

ヒメノスピア

H I M E N O S P I A

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Look outside the window and what will you see? Sprawling cityscapes and faceless crowds going about their day with nothing amiss. You wouldn't be remiss to think of this as another mundane Earth, but there's something much more bizarre going on underneath the surface. I want you to imagine two separate incidents, both seemingly unrelated, but sharing a single dark connection. The first? The Keihin Railway Shounan-Ueno Line Terrorist Bombing Incident; a train derailment carried out through planted explosives that killed twenty-seven Japanese citizens and injured another one hundred and four. The second incident? The U.S. bombing of Hiroshima and Nagasaki. These incidents may seem entirely unrelated, but in truth both occurrences were the result of an unseen influence, one unknown to the common man.

Rarely and unpredictably, a certain species of parasitic insect will appear in human civilization. Known to those few aware of them as Red Wasps, they are of unknown origin and only the size of an ordinary wasp, but the consequences of their appearance are devastating. They are hive insects that construct protective hives around themselves, but these are never other Red Wasps. Rather, the Red Wasp is a 'Social Parasite', one which preys upon existing species to form their hives, much like the slave-making ant. More terrifyingly though, the Red Wasps seem to have evolved to prey upon humans. Specifically, human females.

The moment this seemingly insignificant insect's stinger pierces a human female, a profound shift occurs in both her body and mind. While she will look the same as ever to outside viewers, within mere seconds her insides have mutated to host a new appendage, a two meter long stinger roots that itself in her reproductive tract, which she can eject from her vaginal cavity and use as a lethal weapon. With only a single sting its venom will kill an ordinary human through anaphylactic shock in less than a second. Worse still are the changes that will have occurred in her mind. Sure, to an outside observer little if anything will have changed about her, but a profound realignment has taken place in her priorities, relationships, and in general all those internal things that motivates a person to action. She can act perfectly normal, give her love to those she did before so nothing seems amiss, but there's now something simply *above* all those other concerns in her life. A love which, while she's still able to give affection to those she felt it for before, she simply feels far more deeply and completely, and places before anything as if it was her biologically determined purpose as a lifeform. Because it is now. In short, she falls in love. Love enough to do anything, to *kill anyone*, be it her lover, child, dearest friend or stranger, so long as it would protect her most beloved Wasp. Said Wasp which is as fragile as a normal insect, and which has a limited lifespan. And then she goes mad.

No one knows how long they can live for naturally, because these 'hives' normally aren't detected until it's too late and the Wasp has died. Those women infected by it, its Soldiers, devolve into terrorists dedicated to mass slaughter against the world that stole their precious bug from them, killing as many people as possible in coordinated terrorist attacks. It doesn't matter who they were beforehand, what lives they lived and loved; this is what they are now. This is the unseen tragedy behind so many acts of seemingly unprovoked violence; a tragedy of violated free-will and enforced madness. But it seems there may be another reaction to this Wasp's venomous sting.

In only a short while a certain facially scarred and horrendously bullied schoolgirl will find herself stung by a strangely colored Wasp, and find her body undergoing strange changes. Her body, not her mind. In truth, it turns out that very rarely those stung by the Wasps don't become Soldiers, but 'Queens' whose stinger carries the same brainwashing properties of the original.

With a full human intellect, no shortened lifespan, and such a sudden rush of power, you can see how things start to get a whole lot worse for everyone in their way. With the ability to suddenly be loved by everyone around her at will, this former bullying victim will quickly go on a binge spree of brainwashing countless people, both her former bullies and innocent women and children, into loving and dying for her. All the while she will justify every aspect of the situation as a good thing for everyone involved, because obviously the people she brainwashed are happy to be that way. She'd also argue against the use of the term 'brainwashing' at all, saying that she's just bringing out everyone's true selves. If events unfold without your intervention, then very soon she's going to brainwash dozens of her fellow students in response to her suspicions that the police are afraid that her school has been infested by a mass-brainwashing parasitic infection. This will of course lead to a police raid that leaves countless people dead on both sides, something which she will respond to by brainwashing *even more civilians*, this time going for as many as possible, and targeting the wives and literal children of police officers to murder their families if they don't give her what she wants, eventually setting up her own little dictatorship. Yeah.

Welcome to the wonderful world of **Himenospia**, where you'll be spending the next 10 years.

Location, Time, Age, and Gender:

Your time in the Jump begins some vague time in the early 2000s but which appears to be around 2020, just a few months before that certain girl enters highschool, and an unfortunate world of overly exaggerated bullying. You have a brief period before she finds herself stung, but there are machinations afoot, and her getting stung was no accident. Indeed, there are others with powers like what would be hers lurking in the shadows. You may begin anywhere on Earth that could be considered a well-developed and metropolitan location, though by default you begin in the same prefecture as her. Try to survive the coming storm, or even improve things if you think you can. Just be warned that there are unseen hands manipulating events from the shadows, and that our star Himeno is incredibly bad at learning moral lessons from her actions. Oh, and most people around here are fucking unhinged *even before getting brainwashed into yandere hive-instinct guided murder drones*.

Regardless, you should take these **1000 CP**. Trust me, with the way this world is, you're going to need it. You may be any age or gender you like, though keep in mind that in this particular world that last choice has some significant risk attached to it.

Race:

Human: (Free)

Humanity as a race has accomplished much in the relatively short span of their existence. Indeed, even counting the earliest known links in the chain of human evolution, humans and their most distant forebears have occupied a mere 0.0004% of Earth's time. Still, in the even briefer time frame of humanity's existence after the development of language, they have produced wonders alike no other on Earth. Vehicles which can cross the world in hours, systems to control both heat and cold. They've even placed someone on the moon! All these works and more have sprung up in the utterly minor window of human existence, though apparently there are those who would argue that Earth's dominant lifeform are Wasps and ants

for having more accumulated biomass out there in the wilderness. Ignoring that little argument, you are a simple and ordinary human. The species whose glass and steel cities pierce the sky the world over.

Wasp: (Free if Female, 600 otherwise)

The main difference between this world and any more mundane Earth is the existence of a particular species of Red Wasp whose actions are the cause of no small amount of turmoil. The Red Wasp is both a hive insect and a social parasite. This species has no workers or soldiers, for it parasitizes human females, turning them via its sting into its slaves. Within seconds of being stung, the afflicted grows a tendril-like stinger possessing lethal venom which emerges at will from the body via the vaginal cavity, though it does not seem obstructive when not in use. More severe are the psychological alterations such 'Soldiers' undergo, obtaining a slew of mental changes the severity of which has already been described somewhat, and which will be explored in more detail in the Notes section, but which ultimately amount to the development of complete love and loyalty to the infecting Wasp or Queen. Death of their Queen spells insanity for the Soldiers, who are maddened by the loss. While you retain your human mind and are bound to no Queen, you now possess the physiology of a normal Soldier, though *further purchases* down the line may change that a little. Another thing that should be mentioned is that ordinarily only biological females can be infected, though there are a whole slew of situations that play with that rule, *some rather horrifyingly*. More importantly though, this is Jumpchain, and spending **600 CP** will allow you to possess this "Race," without issue regardless of any other biological factors such as being a Male, for all the benefits it provides. I'm sure that will throw some people here for a loop.

Wasp, But For Real This Time: (Free, Must Take Weakness of an Insect But Actually Though)

Well, you've already had an introduction to this, haven't you? You aren't a human, or one of the once-human mutants produced by those strange insects. No, you're one of the Red Wasps yourself. You are a small strangely colored wasp whose body length is about two-inches, with a curiously jagged stinger that looks like no other in the animal kingdom. You are only as durable as such an insect would logically be, however. Indeed, even a young girl could squish you in her grasp quite easily, and as such you must take the **Weakness of an Insect But Actually Though** Drawback for no points. However, as you've no doubt gathered by now, you're far from defenseless. Rather, you just need to find people to defend you. Due to the nature of what you are, you gain **Will of the Wasps** immediately for free. However, the unique ability you gain as a "Queen" is that of the Red Wasps; when stinging someone, you may choose to alternatively transform them into a Queen instead of a Soldier. Curiously, you don't seem to have to worry about aging or eating while in this form.

Origins:

While where you stand on the humanity/Wasp divide is indeed an important detail, there must certainly be more to define your past in this world, and that is the purpose of these Origins. That being said, any Origin may be taken as a Drop-In, allowing you to enter the world with no prior attachments or memories while forfeiting the security of an established place in society.

Also, possessing “No prior attachments or new memories,” does not include those stipulated by whatever Drawbacks you take which may necessitate them as per the Drawbacks’ individual terms. By default the Drop-In Origin does indeed have a past in this world, the name is more about the world’s perception of you as an irrelevant background factor than anything else, but whether or not that reflects you being a *true* Drop-In is again your call.

Drop-In: (Free)

Despite the name, this Origin does not necessarily insert you into the world without a past. Rather, Drop-In here references your perceived insignificance to society as a whole and the world around you. A faceless civilian, in essence, holding either a humble and unimpressive job or even being a student if you’re the proper age. Needless to say, your place in society is nothing impressive. Visibly at least.

Man of the State: (Free)

A man of action, and a stalwart protector of the law! At least in theory. Still, when you think about it, isn’t human society built off of the efforts of people like you? Whether you’re a military man, an officer of the law, or an unfortunate politician, yours are the hands which uphold human society. Unfortunately, you will find your authority challenged in the coming days, and by a force no law enforcement is equipped to handle; mind-controlling JK yuri bait.

Scientist: (Free)

The events soon to unfold challenge all sense of reason and seem to the naked eye as entirely irrational. This is a falsehood, for nothing is irrational. All phenomena, even the Wasps, can be studied and learned about. Whether you’re on a team researching the Wasp menace, or are a practitioner of a completely unrelated science, your job is one somehow related to scientific endeavors. You are also probably mentally ill.

Duplicitous Alpha-Ho: (Free)

Friendship, morality, behavioral standards; all are but the shackles of weak and powerless men. You aren’t here for these illusory chains, not to exercise them, not to receive them; what you’re here for is power! Control and pleasure, and to that end you’ve no real restraints you ought to pay heed to. You might have your own designs for being here, or might just be a complete lunatic trying your best to pretend you know what’s happening while enjoying the ride, but either way or probably a conniving asshole. May ethics be the first of your many kills.

General Perks:

How Does he Keep Getting These Artists?: (100 CP)

The characters of this manga are a lot of things. Insane, mentally ill, insane, the list simply goes on. They also happen to be exceptionally well drawn, barring intentional upsets to that formula. You know, characters drawn hideously to highlight their inhumanity, which is also somewhat ironic since many of the attractive characters are also utterly horrible people. Whether you’re a rational and stable human being, or another absolutely immoral lunatic, at the very least you can be confident that you’re one of the better drawn ones. Regardless of the

exact aesthetics you're aiming for, you're a perfect knockout for anyone whose strikezone you're aiming for, and even those unattracted to such would have to admit you're pretty objectively great looking. That is discounting any scars or battle damage though, but even then your body at least has the tendency to heal in a manner that leaves scars more of a cute novelty than anything festering or disgusting.

Greater Good (For Me): (100 CP)

Wouldn't it be grand if you were the hero of your own story? Someone that the entire axis of morality centered around, whose every action is tinged by the fact that *you are in the right*? Well, that may not be the case, but you've got the ability to keep that protagonist-centered morality train going! Specifically, you do not feel bad about using mind control. No regret for having used it on someone, no sadness over having to use it, or stress over the moral implications of it. Hell, you can even choose not to care about using it on people you love. You can simply brainwash without any negative emotional impact, no matter the target. Now, this doesn't necessarily *make* you use whatever mind control you have available, but it does mean that, should you choose to use it, you'll do so with a clean conscience and no traces of emotional trauma. No worried hesitation or feelings of a moral dilemma, no belief that you're doing something wrong, or stealing or violating something precious. You'll have no guilt, remorse, or feelings of ethical failing, and in fact are free to even consider it an actively good thing rather than a neutral one should you wish. You can look at someone you've brainwashed and turned against their family and not feel any personal responsibility for it, and listen to someone you've mind controlled into obsessive love for you spiel about their feelings for you and emotionally react like you've just been given an unprompted and legitimate love confession by someone who's in love with you. In fact, if you wish, you may even take this to the furthest level; should you ever obtain a mind control ability you particularly like, you may choose to completely convince yourself that it is *not* mind control at all, no matter how absurd such a claim is. In fact, if ANYONE is forced to love you through any means or circumstances, you can choose to be utterly convinced that those are their true feelings, and that they genuinely love you with their own honest heart. What, this sounds like mental illness? A Drawback? Don't be ridiculous, this is a long-term mental defense against feeling kind of sad about your own actions or something.

Nothing but Women as Far as the Eye Can See: (200 CP)

You know it sure would be nice to carry a bit of this manga's artistic flair with you going forward. You know, the whole 'everyone is drawn extremely attractive' part. Sure, it may not sound like much of a help to have the vast majority of everyone you interact with be extremely attractive, but it may be soothing for the soul to be able to just lean back and see how beautiful the world, or at least the people in it can be. Hell, you may even decide to take the population statistics of the eventually established city of Himenospia with you, ensuring that somehow you're always surrounded by a population of about 70% women. Not sure why you'd want such a thing. Is there some utility you think you can leverage out of this? Well that's your own business if so.

"It's Not Brainwashing": (200 CP)

It's a, "Community based on love," says the woman with an alien wasp stinger that she used to turn the entire student body that largely hated her into suicidally devoted soldiers to deliberately use as meat shields against the police. Regardless, everyone involved in the whole Wasp business always harps the same opinions on the matter, that being that the love felt by the brainwashed Soldiers for their Queens is as valid if not more so than any natural devotion shared between humans based on their personal experiences and shared struggles together. The moral and philosophical dubiousness of this claim aside, there's nonetheless a great power to be found in love, or rather in being loved. How fortuitous then that much like the dynamics between Queens and Soldiers, these enlightened people around you understand that what matters is love, not anything ephemeral like 'consent' or 'free will'. No longer is the prospect of people being mind controlled by you or others into loving you a disgusting or horrifying concept to other people! Rather, at worst, when it happens to someone everyone else will 'understand' that those feelings for you are perfectly natural, and simply a part of who they are now, no different than if they'd fallen in love normally. Whether they like or dislike this change in your new 'comrades', it's simply True Love™, with nothing strange or disturbing about their new feelings at all. This is even stronger for those neutral or allied with you, who see the general development as an active positive and good change. They won't just act understanding of it, they'll actively praise it and vocalize their support and appreciation of the situation, albeit to a degree fitting to their personality, from adamant assertions to grumbled acknowledgements. The more intelligent and wordy of them might even argue at length about it when given the chance. This gets only more extreme when said brainwashing becomes convenient for others, such as when it pacifies someone otherwise incorrigible to everyone, or when it converts an enemy to your shared side. They may not want it to happen to them, but in such cases people it's been convenient for could easily argue that your mass brainwashing spree was perfectly justified and is the key to an ideal society. Of course, no one is hit harder with this than those it most concerns; the actually brainwashed. Those forced to love you will without fail vehemently be glad for what's happened to them, and argue to anyone else in their lives that being made to fall in love with you was the best thing that's happened to them. In fact, occasionally those who've been brainwashed to love you will suggest on their own for it to be done to more people, usually people who were close to them beforehand.

The Genes Guide Me: (200 CP)

'And tell me what to do,' or so says the delusional Queen, indicating that even she is a puppet subject to the genetic proclivities programmed into her. Well at least you can benefit from a similar principle. In the same vein that this sordid individual was somehow able to understand exactly how to induce the Queen transformation in someone stung by a Red Wasp, and how the Soldiers and Queens in general possess instinctive understanding of their abilities and how to perfectly move their new limb, you yourself have an intuitive sense of whatever it is your abilities are capable of and how to best make use of them. This isn't merely how to activate an ability, but also an instinctive skill in a range of strategies and techniques that said ability would be the most effectively applied towards. An ability that allowed you to camouflage your appearance and nature to others would convey to you an understanding of the steps actually necessary to serve as an infiltrator and behind the scenes manipulator, for instance.

“Fabre Once Said”: (400 CP)

“There is a parasitic wasp for every insect in the world. Perhaps they are in fact regulating the population of these species.” Such a quote was provided by a certain Wasp-obsessed scientist at the start of this manga, intending to lead into the thought that it should be no surprise that humanity would have its own species of parasitic Wasp preying upon it. You know, despite being mammals. Still, in this context it's a topical point to make, given that this setting is defined by a certain species of Wasp and the mutants they create seemingly being designed to prey upon and parasitize human society. Similarly to this parasitic relationship exhibited by the Wasp mutants and humanity, once a Jump you are able to adapt any ability of yours that's meant to target specific species or races to affect an additional species of your choice, and perhaps relatively adjacent species or beings. Bear in mind that this only expands the definitions of the species barrier for those abilities, and only for those species, and that other limitations inherent to those abilities would still apply.

Love Cannot be Overwritten: (400 CP)

It's an oft repeated maxim used by the more informed individuals around here when referencing a particular facet of the Wasp phenomenon, one that comes to the forefront in inter-hive rivalries. Specifically, that ordinarily once an individual has been made a Soldier, they cannot be converted by another Queen's sting. This rule is essentially a poetic diatribe meant to describe this entirely medical phenomenon, and fitting to its overly pretentious trappings it fails to allude to the fact that it is also meant to cover the fact that Queens cannot be made Soldiers by another Queen. See, love here is used as a metaphor for the assigned biological roles of hive insects, and thus it covers both Soldiers and Queens as both have been given their 'roles'. Of course this would later turn out to be true in every case except for every case where it isn't, because that's just how things work around here. Well now you can assert this principle in regards to your own abilities, with much more consistency than occurs around here. This doesn't mean that your own means of mental influence and control cannot be undone by means designed to do so, but rather that usage of such abilities essentially 'calls dibs' on those affected by them in regard to other such powers. So long as someone exists under the influence of one such ability of yours, one which impacts their minds to influence or outright control them as the case may be, they are rendered entirely immune to any attempts at mind control by others. Attempts to recover an individual's mind from whatever you've done to them are unaffected by this particular ability in the case of mental effects that can be cured or recovered from, but never again shall an outside force be able to usurp your control over your pawns with their own insidious method.

Race Perks:

Human:

What is Sex?: (100 CP)

This story is a mess of multiple layers of conniving backstabbers and the occluded information they constantly vaguely allude to. Tragically, the people being tugged along by their invisible strings often don't realize the full scope of the situation around them. That's not even going into the bizarre business that is the Wasp mutants and their ability to brainwash others and steal loyalties on a whim. Luckily, whenever some confused human or another stumbles

into such a situation, there's always a friendly and very possibly demented scientist lazing around somewhere nearby to explain things in short order. That, or someone just starts blurting out their plans juxtaposed between bad poetic musings and random insect trivia. Want to get in on the fun? No? *Too fucking bad.* This will default to nearby individuals who could logically give the exposition needed to explain what's happening, but you don't need to worry in case something happens but you don't notice anyone around to explain it. Now you too can be safe in the knowledge that whenever anything remotely confusing begins taking place, a conveniently placed exposition dumping individual who may or may not look like a deranged hobo in a lab coat will approach and begin loudly monologuing about what's happening without being interrupted and also he's talking about bugs for some reason? The bug rants are mandatory if he's the one expositing. Do be aware of the adverse effects such blunt and frequent narration can have on your psyche before choosing to take this.

IT WAS ME, HIMENO: (200 CP)

Everyone has a role to play, and while that may be a fact of life binding Wasps both natural and mutated, it is no less true for humans. The difference between the two is that humans at least possess the power to choose their roles for themselves. And boy have you become a real master of roles yourself, as you've gained the incredible acting skill necessary to pass yourself off as an identity that is the absolute antithesis of your true self for years without suspicion. More than that, you have the forethought and planning skill to set up your backstory and early plan such as to establish for your 'role' a presumption of legitimacy that leaves it virtually beyond doubt. It's nothing complicated at all to take stock of your resources and available opportunities to pre-prepare many of the circumstances that you want to unfold during the early stages of your new 'life'. Want a Queen to believe in your loyalty without question? Just trick them into thinking they've stung you. No Wasp ever questions their supposed comrades, after all.

