Sengoku Rance

Origins

Background

Drop-In

You have no past in this world. With your strange clothes and appearance, you'll be taken for a foreigner.

Commander 100CP

You are a commander for one of the local militaries, or at least a powerful hero who could easily gain such a position if you offered your services to your nation's lord.

Monster 100CP

You're not a human at all, but some kind of monstrous creature: an oni escaped from hell, one of JAPAN's native Yokai, or just a generic monster of the kind who congrgate in dungeons.

Starting Location

You start in the capital of your country, which may be freely chosen from the list below.

Akashi- A besieged land who has recently lost its lord and most of its army to war with Mouri. It's currently hanging on by a thread.

Asai-Asakura- Recently formed from the merger of the Asai and Asakura houses, this is a peaceful land devoted to the diplomatic unification of JAPAN.

Ashikaga- Once the seat of JAPAN's government, Ashikaga is home to the imperial court. Sadly, its noble history is squandered in the hands of its proud but incompotent ruler.

Hara- A very minor house that is mostly unworthy of note. It practically screams "tutorial level" to you.

Houjou- A land ruled by onmyouji, Houjou is notable for sending out magicians to combat oni incursions all through JAPAN.

Iga- Once a part of Oda until the ninja clans rose up and cast off their samurai rulers. It is now run entirely by ninja.

Imagawa- This backwater province is ruled by the living clay dolls called Hannies, who have recently been rallied by the Hanny King who came from the continent.

Miko Institute- This small neutral land is ruled by the Miko, who provide free sex to men to collect their negative energy as a sacrifice for the great snake Orochi who holds up JAPAN.

Mouri- Among the largest and most beligerant houses in JAPAN, Mouri is ruled by the cursed giant Mouri Motonori and his three daughters.

Oda- A once great house that has fallen on hard times, its lord is sickly and it is unclear how much longer the country can last without a miracle to turn things around.

Shimazu- The Shimazu lands are the westernmost part of JAPAN, containing the bridge to the continent and full of strange jungles.

Takeda- A strong house currently locked in a stalemated war with Houjou and Uesugi, the land is notable for the strong cult of personality around its leader, takeda Shingen, who is viewed as an ideal ruler and practically a god

Takuga- Although it doesn't exist yet, soon Sakamoto Ryouma will rally the cursed and disabled residents of the shunned land of Shikoku and found a new nation. But for now they are trapped in the blasted and Oni infested land they have been exiled to.

Tanagashima- This is a small but industrious land, which manages to hold its own through superior technology imported from the continent.

Tenshi Sect- The greatest religious organization in JAPAN, the monks of Tenshi were founded by a demon binder and work to prevent that demon from returning to the flesh.

Tokugawa- This land is unique in that its royal family has been ousted and replaced by tanuki, who have installed themselves as the new rulers.

Uesugi- Uesugi is a religious house devoted to Bishamonton, god of war. The army and government are run mostly by women, and the ruler has devoted herself to protecting every nation that comes under attack, even Uesugi's own enemies.

Perks

100cp perks are free for their origin. All others are discounted.

General Perks

Good Looking 200

You'll find most of the people here quite attractive, and with this you can join their ranks, becoming anything from a hulking mountain of muscle to slim and waifish to a buxom woman. The grit of the battlefield will also never soil your beauty, allowing you to look good even as you slaughter your way through an army.

Not So Bad End 400

You can't win 'em all. That doesn't mean your story is necessarily over. People are more willing to accept your surrender now, especially if they find you attractive, but while they're

less likely to kill you, don't expect any more merciful treatment than they'd otherwise give to a prisoner. This will only work at most once against any individual enemy.

Drop-In Perks

Hentai Protagonist 100

You're now fated to find chances to have fun in bed. You'll continuously run into people you find attractive and who happen to have an in you can use to bed them. Some will have crushes on you, others are in desperate need of help and will be willing to offer their bodies in payment, or your first meeting could be while they're tied up and unable to resist you. Major victories will also tend to put you in contact with people you would be attracted to and who cannot fight back against you (beautiful princesses in conquered castles, enemy commanders who barely survive when you defeat them rather than being killed, or just a few cute soldiers or maids who formerly worked for your enemy.)

