# SEKIREI



# LOCATION

| You begin in Shin Tokyo, one week before 'Phase 1' begins and the very first Sekirei is released from MBI custody to seek out an Ashikabi. Miya's husband and Yume are dead, and the start of the manga is a ways off. | | | |
|---|---|---|---|
| Roll 1d8 to determine your starting location within the city OR pay 100CP to choose | | | |
| 1: The North | 2: The West | 3: The South | 4: The East |
| 5: Downtown | 6: Minaka's Office | 7: Just outside city limits | 8: Lucky you, choose! |

# AGE

Apparent age is 17 + 1d8 years. MBI adds 10 years.

# ORIGINS

| DROP-IN | + No pesky memories<br>- No useful memories |
|---|---|
| You arrive in Tokyo, Japan, with no memories and no history. There's going to be a secret war going on pretty soon, and you might want to keep your head down. Or stir the plot. | |
| ASHIKABI | + You are loved unconditionally<br>- Your life has been put on hold and is at risk |
| As an Ashikabi, you are a vital catalyst in the conflict between the 108 Sekirei who need you to reach their full power and win their great game. Unfortunately, this means that you'll have to manage some pretty strong personalities, and deal with a secret war deathgame. | |
| SEKIREI | + You're tough, powerful, and you look good<br>- You're emotionally dependent on someone else |
| You enter the jump as a gorgeous and powerful Sekirei, an empowered being who can wield a kind of science-magic. To unlock your true potential though, you'll need to find your Ashikabi, and you'll become very dependant upon them emotionally speaking. | |
| MBI | + You're the cutting edge due to alien tech<br>- You're complicit to a battle royale in a populated city |
| You are the shadowy corporate conspiracy. A member of Minaka's flagship company and primary tool in advancing the Sekirei Plan, you've got access to a lot of behind the scenes data, and if you're crafty, the means to influence it. Or maybe you just want to climb the corporate ladder. | |

# PERKS

| - | DROP-IN | ASHIKABI | SEKIREI | MBI |
|---|---|---|---|---|
| 100 CP (Free to Origin!) | Bro-Tier | Winging Ceremony | Compatibility | Big Brother |
| | In a world full of crazy relationship conflicts, you are the rock. You are a confidante and competent wingman to anyone, and hanging out with you can always lower anyone's stress levels. | You can recognize the innate potential in others, and have a solid intuition on how to bring it out. | A minor meeting in person gives unerringly accurate predictions to how well you'll get along with someone. Keep in mind that people change with time. | You know how to get the most out of a surveillance network, from physical hardware to private eyes. You're also really good at compromising the networks of others, using them for your own ends. |
| 200 CP (50% to Origin!) | Quit it | Datekeeper | Sakurako Style | Adjuster |
| | With a brief and forceful word, you can cut off a indignant megaton punch even before it lands. This works better the less justified the attack is. | Your time management is excellent, ensuring you can always find- or make- time for the important and not so important things. | You have an incredible figure, perfectly sculpted for supernatural combat, and is also outrageously beautiful or handsome, only matched by other Sekirei. | You know how to perform surgery to bolster (150%) or weaken (50%) the natural and inherited abilities and traits of others. Natural limits might be there for a reason though... |
| 400 CP (50% to Origin!) | Counsellor | Short and Sweet | Sharing is Caring | Reverse Engineering |
| | It takes work to work things out, and it's even harder to make everybody happy. You're really good at both. You can mediate disputes among couples (or groups), and if multiple people in relationship stasis or going after patterns unrequited, you have a knack for finding compatible people to pair everyone off stable-like. | You can empower simple, direct interactions to be just as meaningful as complicated, expensive, prolonged interactions. Buying your friend a beer is like a full night of bonding through bar hopping, a peck on the lips is as a romantic evening, and a door slammed in the face is like an hour long condemning rant. | You now share a subconscious empathic bond with those you share a strong relationship with, platonic or otherwise. Within the group, negative feelings are mitigated, positive feelings are enhanced, and a mutual sense of sharing envelops you all; troubles, triumphs, possessions, space, etc are all communal. You may designate private things though. | Bizarre alien technology, super-robots, genetic engineering. You might not know these disciplines, but with just a single example to test to destruction, you should be able to figure out how it (used) to work, how to apply the principles to new tech, and with a few projects under your belt, remake the original! |
| 600 CP (50% to Origin!) | Harsh Realities | Norito | Aspect Of My Pledge | Secret War |
| | The simply fact is most relationships don't work, let alone a harem. It could be a clash of personalities, financial troubles, or any number of things. Regardless, you may now enforce these, dooming all but the most powerful relationships. (You dick.) | By kissing someone- it can be a peck on the hand, or forehead- you can propel their abilities to absurd heights for a short while. A platonic relationship will grant a noticeable boost in power and tactical options. A bond that can stand the test of time -- pure, true love (platonic, romantic, or otherwise) -- will leave previous efforts in the dust. | You can channel positive emotions into either of an element (fire, water, ice, darkness, etc), combat skills (CQC, sword, staff, etc), or electronics (computers, radio, etc). Happiness would allow water bending, cutting through steel with ease, Hollywood hacking; true, pure love would move the tides, cut buildings in half with a single swing, and mad invention. | Maintaining the Masquerade is easy for you. With this perk, you could wage a secret war across a major metropolitan center in broad daylight, and everyone would merely comment at the frequent urban renewal. |

