



Welcome to the world of DearS, an comedy ecchi, harem, space alien anime.

About a year ago a spaceship crashed in the shallow waters of Tokyo Bay. On board were 150 aliens that people called DearS, for dear space friends. Since then the Japanese government has accepted them as citizens and started homestay programs to get the DearS accustomed to life on Earth while they wait for rescue. The DearS believe that there is no rescue coming as they are just products and easily replaceable. Truth is, a massive civil war broke out and destroyed the empire they came from. Thus rendering them the only known survivors. For the safety of all DearS kind, the current Watcher placed the Gate into stasis and hid her among the Zero Numbers before entering stasis to prolong her own life until the next Watcher comes of age.

For their part the DearS have made a secret deal with the Japanese Government to trade Zero Numbers for residency. The government does a variety of experiments on these poor Zero Numbers. But all this is kept from the public's knowledge.

You start the same day that 000-3901-0, also known as Ren, will be lost in transport to a government facility. She will later today and found by Takeya Ikuhara, and average high school student with a strong distrust for aliens and swears her eternal loyalty to him for saving her from being hit by a truck. This starts the entire plot of the series involving their relationship as annoyed master and unwanted slave.

For reference, the entire anime takes place in a month while the manga takes place in less than a year. At the end Takeya and a large group of DearS leave to travel space.

**Location:** Japan. You start in the same city that the show and manga take place in.

## Origins

<b><u>Drop In</u></b>	Any other option can be used as a drop in if desired.		
<b><u>Student</u></b>	Free	<b>Age: 11+1d8</b>	<ul style="list-style-type: none"> <li>● You have a family and friends</li> <li>● You have responsibilities</li> <li>● You have resources</li> </ul>
You are a local student at either the nearby middle school or high school. The adults around here are not the wisest or most professional. Expect teenage drama.			
<b><u>Adult</u></b>	Free	<b>Age: 20+3d8</b>	<ul style="list-style-type: none"> <li>● You have a job</li> <li>● You're an adult, so act like one</li> <li>● You have skills and a history</li> </ul>
You are a local of the town. You graduated from the local school and most people know you. You even have a job, friends and maybe a family.			
<b><u>DearS</u></b>	100CP	<b>Age: 11+1d8</b>	<ul style="list-style-type: none"> <li>● You belong to the colony</li> <li>● An alien to this world</li> <li>● A slave</li> </ul>
DearS are aliens created to be slaves. They are property. They all know that they must serve a master. Now you also have the drive to serve and be praised. Pick any class in the colony except Watcher and the Gate.			
<b>General Powers shared by all DearS – Power strength varies between the individual.</b>		<ul style="list-style-type: none"> <li>● Levitation of self and objects</li> <li>● Flight (through manipulating levitation)</li> <li>● Healing others (cannot heal bullet wounds)</li> <li>● Faster learning speed</li> <li>● Empathy</li> </ul>	