Outsider 200

People tend to trust you to fix their problems, even with just a little interaction on your part. A single night drinking with a sick lord who was looking for a replacement to protect his country might be enough to convince him you're the man for the job. This only increases the speed with which you can gain someone's trust, and won't help you if you give them reason to suspect you'll stab them in the back.

Rape Is Love 400

Like a certain wandering adventurer, you've got a way with women that transcends seduction. Having sex with someone, regardless of whether they were willing, will quickly make them love you. Over a long enough period of time, this will eventually get them to forgive you for such things as conquering their nation and making them your slave, turning them into a loyal ally you can trust to fight by your side. This effect is much weaker when applied to non-lewd activities beyond the bare minimum needed to have captured them in the first place, so don't expect it to stop them from hating you if you murdered their entire family in front of their eyes or strangled their pet kitten to death.

Level Cap 99+ 600

You have truly immense potential. Your strength, skill, magic, everything about you can grow continuously with enough training. The better you already are, the more work it will take, especially once you hit the theoretical maximum that a being from this world could possess, but with enough work you can eventually continue making progress.

Commander Perks

Statesman 100

You have the skill to manage a nation. You can administer bureaucracies, plan and execute public works, set up spies and manage scouts, and are a good diplomat and politician.

Tactician Training 200

You are a trained tactician, knowing the best ways to set up battle formations and exploit enemy weaknesses to give your side an edge. You also gain experience with broader strategy and the details of how to manage supply lines and recruitment.

Frontline Leader 400

You are an inspiration to those under your direct command. Soldiers in your own personal unit, but not your whole army, have their stats increased in proportion to your own stats. If you can throw trucks around and bunch through walls, even peasant conscripts would be as strong as bodybuilders, and trained soldiers would have slightly superhuman strength. Note that this provides no training, so a great mage may give his troops a boost to magic power that they're unable to take advantage of if none of them know how to cast spells.

Emperor of JAPAN 600

You are a divinely appointed leader. Your rightful subjects will find it almost impossible to resist your laws and commands, even forcing themselves past their own limits when trying to comply with your orders. A possessed man might be able to, for example, cast out the demon in his body if you were to directly demand that he do so, though the effect will be lessened if you aren't personally there overseeing your minion. Unlike the true emperor of JAPAN, you cannot force this on anyone you don't already rule, though it does work at a reduced power against people who rebel against you after having formerly been your subjects.

Monster Perks

Yokai's Curse 100

You may lay a curse on someone, warping their body and making them stronger. This might turn them into a giant, a hermaphrodite, or make blades grow from their body. Note that your death will undo the curse, a fact you should probably keep secret in future worlds.

Boss Monster 200

You receive a great increase to all your physical and magical stats, enough to make you a challenge to a party of dozens of adventurers. Sadly, this won't make that much of a difference on a battlefield of hundreds or thousands. If you are a Monster, you may choose to be a more powerful offshoot of your species (like a Golden Squid instead of a Squid Man.)

Apostle 400

You have been blessed with the blood of a demon, gaining a powerful alternate form based on a giant animal. You are stronger than most even in your normal form, which has been warped in some way by your transformation (such as strange skin or eye colors or enlargened body parts) which will become optional after the jump. As a side benefit, you are now immortal. Unlike regular apostles, you are not subject to your creator's commands.

Demon's Blood 600

You can replicate a demon's ability to transform servants into Apostles. You may transform up to five beings into your Apostles at once before you spread your blood too thin and they start becoming weaker and more difficult to control. You may also bring five Apostles with you as followers between jumps, but only if there is no restriction on bringing them along in stasis pods. Your Apostles do not count against your companion limit but may not be imported.

House Perks

The perk for your starting location is free.

Loyal Retainers of Akashi (Akashi) 200

When you earn a people's loyalty, it will stay with you through thick and thin. Even if your country's army were wiped out, old men and young children would sign up to replace them, willing to stand with you to the last even if things look hopeless.

Merger (Asai-Asakura) 200

You are an expert at seeking diplomatic solutions and bringing enemies together. You could even unite with enemy countries into a single nation if you were willing to offer proper concessions.