If It Means They Can Have Peaceful Lives: (400 CP)

So, almost overnight some megalomaniac has brainwashed an unspecified number of the unwashed masses into worshiping her and turned your city into a complete dictatorship that even has her damn name in it as if you were living in some kind of comic book. Your entire gender has been relegated to a second class citizen with preferential hiring practices and privileges given freely to the other, and enough of the people around you have been brainwashed to the point that speaking out about how kind of fucked up that is would see all your relationships ruined through ostracization. Doesn't sound like there'd be any silver lining to that nightmare, but there is now; the new powers that be are actually doing their fucking jobs for once. The streets are clean, and crime rates (outside the Queen's crimes against humanity) are at an all time low. Whether it be from a ruling class, foreign invaders, systematic oppression of whatever the hell you are at the time, or even brainjacking parasite infestations, from now on whenever you're in an oppressed position in society you'll find the competence of the powers that be increasing in all ways that concern public works and quality of life improvements, though thankfully nothing else. All those dictators that promised peace and prosperity for those they conquered? Well, now they'll actually deliver. The other consequences of their reign may not be pleasant or even remotely humane, but the quality of life for all citizens on average is definitely

going to massively skyrocket. But is tyranny and violation of the human spirit really worth these improvements? *Even when you're not the one in charge?*

Don't Give a Fuck With Me: (600 CP)

With the power to brainwash roughly half of anyone you meet on the street on a whim, you tend to find a new and strange monotony encroaching on your life and relationships. Perhaps this is why it's such a breath of fresh air for such a person when their overtures of friendship are met by you telling them that their offer makes you want to fucking puke? People of all kinds who are used to getting their way, whether because of their upbringing or because of some power of theirs, will find your resistance, defiance, and flat-out contrarian spite for them an immensely attractive prospect, such that they're unnaturally hesitant to stamp it out of you. The more acerbic your attitude towards them the more this will grow; calling them out on their hypocrisies, stating a desire for their deaths, and insulting them in all manners contributing to strengthen this effect. This is all to a point however; for while a miserably failed assassination attempt might make for a splendid first meeting, actually coming close to murdering them and then trying again will soon find them growing tired of your companionship. Unless they're into that sort of thing I suppose. This is largely a short-term guarantee of your safety and freewill against such beings, but depending on their temperament this may not be a true safeguard in the long run. While someone in a newly found position of power may want you close at hand as an anchor against what they might else become without a free-willed perspective to criticize them, an ancient tyrant who thinks nothing of taking what they want and stomping out freewill might desire you to come over to their side earnestly of your own will before claiming you.

I WAS THE TEENAGE GIRL ALL ALONG, HIMENO: (800 CP)

Little here is what it seems. In truth, governments are manipulated by century old immortals, slaves are masters in disguise, and teenage girls are forty year old men come back from the grave to exact revenge through BDSM... *what?* Anyways, like with a certain unhinged insect-hater, your enemies will be in for a sore surprise when you rear your head once more. Or maybe they'll be too distracted trying to figure out what the hell is going on with you? Somehow, someway, once every Jump (and after your Chain, every 10 years) you'll find that death will fail to end you or your Chain. Your current form will perish, only freeing you to reveal that YOU LIVE AGAIN in some new body. Your revival will coincide with a new appearance, and with it, access to some new ability you previously lacked, and perhaps even lacked the very potential for. In this world an angry middle aged man found his brain transplanted into a highschool girl, gaining access to the lethal stinger and yuri-vibes of a Soldier without (initially) being mind-raped into submission. Just as well, once you've returned to the world of the living, not only will your opponents have lost your trail and assumed you dead, but you'll have access to some new ability that was otherwise beyond your hope of possessing, even bypassing limitations inherent to your previous existence.

Wasp:

Soulja Bug: (600 CP/Free for Wasp)

While those parasitized by the Red Wasps appear outwardly human, significant changes occur in the host's mutated biology. While you're spared from the mental alterations that

typically bind them to their Queens, you've taken on the most prominent physiological characteristics observed by Soldier Wasps. You now possess a thin tendril around or slightly longer than two meters in length that ends in a small yet sharp stinger. The venom this stinger imparts kills via anaphylactic shock, and is lethal enough to kill a mundane though physically fit man in under a second of being stung, and it can move fast enough to be seemingly impossible to effectively react to with only normal human reflexes. The stinger seems to begin somewhere deep in the reproductive system's organs, perhaps the womb, and extends outwards through the vaginal cavity, but the actual effects of its presence on the host's reproductive system are unknown. *What about if you're not female?* Well, then... huh. I'm going to be honest, you're kind of breaking new ground here, sort of. *Particular unsettling circumstances* later showed biological males coming under the effects of Queen venom, but they displayed no hint of physiological mutations or stinger growth, so needless to say your circumstances and biology are entirely unrelated to *that* ordeal, so feel free to ignore any of that madness. You may choose the location and usual state of your stinger in this case, with the most logical location being the base of your spine. Perhaps it's even always out, being unretractable and needing to be hidden by other means given that it has no internal nesting location? Of course that's merely if you want to add some complications to spice up your status as a unique mutation. You're free to fanwank at this point.

They are Being Guided by Some Other's Will: (200 CP)

For as much as our protagonist seems to try and reinterpret her actions in a more positive light than mind-controlling parasitism, the narration will occasionally break away from that narrative and make it abundantly clear that there is something nefarious going on with her ~~victims~~ 'comrades'. This is fully apparent during the police's first raid on her school, where her infected classmates, all of whom utterly hated her before, mindlessly throw themselves into automatic fire to try and drown the invading unit in bodies. Notably, for all their rushing and in-unison stinging, there are little to no wasted movements present in their endeavors. Everybody is spaced apart to hold cohesion and shield one another yet not trip those behind them when they're inevitably mowed down, and every stinger flies off to find a different victim in order to maximize the swarm's kills. While your thoughts, feelings, and loyalties are still your own, you've developed a penchant for this natural coordination, finding yourself easily able to settle into any group and flawlessly and wordlessly cooperate to maximize your collective efforts. This tendency also spreads to allies in your area, ensuring that the lot of you work at maximum levels of group efficiency even without the need for verbal communication. Everyone just happens to be on the same page and subconsciously coordinates their physical movements to be perfectly in sync with each other.

Media Physiology: (400 CP)

The physiological mutations that Soldiers undergo is at least limited in terms of visible external changes, but what if infection were to occur at an earlier, more malleable stage in the host's development? This is a question that at least one Queen has found the answer to, having infected some of her Soldiers at birth and raised them on lifestyles of pure combat training alone. The result are her Media Ants, hulking brutes of absurd bulk and strength whose physical abilities you now share. Looking more like some manner of roided up gorilla or space marine

than anything human, these monsters boast the sheer strength to hoist a minigun with a single hand, or pulp the head of a man wearing military headgear with their grip before flinging him into the air and slamming him into another to kill them. Perhaps even more illogical than their immunity to pain is their sheer durability, with skulls apparently thick enough to stop assault rifle fire and muscles tight enough to protect their vital organs and arteries. While concentrated fire in the right spots could still bring one down, their absurd toughness means that even the spray of several assault rifles would only do superficial damage if peppering their ridiculously thick limbs. How is this absurd strength even possible? Love, according to the one responsible for them. Really. If you don't want to look like you eat protein slathered tungsten cubes for breakfast you may choose a much more slimmed down appearance, which I'm sure would make for a great surprise for everyone involved the moment you decide to cut loose.

On the Eleventh of June, Eighteen Sixty-Two: (600 CP)

Looks can be deceiving. It's a lesson you would do well to learn around here, where the friendliest of people or even your most trusted loved ones might be just one phone call away from murdering you. Where complete madmen are hailed as paragons of science, and where that innocuous highschool girl might be responsible for countless ruined or lost lives. One such highschooler-looking girl is in fact one of the Wasp Queens that have been puppeting society from behind the scenes for as long as anyone can remember. Actually, there's two of them running around here, with a third on the way. All together, these people's lives have amounted to centuries worth of backdoor manipulations, economic and political influence being built up behind the scenes to consolidate their power over their respective geopolitical territories. Like these centuries old immortals, you've reaped the benefits of a long life wellspent, and that's because you've very much had one. Disregard your age requiring a realistic number; in every Jump you have the option to have been alive for potentially centuries before your start. With this increased age comes control over just what you were doing during all that time, or more specifically, how all your purchases in a Jump are integrated into the world's history. Properties being well-established facets of local culture for centuries, for instance. In addition to this, you've got the single consistent trait found amongst the older lived Queens here; an extreme penchant for social manipulation. You have a complete mastery of how you express yourself and what seem to be your emotional impulses, allowing you to look like you're the best of friends with someone and then consign them to death a moment later without batting an eye. Just as well you have the capacity to make such decisions without much fuss, should you choose to have such an age-cooled personality. How does all of this work here if you aren't a Queen, or in future settings where immortality isn't possible? Well, a certain crazy cop around here has already set a certain precedence for brain transplants into younger bodies...

Will of the Wasps: (800 CP, Requires Soulja Bug)

The majority of Wasp mutants are Soldiers, individuals infected by a social parasite and turned into said parasite's adoring slaves. But that isn't the only reaction one can have to that sting. Some like you retain their original minds, and develop a stinger that does not kill, but which instead carries that same power as the Red Wasps. You no longer have access to the Soldier's killing venom; instead, a venom that changes people. *Controls* them. Now uniquely jagged and visually distinct from a Soldier's, your stinger possesses a power alike the Red

Wasps, being able to turn females who you're genetically compatible with into your Soldiers, humans of course always falling into this category. Upon such a woman being stung, she'll be paralyzed for a brief few seconds or slightly longer, whereupon she'll awaken with all the mental changes of a Soldier already set in place and without internal conflict or need to reconcile the changes. There's no need for introductions, explanations, acclimation, or even really meeting you; all the following changes are already set in her mind, perfectly understood, and accepted without questioning. She will understand in a way that requires no deliberation, explanation, or justification that you are the most important thing that has ever existed, and that your whims weigh more than the lives of her family. More than her lover of decades, or the little girl that grew inside of her, that she birthed and raised as a loving mother. Her irresistible instincts to obey virtually your every word will have her demolish her own life in any way you request with a now inhuman willpower, and the frankly psychotic love she now feels for you will have her argue to anyone who asks about her doing so that it's perfectly good that it happened, and will likely feel ecstatic about it anyways. Her love for you as well as everything about you as a person will be self justifying, and while she will retain much of her personality and relationships, such that those around her might never realize something is wrong, those things are ultimately as unnecessary as her own safety and comfort, all of which she'll end at your wish. She will viciously abhor anything that opposes you, throw herself into any labors for your sake, and feel no fear of death as she kills and dies for your sake. She is a Soldier now, as is any other woman you sting, all of whom together will feel a deep bond of love that, while secondary to their shared devotion to you, is itself also greater than anything they can feel for the uninitiated, such as their old families or lovers. But enough about your slaves, for Queens like you also possess two other particular qualities which you share in, both introduced much later into the story. The first is that all Queens appear to be biologically immortal, with their aging halting at around 16 with it not being known if Queens can even be created past this age, though this is nothing you need to worry about. While the oldest shown Queen is only approaching two centuries in age, there is no indication given that they are merely long-lived, as they are spoken about as indeed being ageless. The last quality, and one only revealed *in the fourth last chapter*, is that every Queen *apparently* has a special power that serves as a modifier to their stinger's abilities, giving each jagged stinger a unique shape and giving it an additional functionality. Only three examples are given, and some seem obviously stronger than others, but all have their uses. The first revealed is a Queen whose power is merely having a stinger shaped like a Soldier, meaning that she could camouflage herself as one to infiltrate another Queen's hive. The second was the ability to transmit orders and information to newly created Soldiers at the moment of infection, meaning that the Queen could convert them and immediately walk away with them knowing exactly what their missions were with no briefing being necessary, thereby making converting large amounts of Soldiers quickly extremely easy and viable as an attack strategy. The last to be revealed was the ability to affect even other Queens, something which breaks the in-universe "Love cannot be overwritten," rule, though Queens thus affected possessed even more individuality and mental freedom than the usual Soldiers. It was still nonetheless a perfect tool for immediately ending the hostility of opposing Queens and turning them and their hives friendly to the user. You may pick or create one such ability within these admittedly completely vague and arbitrary bounds which will serve to alter either your stinger, your ability to convert Soldiers, or the Soldiers it creates in some way. Affecting both genders would not work as that makes nearly the entire

planet vulnerable to you, but affecting males *instead* of females? That should work, for as many rules as it breaks, because that isn't how any of this works, except for when it does, so *who fucking knows at this point*. The ability to convert Soldiers already claimed by other Queens would be an example of a powerful tool in inter-hive battles that breaks the "Love cannot be overwritten," rule much like the third canon example, for instance. That one would *really* cause an upset around here. Maybe go for that one. It would be funny. Further, for purchasing this you'll receive a Stipend for the **Brainwashed Simps** section, the details found therein.

**Wasp, But For Real This Time:
Is It A New Species?: (100 CP)**

There's something paradoxically miniscule yet striking about little bugs like you. So curiously colored, enough to get people wondering how they've never seen one of you before, yet easily do you disappear into the aether. Such is your existence indeed, as even when people can't immediately understand quite what they're looking at with you, they're liable to brush it off as something likely not all that important. To approach the situation with the urgency it demanded would take someone with prior experience with what you are, whether drawn from you having shown your hand to them before or by having dealt with your kind before. As long as you aren't going out of your way and giving them a good reason to react beyond the mundane, anyways. After all, those brainwashed dolls of yours certainly don't think of you as any old ordinary insect. Then again they're also brain damaged and probably want to fuck you despite you being a two-inche long bug, but hey, it's the (brainwashed) thought that counts.

The Fruits of Future Research (Imao): (200 CP)

So, you, or another of your kind, has been captured by a group of scientists that have been pursuing you for decades with the intent to study you. Aside from them, another group may have been experimenting with the aftereffects of one of your visits for perhaps a century or more. So, what progress are you expecting to be made from all that? Absolutely fucking none. Yeah, for whatever reason, both experiment and theory fail to advance in terms of explaining you and how any of your nonsense works. You aren't entirely a black box, because progress is only absurdly stalled rather than completely blocked, but even with people literally having your preserved corpse for examination, it would take years for them to notice a fucking serial code on your cells. You know, because they didn't think to check your cellular structure when trying to figure out how your body works.

AAAH, YES, THAT: (400 CP)

Very few species are truly endemic to all corners of the globe, and most that are were carried by humans. And yet the Red Wasps have done their thing everywhere from the United States, to Costa Rica, to Japan. It would certainly take quite a travel method for a flimsy little wasp to reach all around the globe. Thankfully you are *extremely* good at... just kind of wing-based flight, I guess? You can fly for a while without stopping, and don't die from the various hazards that might otherwise get you eventually on such long flights. Well, there is one more advantage to this, one you don't even necessarily need wings to enjoy; you are able to survive in the vacuum of space. And yes, you can similarly travel through it as you could air. In fact, you seem even better at this; while you might otherwise die on terrestrial journeys if you

neglect yourself, you can somehow navigate interstellar distances without things like food or paying heed to what should be an insectoid lifespan. Space flight, with wings. You know what? Fuck it, you don't even need them if you aren't a wasp at that point; whatever your species' means of locomotion, you can do it through SPACE. Yes, this means that if taken as a human, you can just travel through space by pantomiming walking as if there was a surface underneath you. I don't even fucking care anymore.

YOU ABSOLUTE FOOLS: (600 CP)

So, let's just get this straight; doing your thing, you produce brainwashed slaves, except for a few chosen, who go on to make brainwashed slaves of their own. This is what you do; everything you do impells this situation, it is the result of your every action. So, what does someone wanting to "rebel" against you do? What do they think serves as preparation for the coming of what you represent? Obviously it's unifying the world under the brainwashing sourced from you. Obviously. OBVIOUSLY. Surely, that ISN'T what you're planning, what you're intending for them to do. SURELY this is of their own freewill, and an intelligent conclusion to reach. Right. Whenever you transform someone, even if you would otherwise gain no control over them, or if you brainwash someone yet they resist, you'll find that they are your slave nonetheless. A sleeping slave, who finds themselves blindly stumbling into the actions you wish of them, even if they internally perceive it as being of their own free will. As if fate was supplanted by genetic destiny, they will reach even the most absolutely stupid and illogical conclusions if it sends them acting out your wishes as plainly as someone actually brainwashed into your willing slave. But it's of their own free will, you see. Obviously this is the most obvious means of *actually* fighting you, you know?

Who Created Them, And For What Purpose: (800 CP)

Even beyond the glimpses we see in the Queens' immortality, you'd be surprised how far back this wasp nonsense goes. Perhaps since antiquity even, given that a certain indigenous tribe from Costa Rica was believed to have maintained its ancient monarchy through them. How did that work exactly? Shut the fuck up, but it's history. History, like you and your kind. Every Jump, you may take something that you are, or qualities about yourself and pertaining to it, and insert it into the history of the world. This may not wholly upend the recognizability of the world you're visiting, or render the plot entirely eradicated, but the circumstances and details of the world may become very different. As a Red Wasp or Queen you could insinuate this whole mess into the history of future worlds; world history now rife with people who somehow obtained this power, used it to create their little conspiracies out of brainwashed women, and died. And, perhaps, a behind-the-scenes invasion of curious red insects perpetuating it. The course of the world won't be utterly redefined, but new actors may be lurking behind the scenes, and may have their own parts to play and stakes in the conflicts to come. Honestly, the ultimate results of this may be negative or positive depending on what you're inserting in, and may leave you in a better or worse starting point as one of them, but at the very least there'll be some precedent for what you are. And finally, should you wish it, you may choose another singular detail for these insertions. No matter how long they've been in the world thanks to this, no matter what the circumstances may otherwise be, you may also decide that at the root of everything... It's aliens. Somehow, it all started with aliens. Actually, you can insert aliens into the justification for

the plot's backstory even using this Perk to normalize whatever the fuck you are. *It's always aliens.*

Origin Perks:

Drop-In:

Not Needed by Anyone: (100 CP)

You know what the benefit to being the universe's most unlovable chew toy is? You're so beneath notice that you can blend into practically any urban context and dissolve into the background of city life. Even if you'd recently been featured on the news as the leader behind a terrorist attack, as long as there is even the flimsiest excuse for you not being recognized such as a thin black censor bar obscuring nothing but your eyes in said newscast then you'll be able to walk around town for a straight week without anyone bothering you for any reason. You know, even though half of your face is covered in a highly identifiable burn scar, but whatever. You're simply a part of the background to these people, so long as you don't start shaking things up in front of them at least.

Nega-Alice: (100 CP)

Sometimes one's actions can paint an unfair picture of their character. People might hear that you've gone around brainwashing an unspecified number of women and children into holding the civilian populace hostage, demanded secession and special rights from your home nation, and declared pseudo-martial law where your brainwashed servants threaten and kill anyone who disobey your commands, and come away from the whole experience with the impression that you're a bad person. Well that's what your bright smile and cheery attitude are for! See, when acting in a relaxed and friendly manner, the people around you are so totally suckered in by the act that those who've previously heard about your awful atrocities might experience situational whiplash. Most people around you, and especially those whose feelings for you are strong, will think it's all very cute or whatever, almost unbearably so depending on your relationship. But a rare few with the wherewithal not to fall for it will find the dichotomy extremely unnerving, potentially to the extent of triggering their fight or flight response. Be careful of these people, for they are men and women of logic and reason, and should not be trusted.

So Sad it's Hilarious: (200 CP)

Human, Wasp, man or woman; if there is one commonality that connects them in this world (outside of them being batshit insane) then it is the omnipresence of their comically tragic backstories. From the most straightforward tragedies such as having your pregnant wife die in a terrorist attack, to the absurdity of childhood neglect so comically severe that someone going through it might become literally allergic to kindness, everyone here has suffered in some capacity. You too have suffered so, or at least reaped the benefits as if you had. See, much like how a certain person's past of being forcibly live streamed walking on all fours while publicly nude gave them the strength to resist the pain of being forced into BDSM play by a middle-aged ex-cop in the body of a highschool girl who fed her poisoned food so she'd shit herself while locked in a chastity belt, you too have become inured to tortures both physical and mental. You are well capable of resisting agonies of the flesh and mind, ensuring that even concerted efforts

by a person who wants more than anything for you to suffer will not be enough to break your spirit to move towards tomorrow and escape the moment the opportunity presents itself. Miraculously, unlike a certain someone this doesn't actually prevent you from learning the right lessons from the things that happen to you, so you don't have to worry about being stuck in your own behaviors if you think it would be proper to change them.

It Was An Instinctual Plot Device: (200 CP)

Those infected by the Wasps seem to have a good handle on their powers, instinctually grasping the changes that've come over them, how their powers work, and how to use them. You know, unless you're the kind of serial background failure this Origin represents. Thankfully you don't have to worry about that sort of thing, because some of your powers are a lot more useful (sometimes). Specifically, in that they no longer require your initiative to activate, and can essentially use themselves in the right conditions. In response to emotional duress, stress, active dangers, and your own suppressed desires, one of your powers may suddenly use itself in a way that addresses the issue. You might not even be aware of doing it, might not even know that using the power in that way would work, but the power will take whatever opening presents itself to relieve you of your stress. Sure, this means that your brainwashing power might throw itself at someone pointing a gun at you to save your life, but it can also have a much itchier trigger finger than that, potentially targeting anyone you might subconsciously want it used on. This most strongly affects abilities you normally have difficulty using consciously, and especially those you don't even realize you have. With greater mastery of an ability, you can largely suppress this instinctual usage, such that it would only show itself again during sudden unexpected moments of danger. However, in that vein, you may choose to make yourself more selectively incompetent to take advantage of this, or because it's funny. You can make yourself unaware of a power of yours, inexplicably not knowing anything about it even if *literally every other character with it* instinctually knows all about it and how to use it. Retaining this blissful ignorance, the chosen power will use itself at opportune moments to address your worries, protect you, and fulfil your desires, all without realizing you even have it. Be very careful of what powers you suppress in this way.