Perks

	<u>Student</u>	<u>Adult</u>	<u>DearS</u>
<b><u>100CP</u></b>	<b>Good Grades</b>	<b>Profession</b>	<b>Five Minute Language Learning</b>
	A proper student knows that to get good grades they have to study, but that is boring. This perk will just give you the knowledge of an A rank high school student for whatever setting you find yourself in.	Gain a common profession. Baker, tailor, fish merchant, or even a teacher. You now know all the basics of the job.	DearS have a natural knack for learning new languages. With just a few minutes and enough written material you can master any language.
<b><u>200CP</u></b>	<b>Not Because You're Special</b>	<b>Surprise Encounter</b>	<b>Perfect Slave</b>
	Some people mean well, but are just a bit rough around the edges. But people know you have a softer side if they can just get past your barriers. People will be more willing to look past your screaming and yelling as see you as you really are.	You always seem to be around when something interesting might be happening to others. Basically makes you a frequently recurring side character.	You have all the training of a proper slave. Cooking, cleaning, "nursing" and more. With this you can quickly become your master's favorite slave. Expect lots of praises.
<b><u>300CP</u></b>	<b>Romantic Target</b>	<b>Surprisingly Good At The Job</b>	<b>Improved Power</b>
	This isn't the best harem perk, so don't expect to have loads of women fighting for you as that doesn't happen in this setting. This is a minor ability to draw interesting people of your preferred gender and start friendships and gaining a crush and maybe eventually love down the line.	For some odd reason you are great at your job. Your methods may be unorthodox, but they get results. Be wild, crazy or just lazy and you can still be in the top 5% of your profession.	Take one of your innate DearS powers and crank it up a few notches. Example: Mui can levitate a table or couch, while Ren can levitate everything in a classroom with ease.
<b><u>600CP</u></b>	<b>I'm Her Master!</b>	<b>By The Power Of Ecchi</b>	<b>The Gift</b>
	Most places don't look too kindly on owning slaves. Now, people and governments will tend to turn a blind eye to your ownerships and treat it similar to having professional, non-slave, servants. How people react to this depends on what kind of master you are, but you won't face any stigmas for owning slaves.	Odd that a teacher can wear lingerie and force students to read her erotic fan fictions in class and still keep her job. With this perk you will no longer get in trouble for your lewd antics as long as it stays in the range of ecchi. Outright lewd will break these protections. Expect people to enjoy the show at best or annoyed at worse.	By promising yourself to another you can create a link that surpasses the normal DearS master/servant relationship. You and your master now share all emotions between each other. And k now the location of one another at all times.

<u>Undiscounted Perks</u>		
<u>50CP</u>	<u>Colorful Hair and Eyes</u>	<u>Good Looks</u>
	DearS can have any color hair and eyes. Now you can too. Pick a color and you get that.	What kind of jump doesn't have an option to improve your looks? You are now an 8/10.

<u>Items</u>			
	<u>Student</u>	<u>Adult</u>	<u>DearS</u>
<u>100CP</u>	<u>Baby Rabbit</u>	<u>Sexy Clothing</u>	<u>Suit and Collar</u>
	This is a cute little bunny. And unlike the one in the manga this one can eat anything organic and won't die from feeding it the wrong thing.	A complete collection of the sexiest clothing and lingerie.	Every DearS has a large red collar and a personal latex looking suit. The clasp on the collar can be activated to store your clothing inside of it thought the power of alien science. You can also use this to quickly store and change outfits as well as stretch the collar to store small items in a hammerspace pocket.
<u>200CP</u>	<u>Unlimited porn</u>	<u>Motorcycle</u>	<u>Some kind of hover scooter</u>
	Added to your warehouse is an adult video section. This will update for every jump you visit to constitute what is viewed as pornography. Mrs. Mitsuka Yoshimine might show up from time to time to add her own homemade movies before vanishing. She would be delighted if you watch and reviewed her videos.	With this, you receive a motorcycle designed as you wish. It has unlimited fuel, always has an extra helmet for another rider and you can import another motorcycle you own.	Honestly don't know much about this one, but the anime opening shows Ren flying around on some sort of flying scooter. Now you can have one as well.
<u>400CP</u>	<u>House</u>	<u>Place of Business</u>	<u>Crashed Spaceship</u>
	This traditional Japanese style, two story home is now yours. Fully paid off, it comes with an old dried up well in the backyard and small collection of bonsai trees.  Can import a different home if you like.	To have a good job is to have a place to work. You now own such a place. Bakers get a bakery, teachers get a fancy certificate that they can use to get a job at any school. You can expect a bit more profit as you can get by with 10% less resources and still come out with the same quality of product. And as long as you don't try to run it into the ground, your business will always stay in the black.	Congrats, you just bought a crashed ship on par with the same the DearS arrived in. It is broken and will remain broken for at least a year. Alternatively you can import another ship for this or use it as an entrance in other jumps. Surely, it will be an impressive entrance.