Nobility (Ashikaga) 200

You are a member of your country's ruling family, and have learned the proper manners needed to live among the nobility. Even in future worlds, your bearing and politeness can easily convince others that you must be come from a noble family.

Archer Training (Hara) 200

You have become an expert with a bow, as well as leading archery units in combat. You have a special combat technique allowing you to shoot multiple enemies at once.

Onmyouji Training (Houjou) 200

You've trained in the magic techniques of the Onmyouji, creating origami familiars to combat demons and protective wards that deflect damage.

Ninja Training (Iga) 200

You've trained as a ninja, learning to use shurikans. You have also become an expert at disrupting military and magical attacks which require preparation, knowing just when to attack to throw them off balance before they can finish their plan or spell. Finally, you have learned to assassinate others, both out of combat or while surrounded by a legion of troops.

Let's Play Commanders! (Imagawa) 200

You've got a talent for convincing anyone, even the stupidest or most innocent, to follow you into combat. If you've ever wanted to lead an army of Smurfs, or Hannies, this is your chance.

Miko Training (Miko Institute) 200

You've learned the magic of mikos, allowing you to heal others. Mikos also serve as prostitutes, and you've learned to both be skilled in bed and to drain negative emotions from others through sex.

Warrior Training (Mouri) 200

You've trained in the use of a close combat weapon, becoming an expert beyond a normal soldier and able to cleave through the enemy ranks all on your own.

Recruit (Oda) 200

If Oda were ever hoping to control JAPAN, it would have to capture the best and brightest in the country and turn them to its cause. Luckily, you've become an expert on convincing former enemies to come work for you.

Seduction (Shimazu) 200

The four brothers who rule Shimazu are infamous ladies' men. Even the youngest, who is just a child, is able to seduce enemy commanders into abandoning their current lords and joining their harem. Now you too possess their godly seduction skills.

Invincible Ruler (Takeda) 200

Takeda Shingen is said to be the perfect king, a master strategist, great warrior, just and shrewd politician, almost a god. You have learned to cultivate a similar reputation for yourself, able to quickly create a cult of personality around yourself or someone else, perhaps even a fake identity you share with others...

Foot Soldier Training (Takuga) 200

You have trained at fighting with a spear, especially defensively. You are a master of both intercepting blows ment for others and for counterattacking against those who attack you.

Monk Training (Tenshi Sect) 200

You have trained in unarmed combat and special spiritual exercises that allow you to better harm Yokai and monsters.

For the Tanuki! (Tokugawa) 200

People often distrust those different than themselves, but when it comes to you, people are willing to look past your species, even to the point humans would let Yokai rule them. Your subjects may even start creating themed costumes to emulate you.

Honor of Uesugi (Uesugi) 200

Uesugi Kenshin is known for the honorable way she intercedes in other wars, always protecting others from aggression. As long as you follow in her footsteps, people will be willing to respect your neutrality even if you happen to oppose them temporarily, but only as long as you don't show favoritism for their enemies or outright seem to be acting out of self interest.

Items

100CP items are free for their background, others are discounted.

Drop-In

Ero Diary 100

This small diary contains a list of everyone you've ever had sex with. It updates automatically, and allows you to mentally "replay" every sex scene you've ever seen or participated in.

Sex Ticket 200

This ticket entitles you to have sex with Kentou Kanami (or any other one character of your choice). She will respect it, but won't necessarily like it, and you have no control over her other than purely lewd orders. At the start of each jump, you get another for one for a character from that world. Note that this will not stop them from killing you after the sex is done if they want, nor will it work against someone who is more powerful than you. It also cannot be used if you're only interested in assassinating or otherwise neutralizing them when their guard is down.

Demonslayer Sword 400

The intelligent Demon Sword Chaos and Holy Sword Nikkou were thought to be the only weapons that could kill demons. But now there is one more, a sword of your own design that is similarly powerful. You may choose for it to have a mind and personality like the other two and/or import a sword into this role.

Commander

Popularity Staff 100

This staff will magically draw in a steady trickle of fresh recruits for your personal unit, gradually allowing you to gather an army of your own.

Castle 200

You own your own castle, with all the amenities needed to run a country and staffed by your choice of cute but mundane servants and a majordomo who can handle the mundane details of rulership for you. In future jumps, it can either be dropped into the world or function as a warehouse add on. The staff will loose any non-cosmetic improvements you make to them between jumps.

