid objects and analyze them, revealing the materials used to forge an ancient blade or uncover the specific details of a curse like its triggering conditions, origin, and history. Not very combat-focused magic, yet it's in high demand by adventurers with mysterious artifacts and collectors alike.

400sp Another Imperial Acquired!
The heart of a true ~~harem protagonist~~ sword collector. It's just all-around more likely for your adventures to bring you to new powerful artifacts. This is a double-edged sword (pun intended), because you won't just come across abandoned relics, but other people who happen to have them - some might be friendly, and some not so much.

Background Perks

100sp An Unlikely Alliance Was Born [Drop In]
Have you found a person that could be your rival? Another person on the same (perverted) quest? If it wasn't for this, they might be your lifelong enemy, competing for the same prize, but now instead when you and a fellow pervert share a common goal, it only bonds both of you together in camaraderie.

200sp Explorer [Drop In]
The world around you is made of precious materials, but so few people recognize it. You've got such good eyes and an encyclopedic memory of plants, fungi and minerals that you're sure to discover useful and sometimes valuable natural resources in any place off the beaten path. Your sharp eyesight also reveals well-hidden traps and fake walls – if you don't get distracted by something else.

400sp Elemental Enchanter [Drop In]
Over the centuries magic has been refined into simpler, safer types than before. You know Elemental Magic, the power to control and bind elemental spirits to magic effects and items. If it is an application of the basic elements - Flame, Water, Ice or Air - there's a high chance that you can use this type of magic to make an item or a spell to replicate it. Charms to lighten loads, heat homes, or summon a slyph to wash your nethers after using the toilet.

600sp The Mark of the Hero [Drop In]
You were born with the mark of a Hero on your hand, a symbol that proves you are the next Hero and worthy of the greatest weapons.
This mark universally proves that you are worthy of being "The Chosen Hero" to anyone or anything that needs that particular criteria filled.
This mark guides and steers you towards the places, people, and objects that "The Chosen Hero" might need on their quest, and towards the goals a hero such as yourself might need to accomplish.

100sp Knife or Sword, Every Blade Should Be Polished [Swordsmith]
Your keen smith's eye instantly understands an item's state and condition. With a careful examination, the most subtle of structural flaws can be determined.
Because the condition of an item is completely obvious to you, you can maintain and repair items quickly and effortlessly. You'd have to deliberately neglect one of your own items for it to suffer from disrepair.

200sp Genius Blacksmith [Swordsmith]
With this level of smithing ability, your skills are renowned across the lands. You can forge and temper some of the finest non-magical blades ever found in the kingdom, both in combat use and in their aesthetic appeal.
Royalty and collectors alike will prize your weapons due to your ability to make an elegant and fantastic design that doesn't sacrifice its functionality.

400sp Breakthrough [Swordsmith]
We've all been there, stuck in a slump where your current skill is insufficient and the next higher level seems beyond your reach. If you know how (in theory) to reach higher levels of skill, and have tried over and over again in futility to master it, this perk may be able to help.
When push comes to shove, a true disaster or a real emergency can push you to rapidly attain a higher level of ability that is needed in just that sort of situation, if you technically meet the requirements already.

600sp Smithing Magic [Swordsmith]
Who needs a furnace when you can cause your mallet to blaze with the might of a Salamander and hammer the metal with the force of a giant? Smithing Magic is not often used by most adventurers but it's certainly effective, sometimes even in combat.
At its peak, this type of magic can create the most powerful relics in this world, and forge concepts like the bonds of friendship and love into a blade to birth a new Imperial of immense power – but exactly how you do that is something you'll need to discover.
You will start off with the basics of Smithing Magic, around Tatara's skill at the start of the series. Your knowledge of this art increases with experience and practice, but you might need to find or make new tools that can withstand the superheated magic this style uses.

100sp The Pedestal Is The Panties [Imperial]
In sword form, it's a well-fitted sheath. In humanoid form, it's clothing. Whenever you swap between different forms, the clothes and accessories you have in one form carry over to an equivalent in the new form, still providing the same or as close as possible function and benefit.

200sp Mana Crystals [Free for Imperial]
Imperials don't need to eat, but they do enjoy it, and instead of digesting food, they convert it into mana. If they eat too much for their mana pool, they visit the bathroom and turn the excess into high-quality mana crystals. You have the same ability to turn food into mana, and if you have too much, convert any excess mana into a crystal. They are used in crafting and store raw magical power for later, so they fetch a high price.

