

Sekirei Jumpchain

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Welcome to Shin Tokyo, a bustling urban metropolis and chosen location of the soon-to-begin Sekirei Game. Unlike chess or card games this is a considerably more dangerous activity, a battle royale between 108 beings known as Sekirei and their chosen human partners, all aiming to be the last pair standing.

The reward for all your hard work will be to fly in the sky with your flock of wagtails

This will be your home for the next ten years so make sure you get comfortable with the flock of birds you'll no doubt meet and wing.

Take 1,000cp

You may keep your gender from your last jump or pay 50cp to change it.

Your age can be any age between 18 and 32.

Or pay 50cp to choose your own age.

Pick one of the four Origins below:
You get dropped into this whole mess a month before Minato meets Musubi

Ronin (Drop-In)- Just a small pebble in a large pond, bereft of any memories or obligations from this world.

Ashikabi- You are an Ashikabi. One of the gifted people that Sekirei can and will react to if you're close enough and strong enough for them to do so. Unfortunately you are also at great risk of the ongoing sekirei plan.

MBI- You work for Minaka himself. You have a comfy office, a good house and you also get paid to ensure the Sekirei Plan stays on its proper rails and remains a secret. Who knows what might happen if it doesn't?

Sekirei- You are drop dead gorgeous, regardless of gender. Your looks are transcendent and only other sekirei can be compared to you. Unfortunately you are also completely dependent on someone else emotionally.

Locations
Roll a 1d8 or pay 100cp to choose wherever you want
1. Izumo Inn
2. Botanical Garden
3. The Apartment complex that Minato once lived in
4. Hiyamakai Hospital
5. MBI Tower
6. Host Club
7. The Docks
8. Congrats! You can choose wherever you want!

Perks

You get your Origin's 50cp perk for free and the rest of your chosen origin perks are 50% off.

Ronin Perks

Normal Days (50cp)- People have an odd tendency to ignore the strange and unexpected when you're around. If you start brawling in the street, passersby shall just

blink and move to avoid the flying bodies, instead of scream or call law enforcement. Any peculiarities about your companions are likewise ignored, even if they're walking about half naked and still smoking from that battle five minutes prior.

Info-gathering (100cp)- You pick up info as easily as you breathe. People tend to slip up or get loose-lips when you're around or not being noticed by others

Saboteur (200cp)- You're deceptively capable of throwing a wrench into whatever plan that revolves around you or others.

Super Sensory (300cp)- You are sensitive to other, more non-human entities. You're capable of feeling them or just outright knowing where they are or even who they are bonded to or romantically involved with if you make an effort to do so.

Mask of Horror and Fear (400)- You have developed a unique ability to conjure an aura of fear with a simple smile. It brings fear and terror to any and all that gaze upon your smiling face. A certain something might be conjured behind you. With practice and effort you can increase the number of those things that appear.

Ashikabi Perks

You're so Brave (50cp)- You are surprisingly durable. You can take a blow from someone stronger than you and only suffer from slight injuries and maybe even torn clothing. However, the more hits you take in succession the less effective this perk will be each time.

Matsurou Ashikabi (100cp)- You have a gift. A very powerful gift. You can dampen or outright cancel supernatural or other non-human abilities, reducing their effectiveness for a full hour after direct contact with them.

Harem Protagonist (200cp)- It's in your DNA. Literally. Whether it be Sekirei or any other supernatural being of your preferred gender. They will find some reason, mundane or otherwise, to love you.

Healing Kiss(300cp)- Your kiss just brings out the best in those that experience it. They feel rejuvenated and more alive than ever. Your kiss can relieve both mental and physical stress.

Winging Ceremony (400cp)- A kiss from you can bring out the latent abilities in others and supercharge their normal abilities for a short period of time depending on where you kiss them.

I.E: A kiss on the hand will have less effect than a kiss on the lips.

MBI Perks

Iron lungs (50cp)- You can breathe in dangerous smoke, smog, and even fatal chemicals without experiencing any harm from the substance in question.