Battle Unit 400

This is a 1000 strong unit of any playable soldier type available in the game (Animal, Archer, Canon, Cavalry, Foot Soldier, Knight, Mage, Miko, Monk, Musketeer, Ninja, Onmyouji, Tactician, or Warrior). They do not take a companion slot, but will never be able to advance beyond faceless mooks until your chain is over. Dead soldiers will slowly respawn a few at a time, taking several months to restore the whole unit if it gets wiped out.

Monster

Loot 100

You've got a few miscellaneous items and some gold, of the kind that an adventurer might get from killing a mid-level enemy.

Sealing Gourds 200

Relics of the Tenshi Sect, these eight gourds can be used to seal a being that might otherwise be unbeatable. The target will be split into eighths, and even if one gets out it will be vastly depowered until it breaks the others. You know the ritual to use them, but it requires a set of triplets as a focus. You may choose to leave the gourds behind in a world, so that they will keep sealing whatever you've trapped in them, and gain a new set in the next jump.

Monster General Armor 400

This armor will function as a powerful monster, able to be a bodyguard or commander, but only if you find a beautiful woman and store her inside the ooze in its interior. Comes with designs for making more.

Companions

Harem Army 50CP each/300CP

You may import or create a companion, giving them a background and 600CP for 50CP each. At 300CP, you can instead import a full 8.

IF Route 200CP

You may make one of the characters here into a companion. They must have appeared in Sengoku Rance to be valid.

Drawbacks

Max of +600 CP

Continuity +0

This jump happens in the same world as previous/future Rance jumps, allow your actions in them/it to carry over.

Cursed +100

You've been cursed by a Yokai, making you either a nymphomaniac who requires sex to avoid being driven to total distraction or else your tongue is slowly decaying, which will leave you mute within a few years. Either way, you'll have to hunt down and kill the Yokai who cursed you to undo the curse.

Rance's Ambition +100

You must sleep with 300 different people during this jump, or else you will fail your chain.

Secondary Character +100

You've got Rance's attention. If you're a hot girl, he'll try to fuck you. Even if you want it, he'll do it at inopportune times that mess with your plans, and he's not above rape if you rebuff him. Otherwise, he considers you a threat who will steal all the beautiful women of JAPAN from him, and he cannot be convinced otherwise no matter what you do. He will try to kill you or at least drive you away and slander you to keep you isolated.

Emperor Race +200

During the course of your jump, you must locate the three treasures of the Emperor and be the first among the twelve (now 13) strongest warriors in JAPAN to gather 100 points in duels with the others to prove your worth as Emperor. Failing either condition will end your chain.

Frozen +200

Soon into your jump, each of your companions will be permanently but harmlessly disposed of, such as by getting frozen solid in a block of ice. Nothing can restore them during this jump. If you don't have at least 8 companions, this will start happening to mundane allies until it claims at least 8 victims.

Apostle +200

You are an apostle of the demon Xavier. You must obey every order he gives you, and he is guaranteed to be released during your stay here no matter what you do. He will not arbitrarily order you to kill yourself, but he might if you keep twisting the wording of his orders to try to murder him.

Free For All (Imagawa) +300

You are a commander for Imagawa. If you picked another starting location, you're a recent defector from your home nation. During your stay here, no one but your companions will fight for you, not even ones you make yourself or try to magically control. No one but Hannies. You must lead Imagawa to total domination of all JAPAN using no other troop type.

Keikoku Doori +300

Keikoku will join your country as a commander! Isn't having a powerful warrior on your side great? She's going to sow discord in your country, steal items you're looking for, unless Oni from hellgates all over JAPAN, and feed information to your enemies. She'll be one step ahead of you at first, no matter how clever you are, and if you do eventually find her out she'll leave and join one of your enemies. Nothing you do can permanently kill her or convince her to stop messing with you.

Sealed +300

All of your powers from outside the jump have been sealed into eight gourds, and you have been forced to possess the body of someone else, who will fight you for control of it. Their death will end your chain. Once all eight are unsealed, you may cast off the stolen body and finally return to normal