As the Love for One's Queen Demands: (400 CP)

To be loved is a wonderful thing, as is to be the one loving. Or at least that's usually the case, but love dynamics around here may seem just a tad bit more horrifying and unhealthy to outside observers. Still, from the perspectives of those locked into these ~~chains of slavery~~ bonds of love, they are sacrosanct above all else. To the minds of those so devoted it is no more permissible or even possible to fail one's love than it is to simply reject the need for oxygen; the very notion is alien to mind and body both. Indeed, even if it costs one their own life, self-sacrifice in the name of love is one that many here will jump at if it means the one they love will live to see another day. Still, dangers to one's loved ones abound, and at the very least those who adore you will find themselves far from helpless to make that crucial difference. Whenever you yourself are in mortal danger, those ready and 'willing' to sacrifice themselves for you will find themselves in a position to do so, allowing them to trade their lives for yours. Remember that depending on the situation this may only buy you a brief reprieve from danger before the threat of death rears its head once more, but so long as you have people willing to

die for you they'll somehow always be there to throw themselves in the way of whatever proverbial bullet is coming your way. Again and again, until you're all alone again.

Literally When: (400 CP)

Did you know that when our plucky protagonist first became a Queen, her first sting was performed instinctually in self-defense? Did you also know that she did it while surrounded by three different girls watching her at different angles and within five feet of her and yet none of them noticed? Apparently that seems to be a trend with her, considering that even besides this she would go on infecting a large number of people in public spaces without causing any sort of scene for about a week straight. Whether it be through the power of bad writing or a long career in stealth and sabotage that was never at any point even remotely alluded to, you now possess the power to make quick and unnoticed use of your abilities from any position of relative surprise. Whether you are hiding in a corner, sitting in the next restaurant booth over, or simply passing by on the sidewalk, you are inordinately good at making use of your powers in any ostensibly public environment undetected. You could even get away with using them while being directly observed, under the stipulation that you be in a state where no one is expecting such a move from you. How does this make sense? It doesn't. None of this makes sense.

It Wasn't A Lie: (600 CP)

Consistency is one of the most important and desired aspects of any ability one can possess, such that we often form an assumption of its presence even when there's far from any assurance of it. We hardly ever imagine that a well-practiced skill or power we have faith in will suddenly fail us one random day. Or worse, that it already has and we just didn't notice. It's an unfortunate blindspot that exists in everyone's worldview. It's a good thing you don't actually have to worry about that sort of thing or any of the interesting dramatic tension it could potentially provide! While your efforts are no more likely to succeed in normal circumstances, you'll now find that there is a very specific circumstance wherein the question of, "Did it work or not," will always resolve in your favor. Whenever you try to use an ability or simply act to affect someone and it fails only for them to pretend that it succeeded to try and blindside you, it will turn out that no, it actually just worked. If you were to utilize your unconditional love inducing brainwashing power on someone who it shouldn't work on yet who nonetheless decides to play along to manipulate you or infiltrate your group, to their great surprise they'll soon find that they're just as deeply affected as everyone else, trapped by their initial decision into loving you more than life itself. And while we're on the topic, and given their interrelation here, the same goes for feelings of love in general; should someone pretend to be in love with you at all, they will soon realize that they are, in fact, completely smitten with you. As long as anyone takes those first few steps to play along or stay in-character, their fate is essentially sealed.

It's my Name in the Title: (600 CP)

The sheer strength by which the winds of fate redirect themselves to keep our resident bioterrorist heroine alive are honestly astounding. Sure, plenty of bad things happen to her along the way, but somehow, *SOMEHOW*, she just makes it out of everything okay and better than she ever was before. Despite the fact that she's constantly a pawn being manipulated by forces older and wiser than her, somehow they just stumble over each other and wind up

dropping the spoils into her lap. Much like that ignorant fool, your luck bolsters itself to truly absurd degrees the moment you fall into the machinations of anyone trying to manipulate or account for you in their schemes. This doesn't protect you on the day to day though. No, you'll actually need to be either competent or put a *lot* of bodies between you and your problems. But when someone tries to plan around you, or add you into their schemes? Somehow everything just goes completely tits up in your favor. People miscalculate how yours, theirs, and everyone's powers work and end up accidentally trapping themselves into actually helping you. People shoot themselves in the foot trying to plan for a plan you don't have, only to realize you're an idiot when it would be convenient for their focus to be elsewhere, only for them to immediately go back to thinking you tricked them into thinking you were an idiot back when their attention would be beneficial to you. Getting captured by an opponent planning on torturing you only increases the odds of three birds accidentally killing themselves with the same stone once the rescue attempt on you inevitably gets underway. And the longer in that captivity, the less likely your death actually becomes, even when the place becomes the target of a bombing run. Somehow, someway, everything just keeps getting better for you, the spoils you get out of each victory somehow increasing as they win you progressively more powerful allies and infrastructure. Did you actually earn any of this? Fucking hell no, but it's all yours to enjoy.

Man of the State:

I Have a Gun: (100 CP)

While it may at times seem that fate looks unfavorably on men at arms in this world, they at least get some good hits in here and there. Or shots, as it were. Indeed, through the miraculous power of firearms, and your extensive training in the handling of such, you are capable of making reasonable shots at modest distances with great consistency. While nailing someone in a car's passenger seat from the backseat three times isn't exactly impressive, doing so and controlling the recoil to land two shots through the heart and one through the brain in an instant while the car is being violently swerved to the side is a testament to how comfortable you are with your gun. From trigger discipline to weapon handling, you have excellent skill with various firearms, and this includes everything from handguns to even light automatic weaponry. And whether you've even had some military training in the past, or just some experience with riot control, you've got a decent ability for carrying out team operations with similarly armed units. You might be hard pressed to come out on top in this world stacked against you, but you now possess a truly great power in your hand; a gun.

'Twas Terrorism: (100 CP)

The Wasp menace is a terrifying and unprecedented threat to the moral fiber of mankind and society. Even so, the authorities' reaction to this threat often borders (if not definitively flies straight into) the illegal at times, with many of their plays being frankly extreme. It's a logical reaction from an objective point of view, with the possibility of an ever-growing mind controlling outbreak at stake, but you really wouldn't expect everyone to just be on board with some of their operations. Maybe it has something to do with how even they are just answering to someone behind the scenes. Still, when your raid into a high school ends with dozens of dead police officers and schoolgirls, just what the hell are you supposed to tell the media? Terrorists did it. You tell the media terrorists did it. Bizarrely enough, whenever you look someone dead in the

eyes and tell them in a complete deadpan, "Terrorists did this," they will believe it. This doesn't stop evidence of this falsehood from being used by victims or survivors trying to get the truth (or their version of the truth) out to the public, but until then? The media will be on the lookout for those terrorists.

Too Important to Purge: (200 CP)

So, your operation to capture the girl using a mind controlling parasite to brainwash people failed and a little while later she has spread her control to the general city you're in and somehow established the region as an autonomous zone legally separate from the nation. It's a damn good thing for you that being an actually important contributor to society makes for fine job security! In any instance where a hostile power takes over the society you are a part of, so long as you yourself were not too bad of a personal obstacle to them then you will be left alone to function in a relatively similar capacity in their new world order. You could even have been part of the group that killed such a person's beloved mother, and so long as you weren't the one who did it or rubbed it in her face, you could later find them addressing you respectfully and believing that you were a kind collaborator that had peacefully integrated into their society. The absolute dumbass.

I Lived, Unfortunately: (200 CP)

Unfortunately, because now you have to keep living with the utter nonsense unfolding around you. Perhaps the call of duty is too strong to let you lie down your weary head, because through the sheer power of being tired of this shit but still needing to get out of bed in the morning you are capable of stubbornly clinging to life with far more tenacity than your desire for this shit to just end would suggest. While you are no more durable than before, the flame of life that burns within you has become significantly harder to extinguish, both making it harder to kill you and allowing you to recover from injuries to a more functioning state faster than normal. If you were run over by a car and thrown into a nearby wall you could be expected to be turning in paperwork on the incident in full dress suit by the end of the week. If you were stung by an (admittedly non-lethally venomous) inch long stinger eighty four times in the face, you would not only survive on the verge of death long enough to be wheeled off to a hospital, but could survive long enough to... get your brain transplanted into a highschool girl's body? *What?* Anyways, this is all assuming you have a completely ordinary human being's physiology, and not even necessarily one pushed to its limits. Naturally, your body's tenacity will only increase with greater durability.

No, This is Perfectly Reasonable Behavior: (400 CP)

So you've finally captured the target you've been trailing for an entire year and put them behind bars and in special containment. Incredible! I'm sure the government will be pleased, and indeed, the eyes of your superiors look fondly upon you as you dress up in BDSM gear, sexually torture your prisoner, and feed them poisoned food so that they'll shit the chastity belt you're forcing them to wear. *What?* No no, this is perfectly reasonable behavior in the eyes of your superiors. You see, any such eccentricities of yours are readily passed over by any authorities and direct coworkers who observe them. As long as you don't overstep your bounds

and ruin the mission with your actions then you're completely in the clear. *Why would they be upset with that?* This is just another part of the mission.

Just Like with President Kennely in '63: (400 CP)

This world is similar in many ways to another Earth you may well know, but the differences go deeper than the insanity presented by the plot. In one world, president Kennedy was assassinated in 1963 by a human. In this world, president Kennely was assassinated in 1963 by WASPS because of LOVE. Much like the Japanese Prime Minister Manabe or the U.S. President Ronald, you are a face that many from another world might be familiar with, and with a similar history in this world as well. You may essentially select any political figure from the relatively recent history of Earth and incarnate as their possibly slightly differently named counterpart in the world of any Jump, as radically different in life as the setting may demand. This will only give particular benefit in worlds where the figure you're importing into exists in a similar capacity with a similar role, but so long as they do you'll receive their position in the world as your own. This won't give you any of their abilities mind you, just whatever resources, reputation, and expectations that were theirs to shoulder, for good and ill. If there's no version of them in power then you just get their body, which can be pretty funny nonetheless. Yes, you can be Adolf Hitler.

The Will(Spite) to Move Forward(Torture a Highschooler into Shitting Herself): (600 CP)

The tale of Jirou Kuroda is a tragic one. Driven by vengeance against the Wasp menace, he died by the hands of a young Queen before being able to secure her capture. Even when he got a second chance at revenge by having his brain transplanted into the body of one of said Queen's Soldiers, his attempt was thwarted by his own vessel's biology. Though he held out for a full year, his brain was eventually compromised by the infected biology of the body he had inhabited. Tragically, he died a second time saving that very girl. So, are you tired of those pesky intrusive thoughts making you gay for your murderer? Then it's a good thing you have this. Vengeance, freedom, extreme racism, whatever it is that gives your mind strength has tempered your will against external influences that would seek to change your loyalties. Though it may by no means be a pleasant experience, such things as injected chemicals and parasitic infections cannot be used to subvert you from your mission, your indomitable human ~~spite~~ spirit shielding your heart and mind from anything that would try to divert you from your mission and towards loving and serving another. Let no parasite that seeks to sully the works of man live, the day of the exterminator is nigh.

A Welcome Grander Than Any Other: (600 CP)

No matter how stacked the deck may seem against them, and no matter how closely the sword of damocles hangs precariously o'er head, the men of this world have one advantage over the Wasp menace. A technique to match any opposition, one which the Prime Minister Manabe used when he heroically ordered his staff out of the building and prepared to meet the American Queen on his own. Like him, you too possess this incredible technique at full power. Activated by stripping butt-naked and kneeling down in a naked dogeza, you have the power to not die instantly when your attempts to betray or kill someone fail and they finally catch up to you. Such is the power of this technique that all users of it have survived their own encounters

with their enemy Queen, a woman so vile as to treat mass enslavement, rape, and murder as a fun pasttime. Be warned that this technique takes time to prepare (specifically the time it takes you to strip and dogeza), and will only work once per encounter or murder attempt. Upon successful activation your foe will lose any interest in killing or truly punishing you for your actions, though they may want to lightly step on you and drag you around as if keeping you as a trophy for a day or a bit longer before letting you go.

Scientist:

I Fucking Hate Cicadas: (100 CP)

I'm sure you've heard the tale before. Of a being of great and terrible power, one who was beloved as a wise leader by the council of people around him, yet who hid his true insidious face behind a false persona, the evil practically palpitating beneath the skin. Some would say that COOL BUG FACTS are a path to many abilities some consider to be unnatural. I'm of course talking about the lead scientist of this manga here. Much like our beloved Professor, you are somehow capable of hiding how utterly batshit fucking insane you are to the people around you, despite how glaringly obvious it is in everything other than your actions towards others. Yes, you can literally trail behind people smiling like a psychopath with half your face left in shadows and everyone would look at you and consider you to be the picture of perfect mental health. As long as you don't actually act in any *directly* harmful way towards anybody, no one around you is going to realize how comically obvious your mental instability is when you break into evil laughter or say ominous and foreboding things or even just fucking explode into rage over how much you hate cicadas for some reason? I'd say you had one hell of a poker face, but you don't. Everyone else just somehow fails to notice how utterly unhinged you are despite the very visible and clear warning signs.

Ah Yes, the Parastratiosphecomyia Stratiosphecomyioides: (100 CP)

In nature there exist many species of insect that make use of sound for various reasons. Hearing, attracting mates, and other forms of interaction. The vibration of air molecules, the phenomenon we call 'Sound', is used extensively throughout the insect world. And yet the brevisana brevis, a species of African cicada, stands in a world of its own. Going about its natural lifecycle, searching for food, looking for mates to reproduce, this cicada lives like any other. However, there is one thing that separates this creature from any other. The brevisana brevis is capable of producing sounds that reach pressure levels of 106.7 decibels at a distance of 50 cm, and yet no one ever tells them to SHUT THE FUCK UP ALREADY JESUS CHRIST STOP TALKING LIKE THIS. Much like the brevisana brevis, you are capable of producing stupid and useless noises with your mouth that no one will call you out on, on the single condition that the noise you are making is a dumb metaphor or allusion to random insect species that probably only tangentially relates to the situation at hand if you squint really hard and stop thinking about it. This is coupled with a great encyclopedic knowledge of Cool Bug Facts that you can spout off on a whim, and the ability to perfectly articulate insect related trivia in such a way that you can easily explain it in over ten times the amount of words you otherwise could have. With a sharp enough mind you'll be able to pretend to be able to compare almost anything to some random insect species or another. I'm certain that a certain bespectacled madman would just love your company.

Not Necessarily Head Researcher: (200 CP)

Well at least this explains the ability above. Congratulations Jumper, because you've graduated University with honors! Or somehow obtained an equivalent degree of knowledge on your scientific field on your own. This comes with all the expertise in your field as you'd expect, such that you could be considered a prodigy in it. You could make some important breakthroughs if you were to land a job working on the cutting edge. What's more is that you're in exceptional good faith with relevant academic circles, with some of your papers on your chosen subject already in circulation and lauded by many others in the field. This also allows you to start every Jump with a moderate but still beginning level of experience actually working a particular job relevant to your specialization, with a similar reputation in the local scientific circles. Again, this is going to be very strange if you haven't actually attended college, but whatever.

Vax Maxing: (200CP)

When the lead scientist of this trainwreck left with his assistant and the police to capture the rogue Queen and subdue her Soldiers, he and his assistant went in without fear because they had previously vaccinated themselves against the venom of Soldiers. Well technically he had his own reasons not to be afraid, but his cute assistant believed they were marching ahead fearlessly because she was immune to the Soldiers' stings. Soldiers, not Queens, but it's not like she cared after the fact. Through the powers of forbidden science and never followed up on plot threads, your immune system has been boosted to leave you totally immune to all manner of relatively believable poisons, venoms, and intravenously dispensed toxins. Okay, so not quite. This doesn't cover mind-altering substances like the Queens' venom, but against the Soldiers lethality you'd be completely immune (to the venom, anyways). Why didn't they vaccinate the police they sent in to subdue the Queen and Soldiers? *Shut the fuck up.*

He Can't Keep Getting Away With It: (400 CP)

You know, you'd think the sight of you constantly looming over everyone with that insane smile would arouse some suspicion here and there. Shouldn't the reflective glasses obscuring your eyes and the manic grin contorting your face as you stand behind the new girl you've brought to the Queen who's about to lunge at her with a knife arouse at least a little suspicion about you? *What are you talking about, that's just our school's physician, Jumper!* It's well and truly absurd the good faith you garner from everyone so long as you stick to a stated profession in your day to day. Whether you're working in a lab or in a clinic, as long as you stick to the outward appearance of what you're supposed to be you'll find danger and suspicion conveniently missing you even as everything around you erupts into chaos. The Queen could be kidnapped, her Soldiers frenzied from panic, the world going up in flames as military units shoot up a school while foreign fighter jets bomb locations nearby, and you could simply be sitting in your office at that same school eating cup noodles as a bemused spectator through it all. You needn't even avoid manipulating events yourself, you need only not be caught directly participating. As long as no one definitely proves your culpability to the world, you could even be pretending to be working for a Queen only to actually be working for the police only to be pretending to work for the police to actually be working for that same Queen only to be

pretending and actually be working for the government only to be pretending and to actually be working for that Queen's minion who is only pretending to be working for that Queen only for her to actually be pretending to be pretending to work for that Queen, and still come out none the worse for wear once hostilities on all sides erupted. Oh, and in the prior example you're openly meeting with and chatting with most everyone else on that list all in that same damn school nurse's room, as well as randomly doing shit like bringing hostile elements towards any of your supposed benefactors to see what happens when they try and murder each other. There should conceivably be a limit to the shit you can pull, but the author sure as shit didn't find it. It's okay though, because you're just a peaceful man of science doing his job.

Well Done, Jumper: (400 CP)

Promises can be such odd things. Ties of verbal agreement are assumed to hold true even in a world where loyalties can be rewritten on a whim and where the most powerful people are also the most treacherous, and yet people cannot help but place their faith in each other, and especially so when it comes to you. Or at least that's the case when the promise is an agreed upon obligation of yours, to the extent that, theoretically, if you were to promise to deliver a live Red Wasp to your employer within 10 years they would be perfectly happy and congratulatory to receive it in 42, with you never having lost funding or support from them in the interstice. Yes, it seems that when people have faith that you'll get something done, they continue to hold onto it even decades after the deadline you yourself set, continuing to support your efforts for no returns in all the time this procrastination has bought you.

You're With the Police, Right?: (600 CP)

It can be a frightful thing to go out into the field, into danger and uncertainty for the sake of your insane plots. When variables outside of your control rear their head and amble on over to you, you get a real sense of just how out of your depth you may be as forces beyond your ability to control decide they have use for new flesh. How fortunate for you that you're likely to be neatly passed over. Fortunate for you, and unfortunate for those you've planned on sacrificing in your stead. See, contrary to how blind your insanity makes your flying seem, you're actually incredibly good at one particular aspect of scheming. Namely, preparing a good fall guy to suffer whatever consequences or dangers would otherwise befall you in your endeavors. Visualizing in your mind whatever scheme you're plotting or whatever foe you wish to counter, you are capable of preparing 'bait' in the form of another thinking creature who will flawlessly take the heat off of any one pre-planned encounter for you, likely suffering whatever death or fate worse than death you would have incurred. You can also create more general meatshields for this, but without a specific threat they're keyed towards you'll need to keep them nearby to absorb any hostilities.

That's Not How That Works! That's Not How Any of This works!: (600 CP)

You know what's even more unsettling than the thought that the lead scientists on a subject are a bunch of morons spouting constant scientific inaccuracies? The thought that their illogical rambling *might be right*. That the logic of the world was somehow bending over backwards to try and make everything they said correct in some fashion or another, to keep them as the informed expert on what was happening regardless of how insane things got. If this

were the case then it might even be as if the scientists weren't completely off their rockers, but rather that the author writing their story just had a bizarrely bad grasp of science. You'll be able to carry this curious form of plot armor with you, because now the stupid leaps in logic and explanatory metaphors you use to explain away phenomena will be able to substitute for any actual scientific process when tackling a problem that is yet to be unraveled. For any manner of scientist it would be a breeze to unravel the miraculous secrets of a seemingly supernatural species of entity so long as you could even vaguely connect it via analogue to something within your field of interest. As long as there's at least some basis for the comparison you're making in your field of science, you'll find that following the bizarre logic of it in your research will lead you to unraveling more and more of the mystery of how these things function and what makes them tick, with these new revelations being consistent with the metaphor, making the phenomena's true workings more and more resemble your area of interest. Please, I beg of you only to use this power on phenomena already within your field of interest. An insect-focused biochemist unraveling the secrets of black holes by comparing them to antlions would be just too much, even for this world. Please think of the poor scientific community.