200sp Anti-Scrying Mosaic [Imperial]
A powerful Imperial needs to keep her secrets, doesn't she? A mosaic of powerful magic protects your modesty from scrying and detection magic. It's most obvious when it halts attempts to peek through your clothes, but it also stymies any form of appraisal and analysis magic that seeks to penetrate your private places and secrets.

400sp Craving For Sensation [Imperial]
Your tolerance for pain and damage is beyond compare: a brutal and relentless punishment only leaves you shivering for more.
You certainly can still be damaged, but actual damage and mere pain are two completely different things to you, and just a sensation won't deter you. You cannot be defeated by overwhelming sensation - pain or pleasure, it's all the same to you.

Items

Perks & Items are discounted 50% to the matching background,
100sp becomes Free.

50sp Mana ~~Lotion~~ Potion [One Free]
A slippery but sticky fluid that can be used “in various ways” for replenishing your mana or slathering all over a magical sword to lubricate it for polishing. Using the entire bottle restores a normal person’s mana to full. This bottle refills once per day.

100sp A Knight’s Equipment [Drop In]
A suit of armor and an ordinary, well-made sword or some other weapon. You can determine the style and type of the armor and weapon, but it’s not magical. This sort of equipment is enough for bandits and the odd monster, but don’t expect to go fighting dragons or demon lords with this alone. If purchased for an Imperial, the armor forms a well-fitted protective sheath.

200sp Wind Medallion [Drop In]
A boon for any traveler, this medallion is enchanted with air magic. Any object it is tied to is lightened to a small fraction of its original weight, and if it’s tied to a container, the magic is also applied to the total weight of everything inside it.

400sp One Stop Shop [Drop In]
You are the proud owner of a well-known shop that caters to adventurers. You can select the type of goods it trades in, although it’s a bit of a general goods and curiosities store by default. It has a perfectly comfortable home for you on the upper floors and sizeable storage area for stock.
More relevantly, adventurers of different types will often frequent your store and go into debt, and to settle their tab they will trade back to you all kinds of rare and uncommon treasures they’ve found. No world-shattering relics, but rare and high quality gems and crystals, ores, monster body parts and that sort of thing. A very handy way to come into rare materials without leaving town.

600sp Mana Absorbing Cylinder [Drop In]
A small magical cylinder around the size of a sword's grip, this item can drain mana and magical power from a being, item or place, stopping magic users in their tracks and turning the strongest Imperials as helpless as a non-magical sword. The mana stolen can then be directed elsewhere, forced back into the target or given to someone else.

100sp Portable Swordsmithing Kit [Swordsmith]
A travelling swordsmith doesn't leave maintenance for later. This backpack contains smaller and more compact versions of conventional smithy tools. Leather apron, whetstones, a small grindstone, a small anvil, and various hand tools like hammers, tongs, files, and different abrasives. The pack is still heavy but it's manageable for a traveler.

200sp Workshop [Swordsmith]
Some portable tools are fine for maintenance on the road, but a real smith needs a workshop like this one. While every swordsmith's workshops looks different, they all share similar features. Furnaces, anvils, basins to quench hot metal, flat work space, tools and the racks to keep them. This workshop has everything necessary, and a cosy house attached, too.

400sp Geode Wood Workbench [Swordsmith]
Built from the holy wood of a geode tree, this workbench radiates with power. Items crafted on this bench are naturally infused with powerful holy magic. It also reveals the curses on any item that is placed on it, and under the skilled eye of a smith, can be used to burn away and remove any curses or malevolent magical effects that might be lingering on them.

600sp Ancient Tablets [Swordsmith]
Carved by the ancient smiths of old, these ancient stone tablets describe the process for creating an Imperial and awakening the spirit of a weapon.
The knowledge they contain is only usable by a swordsmith of skill and strength with the right tools and materials, so there's still a long way to go if you wanted to make your own.
The ritual contained in them, which can be performed repeatedly if needed, also reveals the means used to create a weapon you have in your possession at the time, whatever their origin might be, granting you insights into how to reproduce their powers and construction.

100sp Gyaru Oil [Imperial]
Oil is necessary to protect steel against the elements. This replenishing jar of oil protects a person or item from the abuses of harsh weather, but if they have a human-like form, it gives them a dark gyaru-style tan.