<b><u>Undiscounted Items</u></b>			
<b><u>50CP</u></b>	<b>Melon Bread</b>	<b>Coffee</b>	<b>DearS Food</b>
	You now have an endless supply of melon bread. Which is good, as DearS appear to love this stuff and tend to eat a lot.	Pretty self explanatory. You just gained an unlimited supply of every type of coffee known to man and some only known to aliens.	This is an endless supply of wonderful food for DearS. For DearS this is top tier gourmet food. While for humans it will make their eyes bleed and pass out.
	<b>Super Bouncy Balls</b>	<b>DearS DVD / Manga Collection</b>	<b>Jumper's DVD/Manga Collection</b>
	A game DearS play to show off for their masters is to chase these slightly glowing balls. These balls also come with a control box that projects a barrier up to 5KMs. This version is modified so that every player can sense where the balls are. Have fun.	Enjoy the source material for this setting. This collection is useful if you want to get a heads up of the plot. And also extends past the main story to show the after effects of the DearS in their space adventure and those that stayed on Earth.	Do you enjoy watching your exploits? Of course you do, jumpers are notoriously vain. You gain a copy of your past adventures in the art style of DearS. Your newest copy will appear at the start of the next jump.
<b><u>500CP</u></b>	<b>DearS Colony</b>		
	Someway, somehow you are the owner of a second DearS colony. This ranks you as a Breeder in their society and might cause many questions as this is the second DearS ship to find its way to Earth. This colony ship might not be flyable, but it does come with 100 DearS and a few hundred Zero Numbers in storage. Comes with one Gate and Watcher to protect her and the colony. Breed them, sell them, give them away as rewards to loyal servants, or free them. As the colony owner and Breeder the DearS view themselves as your property and are resigned to whatever fates you wish for them.  Remember that DearS are not built for battle, but rather servitude as household staff. Can take the canon colony if you desire. Though it might change the ending of the manga as this colony splits in two with half staying on Earth and half going to space.		

<b><u>Companions</u></b>		
<b>Companion Import</b>	<b>50CP per or 200CP for 8</b>	Create or import your companions. Give them 600CP to spend on whatever they want.
<b>Canon Companion</b>	<b>50CP (Human) or 100CP (DearS)</b>	Maybe you want a certain character to join you on your adventures. Maybe the scantily clad teacher Mrs. Yoshimine caught your eye. Or the perfectionist DearS, MiU, thinks you can't take care of yourself. Anyway, you somehow convinced them to join you.
<b>OC Human</b>	<b>Free for first, 50CP after that.</b>	This world has a number of strange people. One seems to have attached themselves to you. Enjoy your new friend. Adult or Student, they gain their entire origin line for free.
<b>OC DearS</b>	<b>50CP per</b>	There were originally 150 DearS that landed on Earth and this one seems to have taken it upon themselves to become your slave. They can be any class except Gate and Watcher and come with all the perks from the DearS line.

<b><u>Drawbacks</u></b>	Take up to 600CP in Drawbacks	
<b><u>+100CP</u></b>	<b><u>+200CP</u></b>	<b><u>+300CP</u></b>
<b>Xenophobe</b>	<b>I'm Your Slave!</b>	<b>The Government</b>
You now have an intense fear, distrust and contempt to those not of your species. If human, you can live a normal life away from the DearS, but expect to get annoyed with how often they make the news. If DearS, you can try to stay on the colony ship.	You have found someone and are now dedicated to being the perfect slave for them. Using all of your powers to please them in any way you can.	One of the reasons DearS are accepted by the world is that they have been giving Zero Numbers to the humans for experimentation. Mostly vivisections. With this the authorities will believe that you are a different type of alien that needs recapture and dissection.
<b>Cheesy Anime World</b>	<b>No One Wants To Lewd The Teacher?</b>	<b>The Watcher Io</b>
For your stay here you will have to put up with the anime appearance. Things will be more colorful, but one complaint is that everyone has massive foreheads. It was a product of the time and you won't stop noticing it. Expect all sorts of anime graphics showing up such as noodle arms, chibii scenes, angry shouts with pointed teeth and more.	There is a scantily clad teacher who is always asking students to use her as they see fit, but all of the students just act as if it was harassment. Just like her, no one wants to do anything lewd with you. Have fun.	Io is a watcher class DearS and the personal guardian of Ren. She believes that humans are incapable of love and seeks to exterminate them so that the DearS may live in peace. While Ren talked her out of this, Io now believes that you are the greatest threat to Ren and the rest of the DearS and will act accordingly.
<b>Unwanted Alien</b>	<b>Zero Number</b>	<b>No powers</b>
You somehow found a Zero Number wandering around and they swore themselves to you forever. Even though this DearS is terrible at their job, can't cook and is a constant screw up you can't find yourself getting rid of them. They will try their best to make you happy, but just screw up every single time. Even finding a way to ruin sex. For the remainder of the jump they won't get better, only try harder. They can become a companion and actually learn something after the jump, you know, if you want them still.	Zero Number is the term for DearS that do not learn fast enough or make too many mistakes. While this won't remove your perks and learned skills, it is a nerf. Think of all of your perks and skills being dropped down to beginner levels for the rest of the jump.	It seems that you woke up with a power nullifying collar around your neck. Turns out that some really rich people enjoy enslaving powerful beings. But with the empire that made this collar destroyed there is no one to take control of you and you now have no one to remove it for the next decade. This will even suppress any DearS powers you have gotten in jump. Don't worry, this world isn't much more dangerous than your home one.