Duplicitous Alpha-Ho:

A Fine Flavor: (100 CP)

As the years begin to roll on, ennui begins to settle in the soul. Luxuries lose their luster, and you'd be hard pressed to find any real excitement. Normally, you'd expect people to burn themselves out of hedonism or grow numb to adoration and subservience, right? Bullshit, orgies rock, and when you have power, you should use it. People may gripe about the immorality of brainwashing a bunch of women you saw on the street and then leading them away for sex, but that's just because they don't have that power for themselves. Love is a rejuvenating force, and basking in the love of others heals the soul. This is true even when that love is forced. Especially so, even. Being subjected to the love and affection of those who've been brainwashed into it is a healing experience for you. It eases frayed nerves, soothes your soul, and in general does wonders to help with your mental state, even if you're a century old immortal who's generally bored with everything you've tried your hand at. You could lie back into a sea of needy slaves and feel perfectly refreshed of life's ills for a time. And no matter what, basking in or being shown the love of these brainwashed morons will always just feel *good* deep inside. It gets quite easy to start justifying this kind of behavior once you get a taste of this pleasure, this *power*, doesn't it?

What I'm Talking About Is Sexual Experience: (100 CP)

A sovereign is someone who must accept others, more so than anyone else. Which is of course why you kill everyone who disagrees with you. You wish to create a world of peace where no one must suffer. Those mutant children you experimented on from birth? Oh, those aren't human or anything. Are people freaked out by you saying that? Well you aren't saying you're any qualified to talk on the nature of humanity (DESPITE CONSTANTLY DOING SO), so whatever! The situation doesn't matter, the context irrelevant, because you have the horrific and unholy power to launch off into completely pointless rants on the nature of pretty much anything, from love, war, rulership, humanity, and fucking for some reason, being able to weave parallels and metaphors between the various topics, creating grand and rambling diatribes that do

nothing but waste wordcount while also probably just being outright fucking lies or incredibly hypocritical, all spoken in many times more than even the number of words used in this incredibly long run-on sentence whose scope encapsulates only a single fleeting moment in the pretentiousness that is your ever-unfolding existence. Those faced with these absurd monologues of yours are often stunned into complacency, losing their own trains of thought and barely being able to piece together what the fuck you're talking about.

She's Completely Different: (200 CP)

When a confrontation between Queens first occurred, Himeno found herself in awe of the American Queen. This is because they're both fucking idiots. Himeno for taking everything she's told at face value, and Serena for buying into her own hype enough to ramble with absolute confidence and come across as charismatic. AND YET, as it so happens again and again, that absolute loon somehow has people acting like she's a shining beacon of charisma. Somehow, for some nonsensical reason, you seem to exude an aura of probably undeserved regality that can hit hard enough to stun people to silence on first impressions, when they first lay eyes on you, when you falsely spout wise-sounding platitudes, or just when you're dropping lore exposition. Though not inclining them to necessarily submit to you, with a short interaction or observation people will come away convinced that you're royalty in mind and spirit, a rightful Queen or king, and with more long-term interaction may view you as either a terrifying foe or a model benchmark for what a ruler should strive to become. No, this doesn't require you to back up the hype with good or at least intelligent behavior, and may even dim the blow your behavior should do to this impression. Yes, this is strong enough to make random girls you haven't even brainwashed stare slack-jawed at you for a few minutes while thinking about how cool you are, even as you to walk up and start making out with them while they're acting like slack-jawed idiots, only for them to lean in with tears in their eyes and start tonguing back without thinking about it on pure reflex. No, you don't deserve this reaction. Also, for some reason people wanting to apologize, please, or submit to you seem to default to the naked dogeza without prompting. No, this effect is not restricted to attractive people.

That! I Want That!: (200 CP)

Tenuous negotiations and threats mark the beginnings of any inter-hive interaction. When you and your new rival come face to face, every reaction counts for something, and it can be a tense situation, trying to negotiate terms with that enemy Queen you just molested and HOLY SHIT IS THAT A CLAW MACHINE? THAT ONE, GET THAT ONE! What, are you telling me that an immortal mass-brainwashing bitch that mind controls everyone into giving you whatever you want wherever you go has never actually seen a claw machine? That none of that was an act to confuse and lower your enemy's guard? That you're actually just that sheltered? Shut the fuck up, that doesn't even make any sense, there's no way it's that stupid. Whenever you act in a certain kind of way, being overly cutesy, naive, sheltered, or what have you, not only will the other party be completely fooled by it, but they'll come away with a positive impression of your character and intentions, like you had some sort of cute retard charisma. Mind you, this act doesn't at all have to be genuine, but it also might not work if you frequently abuse it and prove it false to someone. That being said, you could still slide back into faux-friendship with it even after showing yourself a conniving bitch every now and then.

A World Where Children Do Not Die: (400 CP)

Why did you choose the path that you did? Once, when you were younger, weaker, unable to protect yourself, you were forced to do terrible things to survive. Then, once you gained your power you swore to use it to create a world where children do not suffer or die. Ignore you kidnapping babies from their cribs to raise as supersoldiers and meat shields, that's unrelated. You have the power to tell bold faced lies, just absolute *bullshit* that is the most diametrically opposite thing to the truth, and somehow be taken at face value. At worst what you said will be brushed under the rug, but if the person in question has no reason to disbelieve the lie you've told, they'll believe it fully. Hell, this even works if you're telling half-truths and things that were *once* true, you goddamn deceitful snake. Will anyone really get to the bottom of your past? Will anything you say about it even be trustworthy? Everyone you're telling it to will seem to think so. Be aware that you still can't control people's reactions to the "truth", or prevent circumstances from revealing that you're completely full of shit later on, but this is *great* for manipulating how initial perceptions develop.

Immature Nectar: (400 CP)

Are you bored with your long life, despite your success? How tragic then, this perk; source of both your malaise and the success that breeds it! Whatever delusions you have about your opponent's competence aside, you have the great fortune of primarily running up against genuinely massive idiots. Whether foolishly naive and taking everything at face value, or actually just kind of slow with them being unable to plan around pretty much anyone else, for whatever strange reason it will come to pass that time and time again your rival or current opponent will turn out to be significantly less intelligent than you expected them to be, unless you already expect them to be abysmally moronic. Sure, they might be able to put on a good show, but when it comes down to the actual thinking, you're not likely to run into any difficulty running intellectual laps around them. Mind you that this doesn't change how stupidly lucky your opponents may be, and only applies to the most visible 'face' of your rivalry, like an actual rival or figurehead rather than a broader organization.

How Many of These Things Are There: (600 CP)

You'd expect a small and enclosed dictatorship where a large chunk of the populace is brainwashed to enforce the law to be a bit more observant of large-scale movements in their territory. You know, like you importing possibly hundreds if not thousands of military personnel and other weird oddities into town. But NOPE, not a clue. Somehow, so long as you're keeping them in reserve and not yet engaging the enemy with them, you can hide frankly staggering amounts of minions and combatants in an area. This stealth will ease up once they begin taking aim at the enemy, much like how Serena's preliminary snipers were found during her meeting with Himeno, but as for those who continue to hide in the wings? You can have gorilla-sized minigun-wielding mutant Soldiers just kind of, I don't fucking know, *hiding behind corners* waiting to jump out once a shootout starts in a school you're at. Is this principle why Serena was able to hold such influence in America, through her servants blending in with common women? Don't be stupid, we're talking about cramming a small military with giant mutant supersoldiers into a single prefecture without anyone noticing.

The Freedom That Life Naturally Seeks: (600 CP)

When your enemy has the power to brainwash half of the populace at will, and hides herself in areas where that concentration is 100%, trying to get at her is an almost impossible task. There are simply no openings, no angles from which you can approach from, simply no way to wait nevermind she purposefully didn't brainwash half of them. Whelp. Maybe it's some moral concerns, maybe it's negligence, but whatever the reason may be, your enemies seem to include massive flaws in their defenses, more often than not being ones you're easily capable of capitalizing on. Hell, sometimes they leave them open on purpose, whatever their rationale might be for that given instance. This is on the level of purposefully leaving half of the population of their base unprotected from your mind control even as they accept you as a visitor without anyone deliberately watching over you or supervising your activities. Yes, they're that moronic when it comes to you, for some inexplicable reason. Don't question it.

Items:

Power isn't measured by how hard someone can hit or by ownership of some forbidden knowledge. Here, power is how many resources two sociopaths can throw out at whatever problems they want. Here is a selection of Items you can own for yourself, with one Item of each price Tier being Discounted for you.

My Sanctuary: (100 CP)

If you haven't picked up on it by now, this world and the people in it tend somewhat towards the unhinged. Even before the Wasp nonsense entered into the equation the world seemed rife with terrorism and absurdly vicious targeted bullying campaigns. It's a good thing then to have somewhere all to yourself, where you can at least pretend for a few hours a day that everything is alright. Taking the form of a small dwelling like an apartment or a cabin out in the mountains, this small home is at least large enough to comfortably house two or three people with all the amenities you'd expect to find in a modern home, and could squeeze in some more if you don't mind cuddling. Surprisingly, things like rent and utilities are already taken care of, and the address tends to blur into the background of administrative bureaucracies. Anyone wanting to track you down is going to have to do some serious digging to find this, enough that even with concerted effort by people with the proper records and resources to search through you would still have a short few days to get out of town or start mass-targeting innocent civilians before they found you.

Cool Bug Facts: (100 CP)

With a world so chaotic as this, it is no wonder that men will seek comfort in the written word. A Good Book, one containing the answers to all life's ills. Indeed, when the going gets tough and one's faith is tested, it can be of great comfort to crack open this book and read that the solenopsis invicta species of ant can adapt to flooding conditions by bunching together to form an impromptu raft on the water. What you have here is a comprehensive book of Cool Bug Facts containing pages for every mundane and naturally occurring insect and arachnid species on the planet. More than that, if opened to a random page at any time you will open it to a page whose described insect or arachnid is SOMEHOW comparable to something you are soon to

encounter in the near future, whether it be a person, the actual insect, or a situation. It may take a bug obsessed madman with actual schizophrenia to actually make said connection, but whether by direct and obvious similarity or by insane allegory, at least one tidbit of information on that page is going to be a hint as to what you're likely to encounter in your immediate future. Good luck determining it though. Okay, so this honestly probably completely useless for actually understanding what's happening, but at least you have a lot of interesting insect trivia on your hands! This may optionally update to include new species in future worlds.

An actual fucking job: (100 CP)

Despite all the societal upsets soon to take off in your general area, mundane city life will bizarrely continue onwards virtually unaffected, or at least on the surface level. Despite all the chaos to come, the disparate components that make up human society continue to function as best as they're able to. With this purchase you too are one such component, meaning that unlike some of these weirdos you have an actual paying job to do. While anyone can be a gas station attendant or librarian aid, any non-drop in origin makes available more specialized fields. Men of the State might be decently high in the chain of command doing police work or similar security details, while scientists may be working in any manner of lab or clinic. How high you are in the food chain, so to speak, is dependent on what your purchased perks would justify, plus a bit higher for this purchase. A Scientist with the full perkline could even be the Director General of a research center. Of course a similar job is open for you in future Jumps as well.

Literally Pointless: (100 CP)

With the billowing of your longcoat in the wind and the crackle of the electricity coming off of these gloves, this gear marks you as someone not worth fucking with ~~because you're irrelevant~~. A form of anti-Soldier suppression gear used by the police ~~to no tangible effect~~, this gear is for use up close and personal with hostile Soldiers ~~and their high speed one hit instant kill stingers you're within the range of~~. Consisting of a glove with integrated taser knuckles and a trenchcoat that kind of looks cool I guess, this is the perfect outfit for you and the boys to get intimidated by teenage girls in. Okay listen, I have no clue what these are actually supposed to be good for or why anyone decided to put them on. At least they kind of look cool I guess? I just don't know, man.

Stable of Bodies: (200 CP)

With so much of what is considered power in this world ultimately being nothing more than a surplus of human resources, it's no wonder that a fresh stream of unassuming people can be viewed as a massive goldmine. By some sorts of people at least. Taking the form of any manner of commercial enterprise where your presence is both accepted and largely unnoticed, you can find a plethora of warm bodies constantly filtering through this property. It might take the form of a subway station where you've found a seat that leaves your actions obscured even as a line of people filter through in close proximity to you, or a school you enroll or work at where vast numbers of people will be neatly organized for the taking, or even a movie theater where new people every day will come in and sit in neat rows in a dark and loud room too distracted to notice your movements behind them. You can even choose whether the typical inflow of passers by is unfiltered and generalized, like a restaurant that sees a lot of daily traffic, or if it's more

specialized to a specific demographic, like a cabaret club whose frequently replaced female staff supply a revolving door of women. Whether you use this for information gathering purposes or to collect human resources for yourself is up to you. Yes, it can be an all-girls school (or mostly if you're a boy and want to enroll anyways) like the one our hero took over. Hell, it can even be that specific school if you want.

They Appear to Have Used a Special Vehicle: (200 CP)

It's amazing how often problems are solved (or rather started) by people just getting into cars and diving away here. Evidently roadstops don't exist, whether someone is running from the police or from the forces of an absolute dictator. Now you too have just such a car! Or van, as it were. This civilian vehicle of your choice is notable for being practically untraceable by authority figures of any kind. Driving this vehicle in an urban environment, you'll find yourself managing to avoid detection and obstruction from anyone you'd rather hide from, so long as you don't attract attention to yourself with your reckless driving. You're by no means invincible in this thing though, so don't expect it to make for a good shelter if you accidentally park in the middle of an ongoing airstrike.

***SHITS SELF*: (200 CP)**

Conventional body armor is nigh useless against Soldiers, whose dextrous stingers can quickly maneuver towards vulnerable gaps before anyone can even react. But... what if you weren't armoring yourself? What if... you armored *them*? This is a truly powerful device; a chastity belt of sleek dark metal plates, which cannot be removed by any means save for the matching remote control which operates it. It permits no ingress, and little egress, but its most important attribute is that it renders all vagina-based superpowers null and void whilst being worn by its current occupant. So long as this gleaming metal adorns their privates, no force or power shall trespass from the other side of this mighty seal, the strength of their vaginal trickery availing them of naught.

***SHITS OTHER*: (200 CP)**

Pain; a thousand wounds of flesh and of the heart have these insects riven upon mankind. Pain; a thousand lashes, a just torment for those incorrigible insects. You are prepared to render pain and humiliation to your foes with many tools, least of all the high-quality BDSM gear you now possess. There is little to say of it; it is merely high quality bondage fetish gear, but what is more notable is the array of chemicals at your disposal. Each is a toxin with a laxative effect when ingested, and undetectable to one's sense of taste or touch. You could easily slip it into a meal without it being detected, to be ingested by your every hated foe. But what none but you could know is that each of these shit-inducing toxins is keyed to affect the target at a unique juncture, such as after just having an important realization, or after dramatically resolving to endure an immediate hardship for the sake of others. With strategic timing and a bit of deception, you can induce anyone to shit themselves in the middle of their big important dramatic moments. Let them know this as the vengeance of humanity.

An Arbitrary Amount of Automatic Weaponry: (400 CP)

Swarm tactics are all well and good, but you know what's better? Swarm tactics with proper armaments. It may seem comical at times, but apparently being a bunch of highschool girls is no excuse to go without small detachments of automatic weaponry. You now possess an arbitrary though reasonable amount of the kinds of supplies fielded by the martial groups found throughout this story, scaling in terms of quantity and quality to the sizes of whatever forces collectively consider themselves yours. This includes small arms, larger military hardware, and gimp suits. Just by yourself you'd be able to make a living off of selling illegal handguns. With a portion of a big city's prefecture under your control you could outfit small squads of yours with light machine guns. With a position of real power in the world? You could be calling in airstrikes.

It is Merely Disguised to Look Like a Telephone Booth: (400 CP)

Luxury stocked underground VIP evacuation shelters, undocumented underground prison facilities beneath government offices, and underground tunnel complexes leading from one part of the city to another. Repetitive in theme, but effective. There now exist in your starting city and many other cities you have properties in a number of underground complexes known only to you and those you choose to reveal them to. Secret entrances disguised as mundane objects and connecting tunnels make movement through the city a breeze from nearly any starting point, and a number of useful facilities can be found scattered throughout. Being entirely off the grid, someone would need to be already suspicious of the possibility of such structures existing and then make a concerted effort towards finding them in order for them to be discovered.

Jumper Biochemistry Institute: (400 CP)

While not necessarily an institute dedicated to biochemistry, you've come into possession of a research center focused on a particular field of your choice. Rather than simply obtaining a position of influence within one the old-fashioned behind-the-scenes way, this particular institute is much more effectively under your control, and with the various committees that should be objecting to your more questionable actions remaining utterly silent when otherwise they might intervene. With top of the line equipment, highly competent personnel, and a steady stream of funding coming in yearly, this institute will pursue only occasionally documented experiments on the cutting edge of whatever field you've dedicated it to. Like bugs. Lots of bugs around here.

"That Person" Or Whoever: (400 CP)

Subverting the families of the powerful is but one path to power. With potentially endless time on their hands, it isn't so inconceivable that different Queens would approach the topic of power from different directions. Did you take a cue from one of them? Rather than any temporal power over a nation's politics, you instead have immense reserves of cold, hard cash. Your investments are many and stable, with your economic power such that you could easily influence the internal politics of a nation by sheer economic pressure... provided no one with *real* power decides to take you out. Regardless, you can certainly exert extreme amounts of local pressure, power to push around agencies on a smaller scale, to say nothing of how you're pretty much set for life.

Do Not Make Light Of Me: (600 CP)

Some Queens have been around for a while, and with how long they've had their power, a certain curiosity is guaranteed to take root within them. One in particular has benefited from great time and resources, permitting great experimentation into the nuances of her state, and the nature of Soldiers. This is nearly a century and a half of study into the nature of Queens, Soldiers, and Wasps in general, some of the older tidbits being quite antiquated, but the newer ones benefiting wholly from the modern age's scientific paradigm and equipment. Within these papers and notes you will find every anatomical and psychological detail of the phenomena in plain script, as well as countless experiments and the results thereof. With this, you'll know the exact internal processes occurring when a Soldier is transformed, as well as how environmental factors can influence their development. The creation of horrifying supersoldiers, and manipulating brain chemistry to expand those susceptible to the transformation. Even seemingly nonsensical medical operations such as functional brain transplants between bodies, as well as the effects of doing so between Soldiers and non-Soldiers; these are not COOL BUG FACTS, but FORBIDDEN INSECT KNOWLEDGE.

Formal Power: (600 CP)

This... is probably a bit much. Rather than any backdoor influence or directly loyal population, this purchase represents a very odd twist of fortune. Specifically, you are now the lawfully and constitutionally appointed head of government for a nation of your choice, such as being the President of the United States of America, or the Prime Minister of Japan. This is just that, a constitutional appointment, and your powers and burdens are otherwise as the position would demand, though if nothing else this also means you have the popular support needed to have won that election in the first place. Note that while you possess the full legal authority to exercise the functions expected of you, this does nothing to purge your chosen government of any of the unseen influences lurking in the shadows, and depending on the situation you may very well become familiar with those parties as they seek to place you in their web of conspiracy. If there's an upside to this, it's that as the recognized official with formal power over these systems, you're able to make emergency decisions with greater speed than the conspiracies operating behind the scenes can mobilize. For this purchase you can be guaranteed that you'll somehow maintain the position for as long as you wish (and perhaps a bit longer as you wait for your term to end), and going forward you may choose to have a similar position in the government of any one nation in the world.

The Cure: (600 CP)

They say that there's nothing stronger than love, but that isn't true. If it was, a certain Queen wouldn't be so hung up about a certain historic bombing. No, there is one thing that kicks love's ass; nuclear bombs. For SOME FUCKING REASON you have a nuclear bomb of your own in whatever location you wish, either one equal to the two dropped on Japan towards the end of WWII, or brought up to modern standards. That's pretty much it. Oddly, this nuclear bomb has a particular quality that makes it even more viciously damaging to a few choice foes than an ordinary nuclear explosion would usually be. Specifically, it deals bonus damage to teenage girls, lesbians, and wasps, with these damage bonuses stacking if applicable.

Preserved Specimen: (600 CP)

Why would you want this? Why would you want to bring this nonsense to other worlds? Fine. FINE. The Red Wasp is the cause of the Wasp Mutant phenomenon, being the social parasite that converts females of the human race into its zealous slaves, before driving them insane with its eventual death from its fragile form and supposedly limited lifespan. They are the creatures responsible for these short-lived hives of Soldiers, and also for the creation of Queens and their much longer lived ones, deciding at the time of their sting which they choose to turn their victim into. What you have here is a single living specimen kept in perfect stasis such that its limited lifespan does not degrade until it is taken out of its preserving fluid. It is fully alive and in its prime condition, ripe for whatever purposes you would have for such a creature. One more odd thing of note is that you possess limited control over its actions once it has been freed, with you being able to direct its general movements and the intent behind its stinging. Perfect for setting up a convoluted sequence of events that can quickly spiral far outside of your control, or for simply experimenting on to try and unravel the mystery of whatever the fuck is going on with these things. Oh, and you may also wish to know that they might actually be artificial reconnaissance devices monitoring the planet Earth at the behest of their alien creators, though you won't have to worry about that with your sample. Yeah. If this specimen or all that you've managed to somehow reproduce from it are lost you will receive exactly one more at the start of the next Jump, or ten years, whichever is longer.