In the Know (100cp)- You can keep a secret real good. Like really good. You can withhold information for as long as you need without anyone being the wiser or aware of your plans till it's too late, or until you decide to share them yourself.

Reverse Engineer (200cp)- You can take any non-human technology and rework it for human use. This includes martial arts, weaponry, and even magic should you be in a world that has it.

Adjuster (300cp)- You have the knowledge to increase the power of a non-human by 20% or decrease it by 30%.

All according to Keikaku (400)- Your plans and plots will always have the likelihood of succeeding. No matter how incomprehensible, pointless or asinine it might be.

Sekirei Build

Sekirei are a special sort of existence with a very unique trait that allows you to get two special exclusive perks for free as well as a chance to build a sekirei to add to the original 108 sekirei.

Sekirei are a special sort of existence capable of wondrous feats, with only a single weakness — although some might call it their greatest strength. Each Sekirei can react to a certain person; drawn by something akin to love at first sight, but far deeper. Should they then be kissed they will become Winged, and this feeling will blossom into love for their Ashikabi. The kind of love that would drive the knights of old to fight terrible dragons, or would push a meek soul to move mountains for the one they love. This pure love is something experienced by each of the 108 Sekirei, and serves as a defining moment in their lives; and to yours as well should you choose to join their number. Due to your nature you'll find this love isn't quite as all consuming as it might be for your

kin, a benefit of having lived so many lives before this one; though it's sure to make itself felt during your stay, whether that's the fond warmth in your heart as you gaze on your Ashikabi, or the pulse of panic that shoots through you should they be in danger.

Transcendent Beauty (Sekirei Exclusive/free)- Great beauty belongs to all Sekirei. From a curvaceous female body with large bountiful breasts and wide majestic hips to athletic looking men crafted carefully with iron wrought muscle. Even somewhere in between. A feminine male isn't too out of reach for a sekirei. You can be a kid too, if that's your thing.

Norito (Sekirei Exclusive/free)- A chant that is unique to you and you alone. Activated by a kiss from your Ashikabi. After the kiss you will have an increase in overall abilities and the ability to unleash your 'Norito' — a massive enhancement for a single attack or ability. With this a single punch could go from denting steel to destroying a building.

Now you'll need to build a Sekirei body and its abilities.

Numbers

The Sekirei are numbered from 1 to 108 but now there's another one or even a few more that will be joining the original group. You will be allowed to buy a number in tiers here. Your addition or additions will change the numbering of the original 108 though so do be careful.

100+ (100cp): Number's 100 or more will have less control over an element and might even be physically weak in one area or another. However, with some exceptions they tend to be rather bright and clever, with abilities often focused around construction or using technology to increase their chances of survival.

10-99 (200cp): Stronger than those of the triple digits. These double digit Sekirei rely mostly on brute strength and cunning to win their fights. Most of them lack the ability to control and manipulate elements but nothing says that they couldn't either.

2-9 (300cp): The cream of the crop. These single digit Sekirei are as terrifying as they are powerful. Most of them don't even need weapons. They can simply lob a fireball or drench you in water.

Abilities

A Sekirei may master one of these things. But depending on what your number is, the effects may vary quite a bit.

Buy one Ability.

Tinker (100cp)- traps, weapons, vehicles, maybe even a power suit, or a mecha? Who knows. The point is that as a Tinker-type Sekirei you are notoriously good with your hands. Building and crafting come as naturally to you as breathing does. Given enough time and effort you might actually be capable of building a mecha or something else grand and amazing.

Brainiac (200cp)- Or simply Brain-types if you want to be boring. You're smart and have the brain to prove it. Hacking will be easy and using computers to do your bidding will be a cakewalk. You might create viruses to annoy your enemies, or AI systems to aid you and your ashikabi with whatever they might be needed for.

Weapon specialist (200cp)- Pick a weapon, whether a physical tool or your body. Whatever it might be, you now have intermediate ability and skill with that weapon or martial arts with quite a bit of room to grow.