200sp Supply of Daifuku [Imperial]
A sweet treat a day keeps the munchies away, and fills up your mana reserves especially well. Or eat a whole month's worth at once, if you want to excrete mana crystals. You'll have more than you can possibly eat with this endless tray.

400sp Curse-Holding Sheath [Imperial]
You have a "sheath" or set of skintight clothes that can control and contain any passive auras or effects that you might be radiating from your body.
This outfit also unzips, letting you bare your body while at the same time technically not "taking it off". If you're wearing these clothes unzipped and "open", for all intents and purposes you'll still be treated as wearing body-covering clothes, and the power-containing effect still applies.

600sp The Pedestal [Imperial]
A pair of invulnerable panties that cannot be removed or destroyed unless you will them to be. The Pedestal in panties form always protects your modesty and chastity, no matter how close it comes to slipping off, and prevents anyone else from "using you" to your fullest powers without your consent.
Another person could have full physical control and mental possession of you, and still The Pedestal will prevent them from misusing you and your powers except in the most minor of ways.
They contain the power of ~~God and Anime~~ Jump-chan and Ecchi, so even if someone with the incredible strength to rip them off comes along, that being will find themselves prevented from doing so by sheer luck or happenstance.
If panties are not to your liking, you can choose another undergarment for them to take the form of, and incidentally they are always comfortable and clean.

Companions

100sp / 200sp for Four Canon Character
You may take any character from this world for 100sp. They will keep any special powers they have from this world.

100sp Each / 200sp for Four Import or Create
You can import a companion with 1000sp each to spend on perks and items. They must pay their background/species cost, if any. You can use this to Create a companion to your liking.
This option can be used to import a weapon you already have as an Imperial.

100sp Random Encounter
Select an encounter from the list below. You will meet these characters under the conditions described, and be able to take them as a companion. You can give them a build with 1000sp of perks and items. You can buy this option more than once for different encounters.

Gawky Explorer
During your travels you will come across an explorer delving into some incredibly dangerous caves hoping to find a legendary treasure, but they can't do it alone. If you lend them a hand so their quest reaches a happy ending, they're sure to want to follow you into future jumps.

Girl Next Door
A girl (or guy) who is your long-time neighbor. While they've already taken a liking to you, they'd never amid that outright. The heavy work around the village has given their back some serious knots and kinks. They've been so frustrated by not being able to get their kinks out, if you could help them, they'd follow you to the ends of the earth.

Tsundere Thief
You've caught the eye of a thief who hopes to steal your greatest treasure. They're not the most proficient thief in the world, but you'll still need to fend them off at least five times. If you can do that, the only thing they'll try to steal is your heart.

Black Knight
This dark knight can be found wandering in haunted woods and swamps, cursed by the demonic sword they wield to act as a servant of the Demon Lord. If you can free this knight from their cursed blade somehow, they'll be indebted to you forever.
Any attempt to break the curse will require you to defeat this fierce warrior in combat or at least stop them resisting, and the Imperial has the most unusual of curses: it makes its wielder's defense virtually impenetrable from the front, but incredibly weak to the rear and all attacks from behind.

The Bent Imperial
This sword is in terrible condition from being buried in a collapsed ruin, twisted beyond recognition but not broken. There's no way you could describe this blade as straight in any sense of the word. It'll take a painstaking amount of work, but if you can fix her she'll happily follow you. Will you hammer her into a straight sword, or one that isn't? Maybe a saber or falchion?

Imperial Twin Daggers
During the jump, you will discover a dagger Imperial. She might be small, but she's sharper than most, and asks you to help her find her lost sister: she is one of a pair that local legends describe. You will need to follow the ancient stories to track down her sister's present location. If you find her sister and reunite them, they will both follow you as a matched set.

Imperial Chainsword
Excelia wasn't the only Imperial designed to fight demons. This fiery blade has a revolutionary design, with a spinning chain of blades powered by magic gears and the lost technology of Halkya Shimka, but the design didn't catch on. She has languished for hundreds of years, without a true battle or purpose. She'll only lend her power to someone who can get her revved up and excited to let rip and tear through the Demon Lord's minions once more.

Drawbacks

Drawback Limit is +1000cp.
Only one drawback that changes the start time can be taken.