Brainwashed Simps

The conflicts in this story aren't won through anything silly like strength of body or character. No, they're won through throwing more innocent bodies at the problem than the other person can, and having options in reserve for when things don't turn out as planned. Here you may purchase plenty of brainwashed idiots who, through invasive brain tampering, have fallen madly in love with you, in all the familiar flavors of the horrendous events to come. Some options offer specific individuals, while others give groups, but all are Followers. Individual options may describe the specifics of how they integrate or follow you through Jumps. In the absence of any mind control abilities possessed by you or your Companions, or the presence of any in the environment that would justify people being mind controlled in such a way, please assume something fucking stupid occurred like, "They all hit their heads really hard and got brain damage in a comically specific way that made them fall in love with me," or something. This section has no discounts, but if you have **Will of the Wasps** you receive a **+400 CP** Stipend for use in this section only.

"All You Need To Do": (100 CP)

"Is stay with us, Jumper." So says a caring yet adamant voice, one you likely know well. She's a bright eyed and athletic tomboy with plenty of energy, and shocking bursts of strength when it comes to helping you. She's a social butterfly who seems able to get along with any group, and is extremely quick on injecting herself into any social situation to steer things in what she sees as an appropriate direction, especially when you start looking uncomfortable or overwhelmed. Don't be surprised if you take to some big operation like brainwashing a large group of people only for her to get into the actual nitty gritty of managing them for you, while similarly putting herself front and center in handling anything involving social interaction you get

up to. Of all the Brainwashed Simps, she's perhaps the closest to you, the one that, were you to quantify such an abstract thing in comparative terms, loves you most deeply. Or at least it seems the narrative might be pushing for it. Even beyond the typical love of a Soldier (which itself far eclipses human sanity), she's capable of pushing herself particularly hard for you, and finds her simple connection to you through her possibly one-sided feelings to be satisfying beyond words. She'd cry tears of happiness bleeding out in your arms knowing that she got to be even a miniscule part of your life. Such mental illness comes with its own downsides, of course. This little socialite is *particularly* keen on the whole, "People being mind controlled into loving you," thing. The way she sees it, the good it does for them spiritually outweighs the philosophical and moral implications, and with her cheerfulness and charisma, she makes a good sell of it to you and others, willing to spin it however which way to make it sound more necessary to you, or more appealing to others. She will of course push for it to happen whenever the opportunity arises. She'll personally follow you throughout your Chain as a Follower, receiving nothing for free unless you import her as a Companion. If you import her you'll receive a similar but different Follower of this description in the next Jump, and if she dies while a Follower you can decide to get a new one next Jump, or for her to revive. This option may be purchased multiple times for multiple pro-brainwashing socialite tomboys.

Every Day it's Just 'Jumper-Sama' This and 'Jumper-Sama' That: (100 CP)

This is certainly one way to introduce yourself to someone. Possibly the worst way if you let it play out to its conclusion, but certainly one way. Rather than making a first impression on someone of your choice yourself, you'll have quite the vocal little supporter to do so for you. Indeed, every Jump you'll find someone new having been born the little sister of your choice, and one who will circumstantially become completely and extremely vocally obsessed with you to a visibly unhealthy degree. If you've no means to explain it then every iteration of this Simp is likely just developing a bizarrely persistent and extremely vocal first-crush on you, but if you've got the purchases for it then you can time this as you want by choosing when to sting her. Either way she's going to quickly go off the deep end, putting multiple posters of your face in every room of her house, writing love stories about the two of you throughout a majority of her free time, and making a homemade dakimakura of you to cling to in bed. With better timing you may be able to tell her to chill out and not be as obvious about her obsession to her loved ones, but at the very least your existence is going to be drawn to her older sibling's attention. Again, probably not the best way to make a first impression on someone, but I'm sure you can work it into something less creepy. At least she's eager to carry out any order from you, so setting up a meeting with her older sibling shouldn't be difficult. Said older sibling, assuming they aren't crazy, will probably be extremely disturbed and possibly angrily concerned upon recognizing you if you didn't curb her obsession early on, but still. Post-Jump, each such retroactive imouto will become a pseudo-Follower added to a growing perpetual cuddle-pile in a room studded with you-themed merchandise attached to your Warehouse which will keep them sustained and unaging through the power of LOVE. No, they don't miss their old families, they love each other more than they did those old humans anyways, even love the posters of you on the walls more, to say nothing of you yourself. Be sure to visit sometime and destroy your eardrums with their squealing. This option may be purchased multiple times for multiple cringy overly attached

imoutos, whether you're spreading them out, or giving one person multiple little sisters who would shank them for badmouthing you.

The Greatest Scandal: (100 CP)

Sometimes you want to manipulate public opinion *without* mass brainwashing. Indeed, sometimes you want to do it with *targeted* brainwashing. Need someone in the information sphere? Great! Sporting either traditional hair immaculately styled or sporting some neon shade or another to really stand out on stage, this minor celebrity personality is a current rising star in some niche or another. Perhaps she's a mature career woman with a job as a reporter who has already obtained a number of influential connections through her work. Perhaps she's something stranger like an idol, going up on stage with some ridiculous costume and persona with a fan base already in the low-thousands but rising. It's rather tragic for the fans of this woman in any case that she's ready to veer her career in any direction you tell her would be helpful to you. A dignified career woman or some kind of rising star, she's ready and willing to use her position of influence in the social zeitgeist to push for whatever agenda it is that you tell her to advocate, or use herself as ground zero for any message or information you want her to pass along. She can spread rumors of corruption, or clean them up in the public view, rally outrage against something you hate, or advocate for something you want to see succeed. Granted, it's not like she has unlimited control over the public perception, but she has a decent following as is. Regardless, her popularity and position of respect in the public sphere ensures that she'll have a noticeable push on the local area and surrounding regions, possibly spreading past that if you let her career upswell further. Every Jump you'll get a new similar figure in the public eye, replacing the prior one. This option may be purchased multiple times for multiple famous simps.

Nico Nico Knockoff: (100 CP)

Wait, have you met her before? Are you going to meet her later? Did the artist decide to just give people some familiar hairstyles, either as coincidence or as a little reference to something? Fuck if I know. What I do know is that you're now hounded by an adorably familiar looking girl. Familiar in that she looks like a character from a completely different series, something you may end up enjoying considering that she's pretty much embraced the life of being your human pet. Good thing too, because she's incompetent at pretty much anything actually important. Yeah, she has virtually no use whatsoever, isn't particularly talented at anything, and is tied to no important resources. In fact, if the cops interrogated her, she'd probably fuck up somehow and accidentally lead them to suspect something is going on with you, she's that incompetent. Literally the only thing she has going for her is she's weirdly and extremely reminiscent of some other fictional character you may know and find attractive. Don't worry, she knows she's the human (Wasp?) equivalent of a cute lapdog, and she's happy to lean into it if it means you'll pay a smidgen of attention to her. When she isn't quietly trailing behind you or sitting next to you or doing dumb cute anime waifu things for attention and hoping that you'll pet her she goes back to living a fairly ordinary life, though she has difficulty *not* talking about you constantly. She does NOT come along with you across Jumps; rather, each Jump you'll find another useless expy, who can look like the same character or another one each time. This option may be purchased multiple times for multiple useless cosplay lapdogs.

This Is My Paradise: (100 CP)

Isn't it tragic to be unloved? Especially through such a vulnerable time in your development. Isn't school hard enough already? Don't worry, this one won't be, because nigh the entire population of it wants nothing more than to see you smile, regardless of how they may have felt about you a few days ago. This of course affects the entire female population, which depending on the school can vary from half of the student body, to the whole of it (potentially outside of you). If you wish, you may even shift the demographics for the school so affected, always excluding yourself who won't be barred by that metric, such that you can make a school coincidentally all-girls. Do you really need a school where the entire student body is blindly obsessed with you? Surely your ego isn't reliant on such things, that you don't need such things to feel likeable, right? In future Jumps, this may apply to the near-total populace of a single canon school, but notably not any actually important individuals. They'll remain unaffected; female attendees won't find their character altered, and male students won't find themselves enrolled elsewhere even if you slide the rest of the student demographics towards being female. But the rest of the extras or sufficiently unimportant side dumbasses? Already writing weird fanfics about you. Each such school replaces the last, one being left behind for the other. And if you wind up in a world where no such school exists for this to apply to? I guess one got isekai'd into immediate brainwashed slavery.

I Made Them My Comrades: (200 CP)

Sometimes what you need is an informant on the other side, or a well timed backstab. Thankfully, humans seem to share a very universal weakness; family. And for one person in each Jump, an already brainwashed family of one wife and daughter. That's right, one decision to target someone, and suddenly their wife and child is in your pocket. What's that, you've never met their family, or they didn't even have one before this? Don't be ridiculous, you made a visit to their home just a bit ago and now the only thing they want out of life is show you their loyalty to which nothing else holds a candle. That's right, you can now retcon one person each Jump into having a family just so you can have already stolen them away offscreen, you crazy, crazy psychopath. Because you're randomly pulling this NTR-adjacent deus ex machina out of your ass, upon deploying this you can decide what instructions you gave them going forward, as well as how you spent the rest of your visit to their place. Whether you're keeping them as sleeper agents, using them to force your target's hand, or targeting your nemesis' father to set up the world's most psychopathic, "I fucked your mom," joke, they're as rabidly devoted as all good brainwashed simps, and will probably spend the rest of their lives lovingly thinking of you every time they drift off to sleep while hoping that they did a good job for you that day and that you're happy, ignoring the impotent seething of the one possibly sleeping on the other side of the bed. Of course, you may choose a new target for this every Jump, and may even bring the converted family members of prior Jumps as non-respawning Followers should you wish to laugh at how little they care about leaving your target behind. This option may be purchased multiple times, each of which lets you target an additional person for this absurd scenario per purchase.

The Wheel Greasers: (200 CP)

Filling out and filing paperwork, answering calls, showing up on time, or even just doing your own homework and tests? *Unthinkable*, you have *people* for that drivel. As is your *right* as someone so important, you have your own infestation of overzealous little worker bees in any single organization you choose each Jump. This could be a business, some more secretive operation, or even just a school where you're enrolled or employed. The main body of this purchase is in a gaggle of subordinates and coworkers, people of either lesser or similar though potentially different standing and function in your organization, yet who are in the same general category as you. They're your most direct subordinates or coworkers, the kind you'd be dealing with and supervising or working with directly on projects and the like. As a teacher, they'd be a decent number of fellow teachers, and a very large number of students. The twist of course being that they're more concerned with your personal comfort and entertainment than anything like company productivity or self-respect and personal dignity. These women will practically fight over who gets to do your work for you, and you can expect throughout your workday to have several of these already extremely busy people dropping by and asking if there's anything you need or that they could do for you. In an office setting you could spend your entire day doing whatever and they'd eagerly scurry around to take up whatever work you were expected to accomplish. That they'll immediately drop everything to carry out anything you asked only fails to impact productivity because the team is so well organized around responding to you that someone will always pick up the slack. The cherry on top is a single higher up similarly as devoted to you. Taking the form of whatever registers as your single most direct supervisor, this individual not only sees nothing wrong with this sort of behavior, but is committed to bending and breaking whatever rules they must to keep it going. As a student in a school setting your teacher passing out tests would hand you one already filled out and with margins stuffed with comments about what a perfect student you are. If you asked, they'd always stay after class and happily fill out any other work you brought to them from any other class, believing that anything they do to give you a life free of work and stress is their life's highest calling. In a business setting it's much the same, with local or division managers arranging things as best they're able to keep any actual work off your shoulders. Now you have plenty of time to sulk about how stressful your life is! This option may be purchased multiple times, you get the fucking point.

The Yes-(Wo)men: (200)

Did you know that Soldiers typically refuse to leave their Queen's side unless they're sure there are other Soldiers nearby? You sure as hell will now, given that you're now being swarmed like this. You see their kind around here in a couple flavors, always showing up as a few dozen warm bodies that seem to do nothing but add intimidation factor to their boss before eating a few bullets for them. It's okay though, they're very dedicated to that job. Well now you've got your own suicidally adoring groupies, as appears to be the prerequisite to actually mattering around here. Your life is now haunted by a large group of procedurally generated cute girls, who can be anything from Japanese highschoolers, to adult women in snappy pantsuits, all of whom coordinate with each other as a cohesive social unit to make sure you're constantly and properly attended to all throughout the day ~~whether you want it or not~~. They abjectly refuse to let you go anywhere without at least a dozen of them coming with, and sometimes three dozen, gluing themselves to you like wasps to whatever sticky substances those soulless abominations crave and get stuck on. They're tragically not very competent outside of killing

people and protecting you, but they are very good at those two things, such that even when they dive into bullets meant for you they somehow don't rip through them and straight into you, probably due to the density of their LOVE. While they have their own cute little personalities, enough to socialize amongst themselves when they can, when it comes to you they can really only respond with overly sappy adoration when everything is fine and dandy, and psychopathic yet often cold rage when anyone gets too rough or rude with you. They are *always* hovering just behind you, absurdly touchy-feely with you, and ready to form a phalanx around you at a moment's notice, and their ideal existence is very much just blindly following you around and constantly fawning over you and helping with pointless stuff like carrying your things while never shutting up about how cool you are and how much you mean to them. That said, they're still *technically* people with some variance to them and their abilities. Tragically, none of them are really exceptional outside of what this group is good at. Don't worry if any die, because they'll be quickly replaced in under a day with *more* random procedurally generated brainwashed women, now written into existence with their own past histories, loved ones, and individual personalities that they'll throw away for you. In addition to the main group which will station itself around your general living area with most (and occasionally all) swarming around you more closely, in areas you frequent, such as a given store or school and the route on the way there, a lesser number will crop up there. These ones replenish more slowly, and mainly stand in reserve in case something happens that they need to help with. Individuals in this swarm can theoretically be improved, but once they're killed, their replacements will be as baseline. Similarly, as you leave a Jump and its corresponding swarm behind, you'll receive new ones that start at this baseline. Be aware that unless you're a stealthy motherfucker, you're unlikely to get any private time except in the comfort of a home they've already secured the area of, and that even in that case you're *probably* being monitored. Expect voices on the other side of the bathroom door to ask if you need help wiping. No, their enthusiasm does not mean you should accept. As a bonus, going by the two main examples we have here, you can have them all wear a specific uniform if you like, whether it's something you chose, or they adopted on their own.

Head of Research: (200 CP)

This may shock you, but some people around here actually take their science seriously. Such people are too good for this world, and for this fate, but alas, 'tis a pragmatic target indeed. Once a Jump you'll come into the service of a young but prodigious scientist. This is a person who can reasonably be called an academic prodigy, and a relative genius in a particular field of relevance to the events of the local plot, such as biochemistry here. They aren't some insane comic book genius who can just shit out plot devices, but they're an honest if modest brilliant mind. While in some ways they're made just as irrational by their blind love of you, lending all of their intellect as well as the rest of themselves solely for your use, it doesn't get in the way of their objective genius. If anything, the laser focus that mind-raped Soldiers display when acting on their masters' behalf has only bolstered her impressive work ethic further. Whether you're calling her at midnight and asking her to write and publish an academic paper about a completely random subject because you just like making her do things for no reason as a joke, or have an actually important project that you need her expertise in, she'll practically lock herself in her workplace and make it her new home until you have exactly what you wished for. Because she knows that with her mind she's a resource for you, and this is how she can show

her love, by using her own mind as a workhorse for your will. She'll be just so proud if she manages to be helpful too. Honestly, so long as she's properly supported, she's bound to make the occasional important breakthrough here and there. She's also really cute. Like, really, really cute, and in both the adorable and hot way. Not only does she have the at-a-glance look and demeanor of an adorable nerdy girl, but also a surprisingly developed body underneath that labcoat. Really nice ass on this one. Anyways, each Jump you'll receive a new such scientist waifu, of similar intellect and work ethic, but with a new academic specialty that's pertinent to the setting or main plot of the Jump. Unless one is imported as a Companion, all such science-waifus follow along as Followers and will form a personal think tank for you, reviving only after each Jump.

Hymenoptera: (400 CP)

This world is not kind to men with guns, and whatever victories they manage along the way are certain to be drowned out by the tragic victory of LOVE. Time and time again the men of this world have banded together to perform heroic acts such as shooting up a highschool, or shooting up that same highschool a second time, but in the end the loyalty and dedication of a man simply cannot measure up. It is a good thing then that you are backed by LOVE, the most powerful of (armed) forces. You've come into personal command of a decently sized private army loyal only to you, because LOVE or some shit. It contains analogues to many of the forces seen here, such as having large amounts of properly armed boots on the ground, purpose-raised spartan-like super soldiers, and potentially even roaming transexual gimpsuit-clad torture-kill squads. However, the exact composition of this female-fighting force and its components is up to you; the main soldiers may be cute schoolgirls fielding automatic firearms, or they may be professional military women. Regardless, this sizable fighting force is enough to decently establish yourself as an impressive warlord in Africa, or to seize a modern city whose nation isn't expecting such an attack. It of course also possesses more specialized roles needed for keeping the engine of war rolling, such as jet and helicopter pilots, and its dedicated torturers are capable of inflicting absurd levels of agony without letting the victim die. You know, normal benevolent ruler things. You may decide whether this army follows you between worlds with any casualties replenished, or if you replace it with a new one each Jump.

GORILLA WOMEN: (400 CP)

Love can drive people to do incredible things for the subjects of their devotion. So what if you completely degraded someone's mind into an egoless love-loop to motivate them? Maybe they were chemically altered as newborns and raised on a supersoldier's training regiment, but you've become the focal point of the... *affections* of a group of barely human murder machines whose abilities far eclipse those of mundane humans. Physical abilities, at least. Likely massively tall by human standards, inhumanely dense of muscle, and completely *fucking dementedly* willing to kill and die for you. Their minds are so degraded that they probably don't even have complex ambient thoughts while not pursuing objectives given by you, to the extent that they have only rudimentary cognitive abilities outside of grasping your orders and fighting, and they're so obscenely in love with you that they feel *pleasure* every time they shield you from a bullet with their faces. And yes, they can, because in terms of strength and speed they're capable of barehandedly slaughtering small groups of armed men, and in terms of combat skill

they can outfight any of the same in a gunfight. Combined together, and you have an absolute terror on the battlefield, especially since they're so durable that several gunshot wounds to the face and neck will only result in surface-level bleeding. You have an ambiguous number of these hulking brutes, and can call a small number of them to your side almost immediately, but their numbers are small when mobilized in force. Faces are consistent until killed, and casualties seem to replenish as long as they aren't wiped out when mobilized in larger numbers, which can stem and eventually dry up the flow of how many you can call to you. They're replenished to full force every 10 years or at the beginning of a new Jump, whichever comes first. Also, much like in the **Medea Physiology** Perk, you may choose for them to be far less hideous than the leading example of these abominations that Serena fields. Maybe even attractive, in some way or another. They have virtually no personality and are of ambiguous numbers anyways, so whether they're actually following you between Jumps or being replaced is itself ambiguous and confusing and probably not something you should try thinking about.

Jumperspia: (400 CP)

A stupid name for a stupid decision.

Wait, why would you want to do this? Do you have *any* idea how many targets this is painting on your back? You lunatic. Somehow, because of LOVE, you have taken control of a small city (or a single prefecture of a larger one) to such a degree that the hassle that ousting you would create was judged not worth it by the national government of wherever it is. Having become an autonomous enclave that is treated as part of the nation in some ways, and as a separate polity in others, you are the absolute dictator of this very small ~~parasite~~ nation state. Already a large portion of the population is celebrating this outcome, because they're the very powerbase by which this occurred. A massive chunk of the female population of this city is now so in love with you that they've decided to arbitrarily make themselves peacekeepers and arbiters of your will for this place. Random women across all age groups all obsessively desiring to prove their loyalty by watching everyone around them for signs of disloyalty or (what you declare to be) illegal behavior, being fully willing to kill any given person they find acting against your wishes. Hell, they're all probably already strapping weapons, if they aren't Soldiers already capable (and extremely willing) of stinging those deemed worthless to your society. While this technically isn't all of the local population, and isn't even necessarily the full female population, this is still a massive enough amount of it that the remainder have been largely cowed into obedience, at least on the macro scale. Regardless, anyone wanting to try challenging your rule is going to have to deal with the consequences of kicking a wasp nest. A wasp nest where some of them may be people they know and love. Regardless, going forward you'll be able to pick a new city each Jump. Further, you may optionally combine past cities with that Jump's current one, essentially increasing the size of the city by the retroactive addition of the past iterations' territory size and brainwashed population, increasingly outweighing each new city's free population.