Elemental Conjurer (300cp)- You may pick one element to create and manipulate. Fire, water, wind, earth, ice, darkness, light — provided it fits on the periodic table, it counts. Creation and manipulation of this element comes easily, and the only real limitation you face is working out what you can use it for.

General Perks

You get a single 100cp perk for free and two 50% discounts for any 200cp perk or more.

Employed (100cp)- Attempts to find employment in a chosen career are quite easy, in your case, people favoring you over the competition for one reason or another. Might be skill, might be beauty, might be the belief they can rip you off easily, regardless finding work won't ever prove a problem again. Nor will losing a job, provided you don't go out of your way to quit or make a major mistake.

No Fighting Here (100cp)- With nothing but a few words you're able to dissuade people from fighting, provided a brawl is about to go down at your home. This won't help if you're out wandering the city, but any attempts to threaten or attack you at home are stopped in their tracks.

Average Looking (100cp)- You won't stand out unless you really want to. You'll be seen as plain and average, nothing but a random passerby, unless you make an attempt to be anything else.

Unity and Bonds (200cp)- From here on out, you share a telepathic and empathic link to those with whom you are close with, sharing thoughts and feelings with everyone you care strongly for. The closer and stronger the bond the stronger the link you will share with them.

Hacking Skillz (200cp)- Your skill in hacking will be half the skill of a Brain-typed Sekirei, or even greater should you actually be one. Computers of all kinds will be your friend and their secrets will be yours to search and use at your leisure.

Combat Savant (200cp)- You're a lot better at fighting than people might think. Using weapons or your fists will have quite a bit more impact against your enemies. You're light footed and quick to react in combat related situations too.

Visions of allies (300cp)- Every now and then you'll get visions of possible allies or even love interests. They won't happen immediately, but they'll happen frequently enough and you'll always meet them after or before having the visions.

Changer of Fate (300cp)- It's stated that an Ashikabi brings about a 'change of fate' for Sekirei. Now you can bring about that change to anyone else that might feel trapped or in danger by forces outside their control.

Love is all you need (600cp)- Indeed it is. As long as you have enough love, problems will find themselves not having the same impact as they did before. Harems will be easier to manage as the romantic partners find themselves much more willing to share you. The term 'power of love' will become an actual thing just for you and your harem.

Items

You get one 100cp item for free and get one 50% discount for a 200cp or more item.

Clothes (100cp)- A bunch of normal looking and plain clothes. Not very impressive but they are all comfortable and easy to wear.

MBI Credit Card (100cp)- A normal debit card emblazoned with the MBI logo, this contains enough funds to purchase a large property, big enough to house twenty people, not to mention keep them all fed for a decade.

A pack of smokes (100cp)- You get one pack a day from now on regardless of which jump you're in. Unlike a normal pack of cigarettes, these special cigarettes have little to no health risks. All the bad stuff has been replaced with more harmless ingredients. If you want to, they can even taste like various fruits and berries; you still get the good feeling from smoking them too.

Comfy Gym Clothes (100cp)- The most comfortable pair of gym clothes you could ever ask for. Your sekirei and companions get their own personalized and customized version, as do you of course.

A cell phone (100cp)- A standard cell phone circa 2004 AD, whichever model you so desire. Comes with unlimited text and call credit, and always has reception.

Super comfy bed (100cp)- King sized, queen sized, a cot, futon… this bed can be whatever bed you want it to be. Set its size and length at the beginning of each jump for maximum comfort for you and anyone willing to sleep on it.

Kama Sutra (100cp)- a small carryable bookcase with many, many techniques to polish your game in the bedroom. You'll need it now more than ever.

Face Mask (100cp)- No one will be able to recognize you as long as you wear this mask. Even people you live with will not be able to imagine you and the masked being as the same person… as long as they don't put too much thought into it anyway.