# GEAR

| - | DROP-IN | ASHIKABI | SEKIREI | MBI |
|---|---|---|---|---|
| 50 CP (Free to Origin!) | Work of Freud OR the Kama Sutra | MBI Card | Wardrobe | Eyes and Ears |
| | Look, you're going to need one of these. Either way, it's the definitive work and it's annotated. | This simple plastic card is only good while MBI is around to pay your bills, but it provides a generous budget for an appartment, food, entertainment, and clothing. MBI is intimately aware of your purchase history as a result. | You look like you walked out of an anime, and you've got the clothes to match. You have a complete wardrobe of self-repairing impossibly cool clothes. | This is a state of the art smartphone that hooks up to wireless spy cameras and microphones, hiding the connection as to make it undetectable. Comes with a dozen spy cameras and a dozen microphones that are easily concealed. |
| 100 CP (50% to Origin!) | Bar Tab | Temple Digs | Massage Table | Surgery Suite |
| | This isn't an item, as you normally know it. Instead, it pops up at every bar you should frequent, affording you a modest allowance for a night at the pub. Renews each night. | You have an IOU allowing you to crash in a non-descript, refurbished temple in any version of Tokyo, Japan you find yourself in. Even fantasy ones. | This luxurious massage table comfortably accommodates any figure, and guarantees a fantastic massage. The ghost of a master masseuse will either give you a massage or grant their skill to your masseuse. | You have access to an off-the books surgery and genetics lab in any large city you happen to be in. You'll probably still want to book in advance though. |
| 200 CP (50% to Origin!) | Front Row Seats | The Futon | Focus Item | Clipboard |
| | You may at will summon this supremely comfortable chair- while you're seated in it, so long as you only observe, you'll be treated as part of the audience. | It's a japanese-style rollaway mattress, and it's a really good one. You're guaranteed a good night's sleep, and it can expand to fit any number of occupants. | It might be an outlandish sword, a staff that helps you direct your element, or a dongle to give you a better connection to a computer; when you're using this, your power and control with Aspect nearly doubles. | What's this thing made out of? It's basically indestructible, and has a strong ability to ward off questions like 'what are you doing back here?'- only department heads and head honchos will question your presence. |