(In)Formal Power: (600 CP)

You know, ruling your own nation is nice and all, but that certainly seems like a lot of work, and a hell of a lot more stress from having to worry about brainwashing parasites subverting your powerbase and driving you into a corner. Would you rather be the brainwashing

parasite? Well here you go. Mothers, sisters, wives, and daughters; this purchase will represent an unbroken chain of the *many* important officials from every level of one nation's government whose most precious loved ones and family have been converted to your loyal slaves. Throughout all of your chosen government, there are perishingly few men who are both aware of you and willing to take deliberate action against you. Scarcely a man who can muster the willpower to refuse you after seeing his beloved little girl remorselessly threaten to take his life if he doesn't do his very best to make you happy just like she is because you're what matters most to her in the whole wide world now. They just love you so unbelievably much, enough to do anything you ask, *and they'll make sure these men never forget that*. The despair, fear, and grief of what's been lost will hang over these officials quite possibly for the rest of their lives. They will serve you tentatively and fearfully, because the ones they love most will do so eagerly and with utter adoration. Indeed, if they want to even pretend to ever have a normal family life again they'll have to. To those unaware of you nothing has changed save for the strange agendas their loved ones now seem to push on them, but to those who know, shutting up and adhering to the secretive orders that you might vent through the web of conspiracy their loved ones now belong to is the only way to hold onto what they love most. Be aware that there will be those with no loved ones to be targeted through, and some that might work up enough of a spine to try something. They'll likely be taken care of by their families, but it might happen. You also can't exactly play roughshod with the government: Many of the people within are in your pocket, but they still have to keep up appearances and work through the proper channels at their pace. Note also that in the case of prominent female politicians, many will be directly converted themselves, but not all of them. Simps composing this government infiltration do not carry forward between Jumps, but in every future Jump you may pick one government to be compromised in this fashion.

Some Bastards Like You: (600 CP)

Sometimes life doesn't work out the way we want. Sometimes, when all we want is to keep mass-brainwashing civilians in peace, instead we get locked in a chastity belt by the cops who feed us poisoned food so they can watch us shit ourselves. Thankfully, LOVE. From now on, you'll find that any time you suffer confinement or imprisonment there will be a highly stationed and personally involved attractive female warden or similar individual overseeing your stay. This individual will have whatever normal feelings or relationship with you you'd expect of someone in that position, anything from vitriol, to professional but not cruel detachment. They are, however, tragically fated to randomly fall madly in love with you when it would be most beneficial to you. If at any point you decide you need to break out, would be endangered by not breaking out, or simply want to improve your conditions, you may decide for this single figure to suddenly become psychotically devoted to you over the course of a few minutes. Yes, if SUDDENLY the prison you were being kept in were invaded by forces that would kill you as well, she could go from actively torturing you and wanting you to die in misery, to firing on anyone that got too close to you while ranting that she's the one who'll get to kill you, to unhesitatingly sacrificing herself for your sake while looking back at you with a tearful smile in the span of five minutes. No, it doesn't make any sense. Yes, the whiplash will hit like a nuclear bomb. This will occur every time you find yourself imprisoned, but it will only ever affect one individual per imprisonment, so you may wish to hold off on frivolous usage of it. If you wind up

imprisoned in an institution with an existing female character in the warden position, you may select them to be affected by this. If not, then welcome, random hot OC prison warden lady! None of these turncoat sims will come with you into new Jumps, but you will always receive a new simp-to-be when appropriate.

Deuteragonist Correction: (800 CP)

Look at all these people, so freely giving you their love and obedience. How could it be any different? You're the protagonist, after all. Oh, but then arrives another who bears that crown, that power, and finds themselves commanding the faceless masses. How unfair! But worry not, because it is inevitable that they, in their part, will soon show you the same fealty as well. What, we can't have them showing up the REAL protagonist of this story, can we? No, so in every Jump one mind-controlling individual will inexplicably wind up in your power, head over heels for you. If no such individual exists in a given Jump, a suitable one will just kind of exist for some probably badly written reason, destined to cross paths with you at some point during your stay. If applicable, they'll have an ability based in the local power system which allows them to permanently brainwash human women into their depravedly lovesick slaves, though if no local power systems exist in a setting to produce one, they'll just be the local flavor from here. Regardless, either immediately or in relatively short order after meeting you, they'll inexplicably and aggressively fall into a similar state but for you. Maybe you mind controlled them, maybe they fucked up and brainwashed themselves, maybe nothing makes sense anymore and none of this matters! Regardless, they're going to spend the rest of their life incapable of harming you either directly or through their slaves, and also romantically obsessed with you. Do note that this doesn't *completely* translate to blind obedience. You can decide whether this translates to them wanting to bring you in as the co-ruler of whatever evil schemes they've been brainwashing people for, or if they're forcibly inserting themselves into your life to live out some sappy romcom nonsense as your self-appointed main girl possibly while using their own powers to force the matter. None of these mind controlled mind controllers will join you on your Chain unless taken as a Companion through the proper option, but you'll get a new one each Jump, possibly being a canon character if they fit the bill.

Companions:

Real power is the friends you make along the way, whether you made them consensually or not. To increase your power, you can find some new friends, or bring some old ones along for the ride. Those poor, poor souls.

Canon Companion: (Free, Special)

This... Why would you want this? These people are *insane*. Fine. For free, anyone from this Jump can join you on your Chain if they agree to it, even if that agreement comes from a bit of chemical brain-rewiring. Failing that, you can spend **100 CP** to guarantee that someone will want to be your Companion, and will come along on your Chain, regardless of whatever happens to them over the course of this mess. *Why?*

In fact, you know what? Here's a special offer. For **+100 CP** you're now stuck with Himeno coming along as a Companion. You're trapped as her best friend now, and the primary emotional pillar that she places frankly too much blind trust and love in, in the way that only a

friendless loser like her can. Despite this, she's just as much of a fuckup and likely to do all the horrible things she otherwise would, wherever she goes. Alternatively, you may receive Serena, who now "loves" you forever, for everything that means. You may take both options if you wish to receive a total of **+200 CP**. No, this will not stop the ensuing conflict between them.

Import/Creation: (100 CP)

On one hand, wanting some backup in this place makes a lot of sense. On the other hand, why would you do this to your friends? With each purchase you may import one of your previous Companions into this Jump. Alternatively, you may create a new figure to either meet some time after arrival, or to have already known in your Origin's backstory, designing them within reason to your taste. If they take the Wasp Race they may similarly be without a Queen, both free of thought and without insanity... Or, if you had **Will of the Wasps**, you could import any Companions here as being *your* Soldiers, and have them affected as normal, in case you wanted an extra leash on them.

Regardless, all imported or created Companions get **800 CP** to themselves, as well as a Race and Origin.

Original Companions

Cognition is a roiling maelstrom of chaotic and conflicting tides, the spasmodic and fitful paroxysms of thought and feeling colliding against one another in often antithetical arrangements from which derive these maladaptive cogitations. Harken to this lament of odious portent; these words settle on fallow and rootless soil. Nothing good shall grow here. In addition to what each of the following Companions are stated to possess, they also have **400 CP** to spend on whatever else they wish. Companions with **Will of the Wasps** also receive the appropriate Stipend for the **Brainwashed Simps** section, but may not take Companions of their own.

Your Greatest Hater: (Free, Optional)

Very few people have their heads screwed on right around here. All of them seem to be some flavor of insane, and honestly? That usually blinds them to their insanity, and those of others. Thankfully a sparse few are capable of realizing how awful everything going on around them is, like this sardonic young girl. Cynical and brutal in her honesty, however it is you two met, she's been following you around recently and shittalking you without reservation. She's entirely capable of perceiving your hypocrisies, your self-righteous behavior, your self-delusions, as well as calling you out on everything garbage you do that you nonetheless act proud of. If you're worried about a position of great power and love going to your head, don't worry, she'll easily call out when you're a fucking idiot about it, and anything vile about it, as well as any emotional frailties in you that you're falling into. If you were something like a Queen and speedrunning the formation of a nice echo chamber around you that was distorting your perception of yourself and your relationships, then she'll be there to plainly state that no one loves you of their own volition and that you're playing make believe with brainwashed idiots who never would have cared about you if you didn't chemically castrate their free will. She may be taken as either a Companion, or a powerless Follower, who may later be made a Companion for all the good and bad that entails. If you don't act self-righteously and are more honest about

how garbage you are, the two of you might be able to sort of get along in a mutually shittalking kind of way. Optionally, you may have so that, regardless of whether she's a Follower or a Companion, she's freed of any mind control affecting her after each Jump, with memories of everything she might have hated about the experience intact. Yes, this will give her more to bitch about.

MASTER RACE FRANKENSTEIN WASP CONTROL: (200 CP, Discount Human)

At a glance this young woman might seem the picture of perfect tranquility. Her every feature is the very idea of a gentle maiden, but even for the kind smiles she shows when engaging with open company there is something hidden about her which she makes certain to keep under wraps. Namely that she's batshit fucking insane. See, there's something out there that she hates. HATES. It could be anything from taxes, to the WORLDWIDE RADIO FRANKENSTEIN WASP GANGSTER POLICE STATE COMPUTER GOD that she might be convinced rules the world. This hatred is something mad, the kind of thing that drives a person to the absolute depths of raving psychosis, convincing her that the subject is responsible for all the world's woes, but for all that paranoid insanity she was always sure to keep it hidden from others. At least until whatever the hell happened that convinced her that you *somehow* feel the same way. After finally finding someone who sees things for how they really are (or so she thinks) you've become fast comrades. And by comrades I mean that she is constantly engaging you with the brunt of her insane ranting, constantly scheming impossible nonsense with you that will probably never come to light, and texting you literal hour long rambling messages about her insane ideology and the various insane nuances of it. Her long years of preparation have left her a master of many skills such as method acting and small arms handling, and could likely kill a group of armed Soldiers before inevitably falling to their swarm tactics. In the long-term, she has a curious twist of fate that ensures that as long as she identifies a target she believes is related to her obsession, and is willing to balls to the wall in trying to ruin them, whatever she ends up doing *will* ruin something for them. As the only person she feels she can trust, she tries to spend as much time with you as possible. Not just alone where she can launch off into her insane tirades, but also in public where she has to put on the much more subdued persona of a kind and gentle girl. If you could somehow offer her the means by which to rid the world of all she's come to hate, she would delight in the opportunities to both torment those wicked things and to purge them from the world, and the sight of such impurity burning away in cleansing flame fills her heart with a simple and innocent childlike glee. Truth be told you can probably ignore virtually everything she does or says with no repercussions to your relationship. She's so deranged that she perceives everything you're doing as somehow being in support of the cause. You're not zoning out, you're multitasking, or plotting. You definitely read those messages, you're just pretending not to know what she brought them up so "THEY" don't hear you. In case you were wondering, you can decide the nuances of her hatred and the reasoning by which she justifies it. Going by the default hatred of Wasps, she could hate them because she morally disagrees with brainwashing innocent people, or because she views them as an invasive species that humanity must be protected from, or because what they do upsets the natural order of nature or society, the specifics of what that order entails also being your choice.

She has **I Have a Gun** by which to purge the unclean, **The Will(Spite) to Move Forward(Torture a Highschooler into Shitting Herself)** representing her unbreakable

willpower to hate things, and **An Arbitrary Amount of Automatic Weaponry** in anticipation of the Day of the Exterminator. She has the Human Race and any Origin.

Wasp Manipulation Prayer: (200 CP, Discount Human)

Impoverished, oppressed, paranoid, and suddenly empowered to brainwash the world; many fitting this description around here bide their time in the shadows as they consolidate real power in the world. This one... is not that. She doesn't even hide her Soldiers calling her Queen, but also isn't really expanding outside of her social sphere. If anything, she just seems like the usual popular blond oujo in her natural habitat. There's a bit more under the surface, however. The results of an unnamed group's experiments on a captured Red Wasp, this girl was successfully induced to become a Queen while young and spent her childhood under torturous and isolating experimentation. Unfortunately for the researchers a single moment of lapsed supervision allowed her to infect one researcher, and from that starting point the end had begun. Yeah, as it turns out staffing your research project on female-brainwashing mutant wasps with predominantly female personnel doesn't end well for anyone. Having completely destroyed the group and killed everyone involved, she was lost and destitute when she ostensibly crossed paths with you. Whatever happened that day was so utterly irrelevant to you that you formed no long-term memories of it or her, and may struggle to do so even now, but they became something utterly formative to her. Having loved that memory of you all this time, when she finally crossed paths with you again and saw you remembered nothing of her, she ran off. The closest she can bring herself to approaching you is making a Soldier or two every now and again out of whoever is nearby to send over to you whenever she spies you, her brainwashed thralls left to clamor around you in her stead. This is helped by whatever her special ability as a Queen is, whether it's sharing her emotions (and thus mood and feelings for you) to her Soldiers, or designating another figure for them to imprint on other than her. If you could track down the source of these mysterious admirers intruding on your life you may just meet face to shocked face with her. Reciprocate her feelings and you'll light her whole hive up with happiness, days of tearful smiles sure to follow them all. Tell her to stop brainwashing innocent women into your attempted-girlfriends and she'll probably comply, albeit with some sobbing. Poor girl really only has this hive-dynamic as a model for relationships. Really though, you should probably do something to stem the flow. After a while your pileup of random followers is going to look ridiculous, and very suspicious.

She has **Will of the Wasps** for obvious reasons, **"It's Not Brainwashing"** which makes people who learn of this almost comically parasocial nightmare scenario find it romantic instead of horrifying, and **"As Fabre Once Said"**, showing that in future Jumps (soon to be) love (for you and her) transcends species. She also has **"All You Need To Do"** representing her more personal servant, a diminutive yet spunky tomboy with an unusually strong taser who she either forgot to use her ability on if it's a one-time deal, or generally doesn't if it's something she can use at-will, meaning she (probably) doesn't share everyone else's love of you. She also has **This Is My Paradise**, all affected students being madly in love with both of you. She has the Wasp Race and any Origin.

Waspstreet Banking: (200 CP, Discount Human)

The lusts and greed of men know no bounds, and in some great folly of science, they flew too close to the sun. Seeking to capture the power of the Red Wasps, some absolute madmen went about it in a way that was no help to anyone, and literally could not accomplish their actual goals. What did they do? They did the ol' brain transplant trick... except they replaced the brain with a Red Wasp. *Somehow*. And the end result is... this guy. Decidedly normal, except in so many ways that he isn't. He looks like the kind of generic well-groomed business men whose inhuman business practices you read about in news articles. You know, those guys who look vaguely like fake people. The way he swivels his head and focuses his gaze is just slightly off, he's unnaturally still when not doing anything, and he has plenty of bizarre mannerisms that just scream 'weird fake lizard person', which is ridiculous because he's an insect. Somehow he's fully articulate and intelligent, and is perhaps your most valuable source of information on the aliens behind this mess. Granted, it might not be a lot of information, but it's more than the levels of nothing everyone else is working with. Humorously, some embarrassing muscle memory remains. He occasionally flings his body at high speeds straight into particularly bright light sources which he typically bounces off of while ragdolling, and when feeling agitated or aggressive will respond with repeated high-velocity butt slams.

He has **"That Person" Or Whoever**, because apparently weird insect instincts are highly valued in the Fortune 500. He has the Wasp, But For Real This Time Race and any Origin.

Yuri Will Conquer the Earth!: (200 CP, Discount Wasp)

NO, not that kind of yuri! Named after her proud Russian grandfather, a general who was kicked out for being too trigger happy for the Soviet military. She has inherited all of his madness, impulsiveness, and desire to remake the world in her image. Fortunately for everyone, she's just a young if crazy Russian woman. She's found a lead, however. Having learned about the Red Wasps when her intelligence officer father left some papers about them on the table while eating breakfast and kind of just didn't stop her from reading them while he was eating, she's dedicated herself to obtaining and exploiting the power of the Red Wasps to revive the Soviet Union, itself but a step in her plans to conquer the planet. It is only logical after all; in her reckoning, the Red Wasps must be escaped bio-psychic Soviet experiments (because they're red and communist). Whether simply learning your nature as a Jumper, or seeing your power as a Wasp of either sort, she sees you as an opportunity to expand her reach and finally take over the world. As for how the two of you will actually manage that? She hasn't really thought that far ahead. Nonetheless, now that such power is finally within her reach, soon the world shall be hers to command and conquer!

She has an absurd variation of **Who Created Them, And For What Purpose**, which does practically nothing, except for one very strange thing in future Jumps. Whatever she is or possesses from her Build there, there will arise throughout the secret places in the world buried evidence of it originating from joint Soviet-Alien scientific tampering. Yes, even in settings where there were no Soviets. Or aliens. She has the Human Race and any Origin.

Red Mom: (200 CP, Discount Wasp)

Everyone craves nurture; some wish to receive it, but some crave deeply to offer it. Whatever deplorable state your life was in, whatever poverty or insanity your homelife was

constantly exploding with in this insane world of insane people, things really seemed to start getting better when she found you. A nice and mature woman, one who just gives off a nurturing but high-class feel. Your life is much easier now, and everyone seems to love her; the female friends you had think she's the best, and so do those new ones who've made their way into your life and attached themselves to you, acting like the best of friends. She's taking a more and more active role in your life, and almost seems disappointed she didn't find and attach to you sooner. This life is a lie, and this woman is closing a cage around you. Queens stop aging early on, but did you think they were only stung prior to that stopping point? Whether you realized what's happening, or remain blissfully ignorant of her true nature, the plan here is simple. As long as she's the number one in your life, as long as she's actively pulling the strings to dress up the cage she's making however she likes, she'll give you an overwhelmingly comfortable life. She'll take control of anyone you love who she can, and take plenty more strangers besides, and play around with the arrangements in your life, using them to keep order in your life. Maybe this friend is a bad influence on you and needs to be removed? Maybe this one seems like she'd hook your interest more. People close to you may be dropping out of your life, and new people may be cycling in, but all of them are kind and loving to you, like you were at the center of some community founded on love. And all of them are lying; what they really love is her, and they're reporting your every move to her. But she loves you, so the environment they produce is a faux-paradise. She will ruthlessly and meticulously nip away at the extraneous details of your life, male friends she can't control and any women who seem to resist her, while offering opportunities to simplify all the facets of life that seem difficult. She'd do wonderfully helping with all your economic issues, you know? In fact, let her deal with taxes, bills, housing, and all your IDs. As long as you surround yourself with the people she picks out for you, move in with her in her nice and comfortable house, give her control over all your documentation, she'll make sure you spend the rest of your long lives together in completely stress-free comfort. Just don't make her think you hate her, or that you're starting to like one of her puppets more than her. If you're ignorant of the truth, she'll quickly smooth things over with a few people you like happily committing suicide, possibly framing it as them moving away to spare your feelings. If you know the truth, then she might have the freedom to show you exactly why you can never *really* connect with anyone but her. Whatever her power as a Queen is, it's something that lets her more severely impact the minds of her Soldiers, like being able to give verbal commands their minds are forced to conform to, or rewriting their memories when stung. After all, when she has the authority to make that girl you're starting to feel butterflies for forget she ever met you, or erase that spark of intellect behind her eyes and make her into a barking lapdog, there's just no one else you *could* have a real connection with but her, right? At least if you recanted, apologized, and promised you loved her the most, she'd let you keep the dog. It's not like you'd ever have anything truly special with it again, afterall. She'll even make concessions to keep you happy! Like letting you keep a few of your favorite 'friends', and obviously providing all the creature comforts and entertainments you want. She absolutely must be your number one, however. So, when it's time for bed or when she just wants to cuddle, just listen to what she says, lie back into her arms and destress her with your love, and you'll never have to worry about anything again. There's nothing else in this life she loves, not even remotely, so wouldn't you be doing something evil by spurning her? And please, no matter what you do, please don't

break her heart and run away. She would be devastated, she would be puking with stress over it, and she has the police in her pocket.

She has **Will of the Wasps** which she uses without even a hint of reservation, **She's Completely Different** for when she stops playing nice, a variant of **A World Where Children Do Not Die** representing her incredible ability for lies and gaslighting that no one but you seems to have a chance of seeing through, **An actual fucking job** representing a mid-level office in a national security bureau, **Nico Nico Knockoff** representing some girl she found who looks like a character she thinks you like and is using to distract you and keep you contented, **The Yes-(Wo)men**, many of whom she keeps around you and quickly replaces when she feels like it, **Hymenoptera**, and a low-level variant of **(In)Formal Power** representing an infiltration that's split between more the regional government, and in public security on the more national level. A powerful Companion, but extremely willful and with very stubborn plans for you. She has the Wasp Race and any Origin.