Motorcycle (200cp)- A nice cool looking vehicle that can get you where you need to go. It comes with a single side seat for an extra or two on your joy ride. Its gas tank refills naturally on its own, going from empty to full in about ten minutes.

Boxes of Cosplay (200cp)- You get two boxes of cosplay, all guaranteed to fit you perfectly. One with more innocent cosplay and the other box not so innocent. Try not to get them both mixed up.

High Tech Computer (300cp)- An encrypted super computer that comes in two flavors: Desktop or Laptop. It has all the latest programs and updates, and can be folded into either a briefcase or a backpack when not in use.

House (300cp)- A three story house with a basement. It can be designed in any theme or fashion. It will always have enough room for you and your companions. It comes with a pool, hot tub, and anything else a house might or could have. It even comes with a garage and in the basement is a bookshelf that hides a BDSM dungeon for those that enjoy a bit of kink with their personal time with their lovers. You will find yourself with the key to this hidden room the moment the jump starts.

Van (300cp)- A vehicle that can hold many people inside it. Its gas tank refills naturally over time and refills itself completely within ten to fifteen minutes as long as it's not in use.

Jinki #4 (600cp)- Stolen out of MBI headquarters for this catalog. The Jinki is a powerful tool that can turn Sekirei off or on. That's right. With this item you can reactivate or repair a sekirei's core should they ever be defeated or turn off an enemy sekirei's core should they become a problem. Because you're getting it here, it can disguise itself as a bracelet or necklace should you desire it and outside of its original world it can work on anything that has a 'core' of sorts to a lesser effect.

Companions

You may import any number of items or weapons for free. You may also import 8 companions for free and they will gain 800cp and an origin of their choice.
Any companions after the 8th one will cost 50cp each.
Imported companions may have their 100cp origin perk for free.

True Love- As a Sekirei, you found your ashikabi. Give him or her the ashikabi origin and 900 cp. They get the ashikabi perks 50% discounted and two free 100cp items. They will join you on your jumpchain as a companion. Or if you already have a lover, you may import them as your ashikabi for free.

Sekirei Companions up for grabs

Akitsu (free)- A lone Sekirei resting upon a park bench staring at the lonely moon. Your gaze shall meet and something new shall blossom between you both. Despite being what MBI would call a scrapped number, she is terrifyingly powerful and capable of fighting with ice elemental abilities. For 200cp you may wing her not with a kiss but a night of love making.

Kuruse (300cp)- Despite not having any affinity for it, her gaze lingers upon the ocean waves, mimicking their movement with her trident. She's a bit like a certain bear themed Sekirei in all but airheadedness. Kuruse is a trident-based fighter. She has the ability to use multiple tridents by conjuring them in order to launch them as projectiles.

Yashima (300cp)- An unwinged and possibly homeless Sekirei that managed to escape a cruel fate that would have otherwise befallen her. A loyal and loving Sekirei in general, she's a natural sweetheart that's eager to find her Ashikabi. She uses a hammer as her weapon.

The Patriarch of Izumo Inn (300cp/600cp)- Your starting location has been replaced with Izumo Inn. You are now the proud owner of this inn and happily married to the Sekirei Miya. You get a steady income, a roof over your head and a woman that loves you with all of her being. For 600cp you can have her winged as well.

Scenarios

These next few Scenarios will give you various rewards and put you in even greater danger. The first one is mandatory for it will happen regardless of your choices. If you picked up another scenario that pushed your arrival to a much earlier date, you will still have to stay until the Sekirei Game is over and then live out what remaining time you have.

You may pick as many as you want.
The cp here will not count toward your drawback limit.

Sekirei Plan (+0cp) (Mandatory)- This one will start regardless if you want it to or not. There will be three phases for you and your flock to endure:

- Be one of the last ones standing in a battle royal between 100+ Sekirei and their Ashikabi
- Wing at least 6 Sekirei, including imported companions
- Make it to the end of the third phase

Upon achieving all three conditions you'll have survived the deadly Sekirei Plan, and as a reward gain all the winged Sekirei as companions.