+100sp Prologue [Not Compatible With Epilogue]
Instead of starting your jump during Tatara's time, you will appear 510 years prior. This is ten years before the Demon Lord is defeated by the Hero-sama and Excelia for the first time. During this time, the world is steeped in darkness and very much more dangerous. Your jump only ends if or when the Demon Lord is defeated.

+100sp Epilogue [Not Compatible With Prologue]
Instead of starting your jump during Tatara's time, you will appear 590 years afterwards, ten years before the Demon Lord returns and the world has cycled back into darkness once more. Your jump will only finish if or when the Demon Lord is prevented from taking over the world once more.

+100sp The Hero's Quest [Requires either Prologue or Epilogue]
Whether you start early or finish late, the business of defeating the Demon Lord and his servants and armies rests in your hands. Hero-sama never existed, and you will have to step up to fill their shoes.

+100sp/+200sp Long Stay
Your stay in this world is from Tatara's time for another 600 years until the events of the Epilogue; or if you took Prologue, you can stay for 500 years, leaving after Tatara's time. For the extra +100sp you must start with Prologue and the first Demon Lord invasion, and end with the Demon Lord's second invasion 1100 years later.
Neither of these options guarantees long life, even elves will be feeling the years by the time the Epilogue comes around.

+100sp Dressed like a Pervert
You are compelled to dress in extremely revealing clothes – for Imperials, this scandalously bare clothing is part of your form. People will stare at you.
You are not equipped with the confidence to endure the contemptuous, scandalized or lascivious gaze of other people, and wilt under attention.

+100sp Looter’s Instinct
You are burdened with a compulsion to pick up anything interesting you see. What are you going to use that saltpeter for? You have tons of it, but better grab more anyway. Even worse, you refuse to part with any of your “treasure”, not even for sale or trade. At least this won’t affect boring, common coins, so you can still pay for things.

+100sp Total Pervert For Swords
There’s something about swords that really turns your dagger into a great sword, to the exclusion of all else and the disappointment of any admirers who aren’t themselves swords. It’s not that you turn them down, you won’t even register that someone is flirting with you.

+100sp Glutton
Your love for delicious food (and if Imperial, mana) can't be overstated. You just can't hold back from filling yourself at a feast or gorging yourself on a source of potent mana.
If your mana levels are maxed out or overfilled, you'll start acting drunk, too.

+200sp Underloved
You are in constant need of care and attention. Your powers atrophy quickly the longer you go without another skillful person "maintaining" you. If you're not an Imperial, this is massages or medical care. Slightly dangerously, you are jelly in the hands of someone who knows how to administer the right kind of "maintenance".

+200sp En-Pedestalled
Your most powerful weapons and companions are saddled with a pedestal, a big heavy lump of metal on their end or a set of impossibly-difficult-to-remove panties, and they deem you unworthy to fully wield their complete power, no matter how good your maintenance is.
If your strongest weapons aren't sentient, you can't even argue with them about it, it's just "access denied". Most of the time you will only be able to use the barest fraction of their power.

+200sp A Valuable Treasure
You've caught the eye of the worst kinds of perverts. Yes: sword collectors.
These disgusting perverts, who treat their Imperials as mere possessions and neglect them, are out to obtain you. Enjoy the constant unwanted advances, attempts to buy you off your companions, and kidnapping attempts.

+300sp Dwarven Debt
You begin owing a very large amount of money - Millions of Z's - to several dwarves and shopkeepers scattered across the land. Each time you need the help of any of them, your debt increases, and they don't take Jump-chan's credit. You cannot end this jump (even if you intend to stay) unless your debt is fully paid off.

+300sp Total M
You're a total masochist. You go out of your way to be hurt in new and exciting ways, often without considering whether you can survive. It gets you all flustered just thinking about how it would feel to be struck by lightning from the god of storms or dipped into molten lava. You will willingly lower any defenses you might have if they interfere with how much pain or sensation an attack or source of damage does to you.

End Choices

Stay: No telling when the Demon Lord might return again, so you should keep an eye on things.

Go Home: Everyone gets a bit homesick, so it's time to return home.

Move On: To the next world!



Kayne on QQ

Feel free to interpret any references in the perks/companions/items to gender or sex to your preference. The Imperials in Random Encounters are only written as female because that's how it is in the source.

If you pick multiple drawbacks with an exit condition, you have to meet all the exit conditions to leave.