Do Not Bring Weapons: (200 CP, Discount Wasp)

When you heard some whispering egging you on to step into a dark alleyway, you weren't all that surprised to find a strange figure huddling himself away in a tall trenchcoat. What was surprising was when he pulled his fake mustache off, upon which you realized you were talking to a giant human-sized wasp. Whether the aliens raised him wrong as a joke, or he's some experiment in updating whatever their plan for Earth is, he's identified you for your waspy nature, or just otherworldly one, and is hoping you'll lend him some aid in getting things going. See, he's a large Red Wasp in a coat and hat; quite suspicious, and he's afraid someone will notice eventually, so he tends to keep his dealings brief. His mission is to produce as many eggs for soon-to-be born Red Wasps as possible, piling them high in a giant spire he'll be setting up in a nearby junkyard. Of course, since the eggs come from his specially mutated Soldiers and he's a goddamn wasp, he needs them to do the deed with someone more *compatible* to pile those wasp eggs higher. Listen, buddy, if you're down to keep the comically visible giant pile of wasp eggs in the junkyard a secret, he's willing to hook you up with some of that *good* shit. You got something you wanna try out? He knows a gal who knows a guy. Some lady caught your eye? He'll be happy to introduce you two. And all you've gotta do is not point out the insect-spire, and treat them ladies he brings over all nice like. You better prepare yourself, because now you're stuck in the adventures of Wasp Pimp, the Pimp who is a Wasp.

He has **IT WAS ME, HIMENO**, **'Twas Terrorism**, and **A World Where Children Do Not Die** which he uses to deflect people's inquiries and convince them that he is not, in fact, a giant wasp in a trenchcoat. He also has **Will of the Wasps**, which makes any pregnancies his Soldiers have produce clutches of Red Wasp eggs, and may make their boobs huge or something I don't fucking know man. He has the Wasp, But For Real This Time Race and any Origin.

Waspatouille: (200 CP, Discount Wasp, But For Real This Time)

Bright and early she rises, waltzing over to that little buggy bed she made you and waking you up. Or maybe waiting by the windowsill for you to drop by. A gentle grasp, a little plop, and there you are on top of her head, ready to help her not destroy the kitchen. See, you were buzzing around when you spied this little lady utterly ruining a favorite dish of yours.

Incensed by the absolute atrocity unfolding before you, you kept buzzing at her only to panic her further. It wasn't until you landed on her head and started pulling her hair in frustration that you realized her hands were finally moving to your will. Yep, the two of you realized that you could pilot her movements while perched on her head, and after salvaging that dish into something decent, you became her quick ticket to not utterly failing as a chef. Things are about to get turbulent for her going forward, what with an influential food critic slated to arrive soon, but with your help she's sure she'll manage to blow him out of the water. Thankfully, you seem able to see through the fabric of any hat she wears, allowing you to stay hidden while piloting her. That said, people around her also seem to be monumentally stupid and somehow mistake you for a hair ornament more often than not.

She has **An actual fucking job** representing her chef job and... pretty much nothing else. And she's probably going to lose that job quickly if you don't help her with her cooking. Are you wasp-enough to win over that food critic? She has the Human Race and any Origin.

Wasp Milk: (200 CP, Discount Wasp, But For Real This Time)

There are some things man was not meant to know. You could have gone your whole life without seeing this, but you didn't, whether you're a mortal man glimpsing something of incalculable horror, or an alien parasite realizing the monster it has created. Once, and what may have been alongside you if you're of a more humanoid sort, a certain girl was stranded on a deserted island, her entire family killed with a cruise ship's sinking. But she wasn't alone; after all, the 'fairies' visited her and gave her their gift. If you're six-legged, maybe that 'fairy' was you. From then on, it seemed like she could get almost anyone to agree with her. She even got herself officially adopted into your household, assuming you aren't a bug. She's always been a little spacey since the rescue, but you didn't realize how completely *gone* she was until you saw *it*. A host of Red Wasps drinking from saucers of milk, paper cut-outs of some cartoon character's face glued to their fronds, with her sprinkling pink glitter on their wings. You see, sometimes wishes can be granted, and sometimes that doesn't mean anything good. Whether her 'role' is fixed and her instincts intertwined with her trauma to provoke this behavior, or if her fervent wishes are what ended up coloring her ability, she has become a diminutive little Queen whose psychosis may damn the world. You see, she figured out how to lure the 'fairies' back. Obsessed with some magical girl show she used to watch with her family, and the heroine of justice she strived to be like to get through her time on that island, her sting brings Soldiers into alignment with her obsession. Already her classmates that come over to tend to her are showing strands of platinum and silver hair, their eyes slowly losing their original hues as they all slowly mutate towards an identical appearance. Those too old for their bodies to mutate fully instead find their reproductive systems twisted; any births they experience instead birthing Soldiers in that same shared image. The milk that all these Soldiers produce is highly sweet and nutritious, and especially so to Red Wasps, who have begun flocking to her. Except... sometimes they're... *wrong*. You saw it well, when one turned its head and you saw that it wasn't a paper cut-out covering its face. With what looked like a dull, plastic-looking figurine head melded around a wasp's facial structure, with plastic-looking hand-like protrusions at the end of its legs, and with *frills* here and there, it looked like a Red Wasp had been fused together with some anime figurine, to horrifying effect. You don't know if the milk is changing them. You don't know if the older Soldiers are *birthing* them. You just know the marsh of milk in your

backyard is increasing every time her Soldiers come by to offer their tithe, and more of these things are increasing. If you're humanoid, she'll only ever ramble about fairies and justice while clinging to you like she was happier than could be. If you're a real insect she'll be muttering something about your 'sisters' and the world they'll create, perhaps the beginnings of your kind becoming genetically viable as a species. And joy she'll show you, her most beloved person, as she exults in how everything is changing for the better. The youngest infected act goofier, dumber, and with emphasis on all the character traits of the character they're twisting to resemble, and the Soldiers the elders birth grow into the same. Everything is twisting into the image of this faux-magical girl paradise, and all work to spread their demented Queen's wishes. And for her twisted love and dependency on you, they will never let you leave her reach.

She has **Will of the Wasps** which she's too broken to comprehend the moral implications of using on literally everyone she can, **YOU ABSOLUTE FOOLS** by which everything warped by her touch serves to further her mad objectives, **A Fine Flavor** representing how self-reinforcing her behavior is with how right it all feels, **That! I Want That!** showing how no one can (initially) take her danger seriously on account of how adorable she is, **How Many of These Things Are There** representing how her miniscule Soldiers can literally crawl from out of the floorboards and walls to reinforce her at literally any moment, several **Stable of Bodies** where she can sting with impunity, multiple examples of **Preserved Specimen** whose numbers will slowly increase over the span of a Jump, a seemingly endless and self-replicating number of **Nico Nico Knockoff** who all look like the same albino magical girl, **This Is My Paradise** who are all slowly morphing in the prior, several examples of **I Made Them My Comrades** to represent families of people she's met who've already become mere breeding grounds for more Soldiers, both **The Wheel Greasers** and **The Yes-(Wo)men** representing the deluge of Soldiers that stay in her vicinity to help her through her perpetual state of delirium, a variant of **GORILLA WOMEN** representing mutant aberants arising from her Soldiers, being as small and diminutive as the rest but denoted by their tan skin, strawberry-tinted hair, and obscene bursts of inhuman speed, **Jumperspia** representing the nightmarish epidemic she's unleashed where you two live, as well as **The Cure** which she keeps hidden in a warehouse, the discovery of which will likely leave you baffled beyond words. An extremely powerful Companion, but absolutely fucking insane and barely controllable by any metric. Lastly, she is so mentally unhinged that she has a variant of **The Will(Spite) to Move Forward(Torture a Highschooler into Shitting Herself)**, essentially being so broken of thought that any attempt at forcibly influencing her mind fails to actually change anything about her or her plans. She has the Wasp Race and any Origin.

Wasp Movie: (200 CP, Discount Wasp, But For Real This Time)

You and him are like two peas in a pod, and closer than two wings on a wasp. Friends back since your academy days, with lots of expectations on him thanks to his grades of straight B's, the two of you graduated from alien space parasite school the same year. Hell, you two even came to this planet together on the same shift... so, what's up with him these days? The two of you were out drinking the other day, and he just kept floating these strange ideas your way. "What if we DIDN'T sting random women? What if we STOPPED surveilling the planet's population and development? Isn't there more to life?" It seems he's gotten some cold feelers about this whole brainwashing thing. Or maybe, just maybe, he's seen something more to life?

Wanting to challenge the established conventions of his people, he wants to earn his own place in society, with a job and family of his own. Already he's been courting a nice middle-class unstung florist, and the two have really been hitting it off lately. One day very soon, he hopes to change everything about human-Red Wasp relationships, putting a stop to all this stinging and getting his people recognized as citizens. The road ahead will be long, complicated, and full of absurd complications, assuming success is even possible. But, with a friend like you and all the others he'll be meeting along the way, he hopes that he'll finally be able to find some real meaning in his life. And he's a two-inch long Red Wasp.

He has a law degree.

Snakes Licking Your Boot: (100 CP, Free Drop-In)

Well it seems Himeno isn't the only one around here with this kind of baggage, because you've had your own run in with some obscenely vicious bullies. From your memories of this group of five it really seems like they were trying to run you out of town, or into the grave, but things fortunately turned around. Maybe your not-so-deadly sting did its thing, or maybe you just consecutively dive tackled each of them out of the way of five different oncoming trucks before walking off. Regardless, the five of them have now flipped the script, and are scarcely able to leave you alone, or stand for any of that bullying they themselves were previously orchestrating. The leader of this group was a sporty tomboy, if also something of an edgelord and a chuuni. This means she has some experience with ninja equipment she bought at the mall, but don't walk in on her cosplaying her 'dark transformations' or she'll die of embarrassment. The fivehead with the glasses is her sidekick, and used to be in love with her. She has no special skills, but her experience in unrequited love means she's an extra hard worker. That one's sister has the largest rack of the group (an impressive accomplishment, given their unusually large sizes), and is the recluse of the group, who probably only participated in bullying you because her sister dragged her into it. She's unusually strong, and writes terrible fanfics and romance webnovels on the internet, the main characters of which going forward are going to take a sharp turn toward sounding an awful lot like the two of you, and might also have paranoid schizophrenia. The voices are actually very nice people and give sound advice though. The resident flaty is probably the most acerbic of them all. Where the leader's bullying was just her trying to look cool, this bitch is honestly just mean enough to be like that to everyone she meets. She's flat as a board too, but despite this she has the best hips and ass of the group. All things considered she's probably the most stressed out and horribly depressed of the group, given both how insecure she is in her looks and how horrible she knows she's always acted to the new love of her life. She's probably going a little psycho over that inside. She's a crack shot with a hunting rifle though. Her sister is probably even more of a freak. Being the most unapologetic masochist you're likely to meet, she probably only joined in on the bullying in the hopes you'd snap one day while alone with her and do something. Seriously, it's like all of her pain receptors were mutated into pleasure centers somehow. She's ambidextrous though, and if she proves to be as good of a shot as her sister with smaller firearms she could be just as (theoretically) deadly.

They all count as a group Companion that divides their purchases between them, though any member can be imported as a separate Companion later, taking them out of the group. They have either the Human or Wasp Race and any Origin.

CAUSE I (Don't) FEEEEEEEL: (100 CP, Free Man of the State)

Coming straight out of university with the kinds of excellence this young woman displayed usually sees you feeling like you can take on the world. That certainly was the case for her, only to quickly be ground out of her. Deciding that what she really wanted was to help give back to the society that she'd grown up seeing no problems in, she quickly wound up a career policewoman. Unfortunately, between a mix of the most inane and completely unafflicting cases coming her way, and the most horrific incidents coming from things she'd later recognize as stemming from Wasp infection, she's quickly been ground down into a much more subdued officer. That desire to give back to the world is still there underneath it all, but most of that energy, attention, and smiling is a practiced act by this point. Maybe you were a college friend she likes to vent to, or a loose cannon on the force under her supervision whose wild side is the only thing keeping some genuine emotions in her alive.

Perhaps the way things are going to be shaken up will change things. A serial infection case, threatening to upend the world order? It's certainly something new, and an opportunity for real police work. Whatever end of the divide you stand on, or will come to stand on as things develop, you aren't someone she wants to lose, even if it means dragging you back to wherever she's standing on the issue. She has either the Human or Wasp Race and any Origin

STAR Researcher: (100 CP, Free Scientist)

What had started as a routine assignment for this woman had turned quickly into a nightmare. Having pursued her passion for neurochemistry in university, this tomboyish researcher shocked everyone when she chose then to pursue a career in law enforcement, serving her station's forensics department well during her stay. Unfortunately, that all came to a head when an assignment saw her riding a train straight into a town where experimentations on captured Wasps created a monster that no one could control. Able to live despite grievous wounds at the cost of being in constant pain, and being able to convert others into more of their own but with no Queen to stabilize their instincts, those shambling Soldiers almost spelt disaster for the world. Luckily, she was able to put a stop to the infection, avoiding infection and preventing the horrors she witnessed within from spreading. Fully devoting herself to neurochemistry, she hopes to one day develop a vaccine, or even cure, for the transformative effects of Queen stingers.

Whether she met and received help on that fateful day from you or met you later, you've become a good friend and shoulder to cry on to this survivor. Everything that happened has worn on her spirit, but despite being tired she maintains her friendly demeanor and her determination to stop something like that from ever happening again. Hopefully you can be something of a good influence on her mental state. She's a lot happier than she was just after the incident, but you don't walk away from things like that without a few scars. Luckily she's got some new skills to show for her troubles, being a great survivalist and even being able to dodge things like Wasp stingers if she sees them coming. Her dream is a world where those kinds of tragedies can never take place again. Perhaps you can help her with that dream? Or perhaps you can do to her the very things she's dreaded since that day. She has either the Human or Wasp Race and any Origin.

Wrong Manga Asshole:(100 CP, Free Duplicitous Alpha-Ho)

If you want the best help possible, you've got to make it yourself. But sometimes potential is a limiting factor, and you wind up with 'merely' superior soldiers. Sometimes though, you wind up with a personal attendant that excels beyond reason. Recently cut out of her mother when she was found, this ethnically ambiguous orphan is the last survivor of a remote village destroyed in some smaller country's civil war. Raised by you or your personnel, she knows and wants no life outside of attending to your safety and happiness, as evidently being raised as a super killer led a wonderful life filled with happy memories between the two of you. Hell, if you're a Queen you probably stung her when you found her in the ruins, which likely explains what an easy job raising her was. Bizarrely, as though she were from a story where insect-based powers are given even less logical cohesion than here, she seems to run more on an idiot's perspective of an ant's capabilities rather than anything logical. Despite her diminutive build, she's strong and durable enough to take hits to the stomach that could shatter stone floors, or that could slam someone into a wall and shatter it. She can dish out such hits herself as well, but by far she specializes in speed, reflexes, and mobility. She can inexplicably move faster than eyesight, has reflexes that would let her dance around Wasp stingers, and certainty of coordination enough that she can respond to a faster-than-eyesight attack by pushing off of it as it's incoming in order to boost herself faster. Hell, she can manage these dodges even when she initiates only after they're already an inch away from her. How is *literally any of this* possible? Because ANTS and LOVE. She's all smiles, wide-eyes, and blushes when it comes to everything about helping you, whether that means just going to school by your side and spending time with you, or murdering people who step a little too close to you. Mostly that last one honestly; it seems she's gotten it into her head that killing people for you or or protecting you is the best way to show you her love and loyalty. And love you she does, and loyal she is, whether it's by (chemically enforced) nature or nurture. Enough so that to her there's no difference to her between lazy days in a metropolitan setting with stable housing, and eat-what-you-kill survivalism out in the tropics, as long as she's doing something for you. Curiously, as pleased as she is serving you, she also thinks on some intellectual level that it must be lonely. Thus, she wants others to join her in this matter, and advocates for any means you have of making 'friends'.

I'd say it's safest to make sure she comes pre-stung by you if you're capable of it, but given her reflexes it is highly unlikely any local Queen would actually be able to touch her. She has either the Human or Wasp Race and any Origin.

Drawbacks:

Of course, we don't always get our way just because we want it. Sometimes, to get what we want, we have to suffer a little for it. Here you can choose to take on additional hardships for extra points.

American Sailor Moon vs Hiroshima: (+0 CP)

The story of an impoverished and abused young girl suddenly gaining the power of a Queen and using it to establish her own power... It describes the events soon to unfold, but also those that already have. Several times, apparently. You may optionally begin your Jump further

into the past, when another Queen's story is beginning to unfold. Either Serena's almost two hundred years ago, or another whose story begins shortly after WWII's close.

It's Over: (+100, +200, +400, or +600 CP)

Good news Jumper, you've got a family now! Two female members, or soon to be members as the case may be. Mother, sister, girlfriend, fiancée, wife, or even an adorable little daughter. You have two women in your life who fit in any of the prior descriptions. They're designed to seem to you as the ideal of that archetype, and thanks to your Origin's memories you're guaranteed to genuinely love them back as much as they dearly love you. There's just one problem though; a random Queen passed them by on the street and decided she could use them for whatever purposes she had at the time. Just one random moment of confusion and pain on the street, and you're no longer number one in their hearts. It's not that they don't love you anymore, it's just that they love some complete stranger who violated them on a whim so much more that you may as well not factor into the equation whenever she's in the picture. They adore her and view whatever changes she causes to their lives as wholly positive, and no matter what the context they'll always put her and her desires first over you. Your life generally remains unchanged, as after her use of them they've been left to their own devices to return to their usual lives. Frustratingly, reminders of what's happened to them will constantly crop up in your lives, with them often bringing up their new Queen in any conversations where they find a chance to voice their adoration, with them adamantly asserting any number of positive sentiments regarding her regardless of the actual context of their relationship or what you were talking about originally. Remember, as Soldiers the death of their Queen will spell their descent into violent insanity, and in any point of contention between you and her they will always side with her. At least they've largely been left alone back home, so the impact on their lives doesn't extend far beyond the mental changes forced on them.

At least that's the case for **100 CP**. For **200 CP** things can get even worse. Your two family members haven't just been turned, they've been turned by a Queen who's distinctly aware of you and targeted them specifically for their relationship to you. The exact situation and dynamic is up to you, but you're currently under surveillance by people who by all rights should be mutually devoted to you. This also means that she's much more involved in their lives, and may drop by from time to time outside of your awareness, neither party feeling an obligation to clue you in to their personal time together, or what behind-the-scenes changes are being planned. You'll never know how much of what's going on at home is the result of this allegiance. That nice date night your wife is springing on you might very well be a ploy to slightly shift your opinion towards something her Queen wants. Your daughter calling you upstairs to help with her homework is coordinated so your wife can slip out the front door and deliver a report of your movements. They might even be called up randomly for some inane but thankfully minor shenanigans the Queen desires of them, their unconditional love impelling them to drop anything and obey whatever was asked of them. There isn't necessarily any innate hostility here, as said Queen's designs for you and your family may depend on the Queen in question, but the dynamic will inevitably grate on you on some level, with those you love most deliberately placing someone above you as they work behind your back for her sake every single time. At the very least, all changes to their lives will be minor, as they're still ultimately mostly just

monitoring you for some reason, or being held in reserve for something. Contact with the one person that could ask anything of them is fleeting.

Of course, things can always get more intimate. For **400 CP** instead, their Queen seems to particularly like them, enough that she wants to be an active part of their lives. Maybe it's because of their relationship to you, maybe she just thinks they're cute, but they already belong to her, so there's no point in staying away from their personal lives, whether she's there for them or for you. You can expect her to show up on your doorstep, or to call for them from wherever she's hiding, something they'll flock to with greater excitement and passion than they ever show for you. If she shows up to hang out with you or them, they'll be all over her, constantly fawning over her even if you're right there, and she's much more likely to take stock of their lives and decide what she does and doesn't like. She may make an off-handed comment about something inconsequential during small talk, but which your loved ones will take as gospel and adamantly adopt, harping on you if you don't get with the program, or at least leave them be as they do so. The things she asks of them may get more involved, the way a friend may ask another if they're up for something dumb they're thinking about, except the person being asked would do literally anything to please them. And as her servants, she won't hesitate to order them around in your presence, sending them on chores or giving directions for what to do at the moment, which they will of course enthusiastically rush off to without so much as a glance at you. These interruptions and their consequences are more frequent, but still leave you plenty of time with them, minus any changes these encounters may make to their behavior.

...But then things can get even worse. For **600 CP**, those two you adore really are their Queen's favorites, and not in any respectful way. Rather than intruding on their lives here and there and making some incidental changes, she's instead in full slavemaster mode, your loved ones the doting slaves in question. If she isn't a frequent guest at your family home, it's because she lives there now, and with your two darlings her blind sycophants, it's generally her calling the shots. And given her worsened propensity for ordering them around, there's no real way to pretend at normalcy for any notable period of time. Your wife might slink out of your bed, and your daughter from hers, right and early before sunrise, dressed and ready for when their Queen wakes up and they can begin taking care of her. Trying to initiate an interaction with them might have them brush you off, explaining that they need to do some inane task she gave them, or that they just want to get done for her sake anyways. Crowding around her 24/7, either oozing with excitement or with silent servility, until she has them jumping through hoops. You might be eating "family dinner" with them either standing against a wall like maids waiting for her to ask for something, or with them draped around her fighting over getting to feed her. Depending on the Queen's personality and why she claimed them, she may be enjoying them carnally, either having them strut around in states she finds pleasing to the eye, or actively having them go to town on her. Of course, depending on her personality or relationship with you, she may give orders to spend time with you or to keep your relationship going in an altered state as one of their tasks, something she'll no doubt think of as being benevolent. At the same time though, she might send them off to do anything she thinks up at the time, or just give them dumb orders as a joke. Sorry about that dream job that your career woman of a wife just willingly quit, she's going to be waiting tables at a seedy restaurant because a mean-spirited Queen thought it'd be funny. Sorry about your sister completely reinventing her personality around a new cluster of traits and hobbies, a measured and more respectful Queen still just

happened to say how much she liked those things. Whatever the arrangement, whether shifting or solid, her presence in your family life is extremely, extremely grating. These people that you love are toys now, and she will repeatedly upend their lives, sometimes purposefully, and sometimes by accident. And you will never hear the end of how much they love her.