Look out below! (+200cp)- It's not Minato that Musubi lands on, on that special day. It's you. Congrats Jumper. Minato did get into college and is now living a normal life. However, you're not so lucky, and shall find yourself walking the same path Minato

did, had he encountered Musubi in this world. From that fateful day all the way till the end of the Sekirei Game. How will you do things differently following his footsteps?

Rewards: Musubi, Kusano, Tsukiumi, Matsu, Kazehana, and Houmura shall become companions at the end of this jump.

Thou shall not touch thee with thy dirty hands! (+300cp)- The Sekirei known as Tsukiumi has reacted to you. No, despite appearances this is not a good thing, as the woman in question despises you with all of her being. She will hunt you till the quivering in her heart has calmed down and you won't be able to kill or stop her either. However, should you manage to overcome this ordeal and somehow convince her to be yours before the start of the second phase begins you will receive the following.

Rewards: Tsukuyomi the Sekirei shall declare herself your one and only legal wife as well as the ability of Prophetic dreams. You'll be able to see enemies in your dreams that could be convinced to join your side with some time and effort. Additionally, the woman shall tag along as a companion.

Fighting till the Last one Stands (+300cp)- The normally aloof and rather distant Karasuba enjoys a good fight at times. That smile of hers hardly betrays her thoughts. However, she's thinking of you. Always you, and she wants to fight you. You will have to fight her. At least once a week or every other week. Keep impressing her and she'll react to you. She might even give you some leeway should you decide to break a rule or two… if it's for a good cause that is. You will have to keep fighting her though. Prove to her that you are someone that she can fight with. Not fight for. Beat her in twenty or more fights or draw with her at least fifteen times and she will accept you as her Ashikabi.

Rewards: Karasuba herself shall become a partner to you as a companion and a Sekirei. Along with the ability to detect bloodlust and project your own bloodlust and killing intent.

A Broken past brings a glimmer of despair (+400cp)(Can not take with 'The Patriarch of Izumo Inn')- Miya. The pillar of all Sekirei has reacted to you and she's taking it and you seriously. You will fear for your life and you will definitely not step into Izumo Inn if you value continued existence. You can't avoid her either. With each and every day that ticks by, her reaction to you will get stronger and she will grow more desperate to end the pangs of feelings for you, even if it means killing you, in order to keep herself from betraying her late husband… however. You can end it all with a simple kiss. That's

all you need to do. Kiss her before the end of your jump and free her from her past trauma. Promise to love her enough for her late husband and yourself.

Reward: Miya will become a companion.

Pillars of Salt and Sand (+500cp)- Forget the location you rolled. Your new starting location is Sekirei Island and it's under attack. This scenario is simple. Aid the disciplinary squad and keep Takehito and Minaka safe. Ensure that no sekirei are taken from the ship and simply win this tiny squirmish.

Reward: You get the Sekirei Island, It will follow you on all future jumps and the ship itself will act as a home or base should you want it too. You may also wing and companionise the original Disciplinary squad after your victory. You also gain ten more years on this jump after the end of the Sekirei plan.

Defying the Fates all for Love (+500cp)- You're somewhere. It's a desert, or at least it looks like one. You're with two others. Yume and Karasuba, You have a simple goal. You have twenty-four hours to save the child Sekirei; Musubi. If she is not saved within the allotted time she will die, and Yume will give up her life to save that little girl.

Reward: If you managed to keep Yume and Musubi alive. Yume herself will react to your eagerness to save the life of another. She will love no other but you as well as ten extra years in this jump.

Jump-kirei (+600cp)- That's right. You are now a normal average human being and one of your sekirei has all of your previous jump's abilities. Win the jump with only your body mod and what you've bought here.

Reward: You'll get your previous powers back at the end of the jump as well as a copy of the Sekirei's power that held your jumper powers.

Drawbacks

You can take up to 800 cp worth of normal drawbacks.