<b>History</b>		
The history of DearS is a bit unknown. What is known is that they were once nearly wiped out due to war and chose to enslave themselves in a bid to survive. An untold number of generations later this was mostly forgotten. More recently a civil war broke out in the empire that owned the DearS and everything was destroyed, leaving this one ship as the sole known survivor.		
<b>Biology</b>		
<b>Life Cycle</b>	DearS life for only about 20-30 years or so. Sad, but true. They begin their lives as children, create a large chrysalis before transforming into their adult forms.	
<b>Hair and eye colors</b>	Can be any color.	
<b>Known Hierarchy</b>		
Class	Examples	Descriptions
<b>Breeder</b>	N/A	The official name for whomever owns the colony. They are not a DearS.
<b>Gate</b>	Ren	One per generation, the Gate to the next generations. If the Gate is awake (not frozen) then every DearS in existence can breed. Colonies can expand and refresh their numbers. If the Gate is in suspended sleep then no DearS can breed.
<b>Watcher</b>	Fina / Io	The main destructive force and bodyguard for the DearS colony and the Gate. Normally one per generation.
<b>Barker</b>	Rubi	The commanding next-in-command of the colony behind the Gate and Watcher. They tend to be serious and not in favor of mistakes.
<b>Biter</b>	Xaki / Nia	Barkers are the main enforcers and defense of the colony. The Biters tend to follow orders without much questions.
<b>Cat</b>	Nia	Nia is originally a cat class DearS, but is being trained as a Biter. If she is any indication of a normal cat class then they end their sentences with –Nya.
<b>Sheep</b>	Mui	Sheep are the main slave rank.
<b>Black Sheep</b>	Khi	Basically the lowest ranking odd job guy in the colony. These tend to be weak willed and accepting of their punishments.
<b>Zero Numbers</b>	Thousands	Zero Numbers are those that cannot or will not learn to be perfect slaves. Those that are willful and pursue their own desires. Those that disobey the will of the colony or just made it look bad. The fate of Zero Numbers are to be frozen for eternity with no hope of waking up unless the current Gate orders it.

By AladdinAnon

Notes

DearS is meant to be a very low level setting for early jumpers or a vacation to older and more powerful ones. Don't expect much in the way of action, wars, or trouble.

All DearS instincts to serve a master and have lowered will power will be removed after the jump. Like regular alt forms you will be able to regain your normal mind. if you want.

The DearS colony can be the original from the series, but you have to find a way to wank that yourself.

Improved Power if taken as a non DearS will either grant you a base DearS ability or allow you to give the same level of boost to another innate power your possess.

Colorful Hair and Eyes will be deemed as you just using hair dye, a racial trait or magic in any setting where such colors are not normal.

If you have to question it then fan wank.

Notes: Version 0.1

I meant to start this months ago.

Version 0.2

Removed drop in because I couldn't think of any perks.

Finished adding the remaining perks, items, and drawbacks.

This is meant to be an early jump or a vacation jump. There are no real threats and can easily become your jump 1.

Why the row and column format? Because I find it easier to cross reference perks.

Version 0.3

Fixed the orphan problem

Version 0.4

More perks.

Version 0.5

Last perk

Version 0.6

Added notes.

Fixed my stupid spelling mistakes.

6/8/2019

Finished.