# COMPANIONS

<table>
<tr><td colspan="3">Both Companion Types may be used for Companion Import</td></tr>
<tr><td>-</td><td>ASHIKABI</td><td>SEKIREI</td></tr>
<tr><td rowspan="4">200 CP<br>(50% to Origin)</td><td colspan="2">Sekirei</td></tr>
<tr><td colspan="2">This human looking alien has mild psychic and empathetic abilities it uses to find a partner to share their life with- someone they can love, be it platonic, familial, or romantic. They possess a psychic talent and specialty that is sure to aid you.<br><br>Has Sekirei Origin and the 100CP, 200CP, and 600CP Perks.</td></tr>
<tr><td rowspan="2">Ashikabi and Sekirei receive one companion of their opposite type Free.<br><br>You may purchase multiple Sekirei.</td><td>Ashikabi</td></tr>
<tr><td>A romantic through and through, this to your general specifications individual can bring out the best in you- that is, with even a chaste kiss unleash a wicked power boost that can turn the tide of many a conflict.<br><br>Has Ashikabi Origin and the 100CP, 200CP, and 600CP Perks.</td></tr>
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# COMPLICATIONS

| Maximum +600CP before Origin bonuses | | | | |
|---|---|---|---|---|
| + | DROP-IN | ASHIKABI | SEKIREI | MBI |
| 100 CP (150% to Origin!) | Mooch | Clumsy | Back Pains | Flamboyant |
| | Someone, somehow, is going to steal enough of whatever you eat that you're left unsatisfied on a regular basis. | When you're near people, you somehow end up groping them. You're also prone to stumbling off the battlefield, needing to brace yourself on someone nearby. | Maybe not back pains precisely, but for the next ten years you will be plagued with mild but chronic pain somewhere on your body, one way or another. | Let it not be said that Minaka lacks a distinctive style. Cribbing it for yourself and playing it to the hilt 24/7 though? Well, as long as you're enjoying yourself. |
| 200 CP (150% to Origin!) | Grand Disruptor | Slapstick | Incompatible | Micromanaged |
| | By your existence you deny destined love. You mute the psychic bonds of Sekirei by your presence. You cannot Wing a Sekirei. Sekirei will correctly identify you as the cause, and depending on their disposition may react violently. | Everyone becomes a little more quick to judge, and a little more willing to use force, fantastic abilities and the like to express their displeasure with those they judge.<br><br>Companions and those you know well are resistant, but not immune. | Your strongest personal relationship in this jump is not reciprocated. You're completely unable to work with them as a result, your presence distracting each other and dragging both of you down.<br><br>If you have an Ashikabi or Sekirei, they are the subject by default. | Someone, maybe your boss, your MBI superiors, or just your SO likes to hang over your shoulder. Mistakes you make are more likely to get caught, and it's pretty stressful having someone second guess you all the time. |
| 300 CP (150% to Origin!) | What is Love? | Birds of a Feather | Prayer | Ladies of War |
| | Disgusting. That's what it is. You can't stand the experience, sight, or thought of love, becoming physically ill at the slightest sign of it. | All 108 Sekirei are united in their pursuit of you. They love you unconditionally in some manner. The Sekirei Plan, however, dictates that there only be one Ashikabi and Sekirei at the end- prepare for heartbreak. (Most of them also aren't Companions, so be ready to leave them behind and break their hearts, too!) | Your supernatural abilities and Warehouse have been sealed and can only be accessed through an Ashikabi's Norito.<br><br>You keep local Perks and enough physical power to be on even ground with Sekirei. | Miya and Karasuba have set aside their differences, and it's all thanks to you.<br><br>What the hell did you do to make them bond over their hatred of you and unite to kill you? |

# CONCLUSION

| GO HOME | NEST | FLY AWAY |
|---|---|---|
| You head home with all your Jumpchain granted boons. | You're satisfied with your life here- why move on?<br><br>Back home, your affairs are settled. | There are new worlds, new people, new friends, new opportunities out there.<br><br>Go on with a heart full of love. |