200 Wagtails fill the sky (0cp)- Instead of 108, there are now 200 sekirei. Each one is skilled and talented with their own speciality. Whatever it might or could be. More chances for you to create a bigger flock, however, it also means more enemies to fight.

Watched (100+)- Minaka is watching you. Especially you. Why? Dunno. Maybe you're somehow important to his plans? Who knows but him? Maybe he's just messing with you?

Chuunibyou (+100cp)- You are chuuni. There is nothing you can do to stop yourself from looking, let alone acting, like some edgy secretive being with an overly dramatic and depressing backstory. Or some crazy guy that likes to dress up like someone from a fantasy world claiming to be a wizard or a reincarnated warrior. You will do your damndest to appear and act as anything other than yourself.

Lack of Modesty (+100cp)- Your companions, winged sekirei, or even yourself; all now have a lack of modesty. Clothes will be forgotten. And underwear will somehow not even exist in your vocabulary. Good luck walking out of the house without any clothes on! It'll happen once or twice every now and then.

Good for nothing (+100cp)- You're a lazy bum and it will drive your companions and sekirei up the wall. Even the kindest Sekirei will be driven to annoyance.

College Student (+100cp)- Higher education can be stressful at the best of times, but with this you need to juggle learning with a battle royale. Good luck! Failure to keep up with your studies might make it difficult for you to keep, let alone find a full time job… your Student I.D might even get suspended or worse. Revoked. You better keep your grades up or feeding all your sekirei will be even more difficult! And you can forget about having a roof over their head too.

Lustful Urges (+200cp)- You're kinda pent up, ain'tcha? You now have an uncontrollable libido and it will not go down easily. You will have to harden your resolve and temper your will to fight back the urges that grow restlessly between your legs. Or just have lots of sex frequently.

Baby Hungry (+200cp)- Something went weird during the Sekirei's tuning. They're all quite eager to be mothers and fathers. They won't give up on it either. A female Ashikabi will need to work extra hard to keep their male Sekirei in line or else she might end up with a round belly, while male Ashikabi will have to endure a flock of baby-crazed Sekirei who all want to mother his offspring. Nothing bad will actually happen if you do happen to satisfy their maternal instincts, which will return 5 or so years after each pregnancy, beyond that. Expect an increase in food bills. Just keep in mind that the same maternal instinct is well established in the next generation, although won't kick in til the children are 15-18 at the youngest.

Purity within the Household (+200cp)- There shall be no illicit acts here in this Household ever. That's right. Lewd stuff will not be welcome wherever you might call home. However if you thought that you could get around it by going somewhere else… well; any other place won't feel as right or you'll get interrupted before it could get anywhere.

Mikogami's Thirst (+200cp)- He wants your sekirei and your companions. He won't listen to 'no' either. He will be hunting them down, doing everything he can to ensure that they'll be obeying him from now on.

Hostage (+300cp)- You won't be able to spend a moment with your Sekirei or your companions. Why? Because you'll be in a locked room with enough space for one person only including a bathroom and a small kitchen to cook your meals. The walls were made to keep you inside them and no force in any world can break them down. You're stuck here till the end of the sekirei plan as a plain ordinary human with only your body mod. Your sekirei and companions will have to win this war without you and under the orders of another person.

Ugly Bastard (+300cp)- You're ugly. Incredibly, horrifically ugly. You might even be overweight. A lot of people will feel sorry for the Sekirei you've winged or the companions that have joined you. Some daring few will accuse you of doing much worse to force them into hanging around you and will strive to 'save' them from you. Good luck trying to convince them otherwise.

Useless Bird (+500cp)- Your Sekirei are now completely useless. They'll get lost or won't be able to tell left from right. Oh and that amazing power that their race is known for? Say goodbye to that. Each sekirei you wing will be more useless than the last so that way you'll never know peace again. They will come to their senses at the end of the jump though. So you can use that long wait to keep your sanity in check.

Your time has come, Jumper. What will you do now?

Go home?
Stay here?
Or fly higher than ever into the ever expanding sky?