And remember, no matter the tier, they still love you. It's just that any hostility to their Queen sees that love disappear in an instant, replaced with cold, utterly remorseless apathy for your side of things, and the question of if you need to be removed lingering in their minds. Oh, and don't find yourself on bad terms with their Queen. At least if you want access to your own damn family.

The Way You Monsters Think: (+100, +200, +400, or +600 CP)

In this world, there are some fates worse than death. Like yuri, for example. While depending on what you are, the probability of your mind coming under another's influence is anything from nonexistent to moderate, with this there is no longer a doubt about it. After all, your mind has now been hardwired to the benefit of another. To a certain extent, anyways. Choose a single individual, who cannot be a Companion you did not acquire here. They are the individual your mind has been altered for the benefit of. Mercifully, the changes to your mind are minimal to say the least, or at least with just this. Rather than the full priority-realignment that some people are scheduled for, you've gotten away with merely a mental block or two. Specifically, that you cannot willingly kill the target by your own means, or accept those under your control to kill them. You simply cannot initialize an attempt or plot to end their life. But hey, at least you aren't some simpering slave. But it can get worse. Much worse, and especially so since every tier of this Drawback includes the effects of the prior ones. Behold!

The sanctity of your mind is impugned upon, in exchange for **200 CP**! Specifically, you are, now and for the rest of the Jump, in love with your target. While not quite to the level of Soldiers, your feelings are now a bit more inline with them. Just a bit. You now love them romantically and sexually, and enough so that it's extremely difficult (or at least emotionally unpleasant) to bring them even non-lethal harm, with them being in danger leaving you terrified. You might very well be prone to violence to protect them, and when everything is safe and secure, just spending time with them makes you feel like a giddy idiot. Still, at least you aren't an actual Soldier, or affected to the extent of one. Probably.

But for **400 CP** you have an additional motivator not to let this certain special someone die. Specifically, that much like Soldiers to their Queen, should the subject of this Drawback die, you will immediately be torn by a violent emotional shock and go insane. Insane enough to use your intellect and resources to cause as much mass-civilian death as possible, and especially to wreak vengeance upon those most responsible for their death. Indeed, not only are you incapable of killing this person, but you best keep them safe to the best of your ability, because if they die then you're pretty much going to lose control and cause as much death and destruction as possible.

...And of course we get to the worst of it. Tragically, for **600 CP**, you are now in love with this target the way a Soldier is with their Queen. They are *constantly* on your mind, and you feel such a blistering conviction of love and devotion within yourself that you don't even care that this is artificially induced. You don't just want to protect them (which you will do with your life), but you want to help them however you can. You want to be near them constantly, want to carry

their things for them and to just sit there and watch them eat with a stupid smile on your face. You hate anyone that hates them or who they hate, and will do virtually anything they ask, no matter how harshly it may have conflicted with your prior morals or allegiances. You are, in essence, a slave to their every whim. Just absolute putty in their hands socially.

DID I MENTION THE BEES THOUGH: (+100 CP)

By now you must certainly have noticed that random tidbits of information copy and pasted from random insects' wikipedia pages are treated like divine revelation in this world, with a truly staggering percentage of exposition being done via only tangentially related Cool Bug Facts being mentioned in comparison to whatever phenomenon is on display at the moment. Unfortunately, you can no longer escape this trend by quickly sprinting away from any rogue entomologists you encounter, because now nearly everyone you meet has been empowered with the knowledge of obscure insect trivia. Indeed, whether it's an official explaining some phenomena related to the Red Wasps, or a gas station cashier commenting on the coffee you're buying on the way to work, you will be endlessly flooded with inane comparisons between things and assorted bugs. At the very least you're going to learn a lot about ant hive structures and the like, if it doesn't drive you mad first.

As if Remembering the Past: (+100 CP)

It's to be expected at this point, really. You are now burdened by some terrible tragedy in your Origin's past, which for its recentness in your memory is sure to sting quite a bit. Some of the classics here involve dead pregnant spouses, horrible poverty, and a terrible slew of childhood neglect, abuse, molestation, or other horrors. Whatever it is that's befallen you, it left its mark on you psychologically. While it may not define your day to day behavior, the pain you feel whenever the past is brought up or dwelled on is very real. Be careful not to let the memories overwhelm you. Despite how terrible your life may have been up to this point, it's not impossible to find something approaching happiness in the now, but you're going to have to reach for it yourself. Will you be so comfortable with that if it means stealing that happiness from someone else? Most people around here are actually, so never mind.

Engraved Onto my Body: (+100 CP)

But maybe that past was a little worse than I thought. See, whatever form it took involved something very physical, and very painful befalling you. You now boast a highly visible scar that will remind you of the pain every time you look at it. Something like a burn scar over half your face, or a horrible mangle of scar-tissue rounding your whole neck, anyone who looks at it is going to be perturbed to say the least. You can try to hide it, with your clothes or accessories or the like, but the more you do so the harder it will hit both you and others to be reminded of it. At the very least it doesn't cause you any physical pain anymore, though the psychosomatic irritation and phantom sensations of its itching are very present whenever you feel attention drawn to it, or just any attention on you in situations where you don't feel in-control.

Weakness of an Insect: (+100 CP)

Many survival strategies have been puzzled out by evolution across the Earth's expansive history, each with their own strengths and weaknesses. In a twist of bitterest irony,

the strength of particularly social organisms is also their greatest weakness. Namely, their reliance and dependence on others. This is a trait exhibited in at least minor ways in both humans and hive insects, and manifests particularly strongly in you. Specifically, you instinctually crave belonging in a collective of your own, whether made or found. Feelings of community and unity are extremely important to your mental health, and you may even find yourself relying on the presence of these dynamics in your life in order to stave off a deep depression. Whether helping others or being helped, whether loving another or being loved by others, for the next ten years here you'll be possessed of an indelible craving for these things in your life.

Kept Me Up All Night: (+100 CP)

Things like stable boundaries for relationships or just your general behavior are for pussies. No one else plays by the rules of appropriate social limits, so why should you? You are now burdened with an extremely dominating urge towards those under your power. You're just now an extremely domineering person, and you'll find yourself frequently compelled to perform all kinds of rough or dominance-establishing acts on anyone in such a position. It might be people you're controlling somehow who you'll find yourself needing to use for your pleasure, people forced to work under you against their will who you'll need to step all over and mock, or even prisoners you're in charge of guarding who you'll find yourself tormenting in all sorts of ways. This can very quickly breed resentment in anyone you're working with, or who's underneath you in any capacity. Hell, even if you're employing a bunch of brain-frazzled weirdos who'd cry tears of joy from you kicking them in the groin, you'll still waste inordinate amounts of time just dragging people away so you can get rough with them one on one.

Damn Insect: (+200 CP)

Just what the hell did you do and who the hell did you piss off to warrant this? For some absurd reason, a small subset of the people you'll meet in this Jump seem unnaturally driven by an inexplicable urge to bully you to the maximum extent they're able. Now, your own capabilities are your own, but if these people had their way you could expect to be forced to walk around on all fours nude while being live streamed, or force fed venomous bugs until you puked all over yourself. Verbally fighting back might even see your face kicked in hard enough to destroy any glasses you were wearing. Anyone who wouldn't have a deeply personal reason to object to this bullying will conveniently turn a blind eye whenever it happens, leaving practically no one to ever consider helping you. Again, you may be able to deal with each individual occurrence as it happens, but these people are going to be everywhere, and will constantly pop up and from all walks of life and in any social context. In any large group there will be a few, and out of every couple of small groups, one will turn out like this.

Allergic to Kindness: (+200 CP)

Good lord, what the hell happened to YOU? Somehow, for some fucking reason, something in your past was apparently horrific enough for your mind to forcibly adapt to those conditions. How did your mind adapt to said horrible conditions? By becoming "allergic" to being treated any better. Yes, you have literally become allergic to kindness. It's bad enough that being approached by someone asking you if you need help finding your way around in an

unfamiliar place would leave your stomach aching as if you were sick. If multiple people then approached you concerned with your wellbeing, all while acting friendly with one another and asking if you need help? The sense of vertigo and projectile vomiting you'd endure would literally knock you unconscious for a short while unless you were of a strong enough will to weather it out. If you somehow found yourself surrounded by a swarm of people who respected and loved you above all others, more than life itself? Agony. Perpetual, delirious agony. The only saving grace is that acerbic ribbing and 'friendly' shittalking can worm its way past this, making companionship possible if it's framed as faux-hostility and disrespect.

The Logical Response: (+200 CP)

Alien parasites from beyond the stars, infecting innocent women, stealing away everything they used to be and turning them into remorseless killers? Disgusting. Whether or not a Wasp related terror attack damaged your life and sanity sometime in the past, you've grown into a frothing, truly absurd hatred for the Wasps and all who harbor them. There is not a single day that goes by without you spending inordinate lengths of time internally monologuing about just how utterly disgusting the Wasp menace is, about how absurdly much you hate them and wish for their destruction. No matter what you choose to do in this life, your undying hatred for these parasites will constantly burn just at the edges of your mind, eternally driving your thoughts towards those of exterminating these pests. And if you yourself are a Wasp? Yes, this remains exactly the same. You needn't necessarily hate yourself, but if you don't you must accept an unstable, fractured mind. Your mental state will be even worse off for the immense mental gymnastics you must perform to function, and if you thought you could live a peaceful life in the previous scenario despite your hatred, you can kiss that possibility goodbye. Your hatred will only intensify in your now deeply hypocritical mind, assuredly driving you to act on your hatred with absolutely no self-awareness of your own hypocrisies.

Your Application Has Been Approved: (200 CP)

Listen, I get that you're lonely, but isn't this a bit much? Shouldn't you have a bit more tact, more awareness than this? How naive can you be? It seems that you're critically weak to overtures of friendship, whether you earnestly buy them immediately, or are aware of the possibility of deception but are so desperate for a connection that you ignore it. As long as someone tries to get all friendship-like with you, you'll find yourself accepting their intrusion into your life with anything from happiness to confusion, but no matter what you'll be massively naive of their intentions, and assume a measure of peacefulness from them that they simply may not intend. This may come to bite you time and time again, but no matter what, you just can't stop putting your faith in them and their imagined sincerity.

Innocent, Virtuous, Ordinary: (+200 CP)

I'm sorry, but what did those idiots just say about you? Absurd, all of it! Everyone knows there's nothing wrong with you, or anything you're doing. You have a very warped, and some might say demented, view about things like morality and your own personal character. Quite frankly, you're completely convinced of the quality of your character, and firmly believe that you're a just and virtuous person. Worse, this means that things like your actions and beliefs are similarly whitewashed in your mind, such that you won't notice anything amiss or dubious about

your own actions or decisions. You could wind up doing all sorts of horrific things to others and completely miss how horrible it must seem to others, or if you can realize even that much, must chalk it up to others being in the wrong and failing to understand your more evident moral authority. You are practically incapable of second guessing yourself morally. Why is this such a minor Drawback? Because this is pretty much how everyone around here works anyways.

A Work by Murata: (+400 CP)

Congratulations Jumper, because by taking this Drawback you're now the good guy! What, you think this means you're being turned into a moral and perhaps well-written protagonist? Nonsense, we don't do that here. No, we're taking the easy way out and just making everyone else worse. Yes, as with what happens time and time again in this manga, your interactions with others are now defined by your absurd tendency to run into the absolute lowest of the low no matter where you go. These people, who will constitute *virtually everyone* you meet, will at times seem like comical exaggerations of some specific terrible behavioral tendency extrapolated into an entire person. Almost every man you meet is going to be either a completely mad psychopath on a holy mission, or an overly sleazy molester without any sense of boundaries or capacity for intelligent foresight. Almost every woman you meet is going to be either an absurdly vindictive and pointlessly cruel sociopathic bully, or a hypocritical and two-faced manipulator lacking any self-awareness of her own evil. There are countless possibilities, and you'll run into all of them perpetually. Again, it's almost as if the author is trying to make you look better by comparison, not by making you a decent human being, but by making everybody else just so much worse.

We Don't Acknowledge you as a Species: (+400 CP)

Good news to some, terrible news to you! The Wasps have cemented their control over the world, the humans have ousted the Wasp's control! Which is true? Why, whichever is least convenient for you, of course. Whether you're a human or a Wasp, whichever side you aren't has managed to gain a greater foothold in the world at the expense of the other. If the humans are winning then the full scale and nature of the Wasp threat has been revealed to the public, and the reaction has been wholly violent. No longer are people hesitant to deal with Soldiers just because they look like the people they once knew, and already those suspected of being compromised are being removed from power. The world is aware that these parasites can enslave them, and are responding with all the hatred you would imagine. If the Wasps are dominant? The number of Queens has skyrocketed, and in their bids to carve out a territory for themselves they've sent recruitment into overdrive. The world has learned of their existence, but they've gained a stranglehold on civilization and have carved it up into citystate-like jurisdictions under their competing control. People live in fear of them or someone they love being converted into their local warlord's adoring slave, and it's a common enough occurrence every day to be a legitimate fear. There's no room for meaningful local resistance at this point, for the Queens simply control too many vital systems and have too many Soldiers. The only conflicts left are the inter-hive disputes for territory or more Soldiers raged by these Queens, and innocents of all stripes are left at the mercy of uncaring tyrants and the mindlessly obedient slaves who love them more than anything.

Burger Queen: (+400 CP)

This is bad, very bad indeed. However it happened and whatever the hell it is you did, you've apparently come into the direct attention, and current fascination, of possibly the most powerful and well connected Queen on the planet, the one known as ~~American Sailor Moon~~ Serena Cervantes. This ~~frequently reused character design~~ individual has been alive for nearly two hundred years, and has spent that time building up a powerbase that has the entirety of America under her direct control, with the implications present that she possesses severe levels of influence in an unknown number of other nations as well, with her control possibly stretching to be worldwide. Indeed, as a Queen she is incredibly experienced, herself having already warred with and killed multiple other Queens in the past, and her ability to convey instructions wordlessly upon stinging a new Soldier makes her a terror in inter-hive warfare. She has no qualms with converting mass numbers of civilians off the streets for her personal enjoyment, has been performing experiments on Soldiers for decades and has squads of supersoldiers hiding in the rafters, and never goes anywhere without at least three teams of snipers watching her position at all times. She's aware that you as an individual exist, though not the specifics of what you are or may be able to do, and is for whatever reason intrigued enough to directly involve herself in your life. You haven't innately drawn her ire, but her interest may be just as bad, both for how boldly she asserts herself over the people around her (and thus you and your loved ones), and for the dangerous attention her presence brings you. Serena is a ~~completely fucking insane~~ *deeply philosophical* individual, and will often fire off into inane rants about the meaning of life or humanity, and also about COOL BUG FACTS which she will use ad nauseam to justify her own actions. Said actions sometimes involve her pantomiming a conductor's actions while ordering mass slaughter around her. Duplicitous to the bone, she'll say anything to give off whatever impression of herself she wants to convey, and will have the time of her life hanging out with someone and promise friendship to them before immediately ordering their death *literally* the very moment she steps into her car to drive away from said date. She's unpredictable, scheming, and it's impossible to tell whether she'll act against you based on how much she seems to like you, as she's perfectly willing and in fact enjoys outmaneuvering and killing those she's fond of. She also has a tendency to overread said people's every move and assumes everyone around her is playing the same four dimensional chess she thinks she's playing, often assuming that anything she didn't plan is something you or anyone else did, and in general overdramatizes anything and everything going on between her and her current associates. Oh, and killing her may well start the apocalypse. Have fun with this schizo. If FOR SOME GODDAMN REASON you want, you may take her as a Companion at the end of the Jump.

Just Like All the Others: (+400 CP)

One Queen is a tragedy. Two Queens is a story development. Three Queens is a plot twist. More than this? A vague background allusion. One which you'll now be living through, at any rate. While the actual rates at which Queens seem to appear is unknown, there are at least enough that an experienced enough Queen will have a repertoire of slain rivals under her belt. Well, you aren't going to be so lucky as to fly by untouched by that nonsense, because you're now a magnet for Queens. Not only will any in your general area constantly wind up in relatively close proximity to you, but ones from more distant places will find themselves traveling to your

general area for whatever their individual reasons may be. It's practically inevitable that you'll become personally acquainted with several of them. The actual personalities or characters of these Queens could be anything, but given proven track records in that regard, it's unlikely to be anything good.

Weakness of an Insect But Actually Though: (+400 CP)

Well... this is awkward. Sorry, was broaching everything in insect metaphors and allusions insensitive of me? I'm sorry, what was that? I can't hear you over all that buzzing. Forgive me for my waspism, but it seems like you're just a shitty insect. Literally. It seems you're now trapped in the form of a small insect, incapable of things like human communication, and terribly unsuited to living in the world of men. And likely to die in the world of animals, all things considered. Indeed, perhaps a mere two-inches long, and without any Perks to the contrary, just as weak and fragile as such a bug should be. In fact, so stuck in this mire of impotence are you that no matter what powers or alternate forms you possess, you'll find yourself incapable of taking any shape that isn't comparatively small and weak, always being lesser than you should be. Let's hope you have some good friends, because you aren't exactly suited to getting anything done yourself around here. Hopefully you have some means of *persuading* others to assist you.

Himenomode: (+600 CP)

The Hero's Journey is a simple yet classic storyline. They begin crawling on the floor naked in public, they shit their chastity belt, and then they crawl around naked on the floor some more. You are destined to be a great hero. You have the luck of the true protagonist, and by this I mean that virtually every overarching problem looming over an area will find itself somehow centering on you. Ancient immortals looking for proxies, pawns, or entertainment will notice you out of the masses, and choose to make you the central figure in their twisted schemes. Massive idiots with too much power will find themselves deciding that they want you to be their best friend, dragging you into the line of fire they don't even know is accruing around them. The government will find itself tipped off about anything interesting about you that they might want for themselves. And always, throughout all your endeavors, there will be sprinkled little openings and advantages for the other parties. Someone you know nothing about somewhere in your infrastructure is a plant or a spy of some sort, or they have a backdoor somewhere. Small vulnerabilities on their own, but well placed, and benefiting already immense opposition. Good luck with all that.

At Least it's not Rape Zombies: (+600 CP)

In case you haven't noticed, there are a lot of people who want the Queens dead, and yet they never just kill them when they have the chance. The reason for that, in case you haven't noticed by now, is that the death of a Queen drives all of her Soldiers into homicidal insanity, unaffected by any other purpose or reasoning, yet fully intelligent and as crafty as they were before their madness. And when a Queen has dozens, or hundred or more of these Soldiers? And in important positions in governments and the like? Chaos, nothing but utter chaos. Chaos that you will now live to see, because virtually all Queens have perished for one reason or another, their Soldiers having since become deranged terrorists. These maddened

Soldiers will wreak havoc across society for the duration of your stay here and most certainly beyond, as they will coordinate amongst their now mad hive and with any collaborators to cause as much death and destruction as possible throughout the world. There will always be another incident, another bombing or train derailment, and the efficiency of nations will grind to a halt as people within them sabotage their bureaucracies in order to make the situation worse. They can't be reasoned with, as no appeals to logic or to anything else that they used to love as a human will move them. They simply don't care anymore, mindlessly driven to make the world suffer for the deaths of their Queens. Note that this won't get rid of any canon Queens, you, any Companions, or any others implied by Drawbacks. It'll just mean that there are now also insane amounts of dead Queens prompting an endless trickle of insane Soldiers.

First Wasp-tact: (+600 CP)

Once again I remind you that the "Alien" descriptor used for these Wasps isn't some derogatory slur, it's the actual reality of their origins. Their very, very stupid origins. Given that this twist is given in the literal last chapter of the manga, it's no surprise that nothing ever came of this, or that we never received any information or details on what these aliens must be like. Well you're going to be getting your answers now, because towards the end of your time in this Jump the invasion by these aliens will finally hit Earth. While the details of their full capabilities are unknown, keep in mind that this is an alien race capable of bioengineering creatures like the Red Wasps that are capable of inducing brainwashing and physical mutations in a specific gender of a specific species within mere seconds of contact with the conversion vector, or killing others in the same amount of time in the case of then-mutated Soldiers. They can evidently create such biological constructs and make them capable of unaided flight through the void of space. *Winged flight through the void of space*. It's safe to say that currently the human race is unlikely to match up to them in virtually any capacity, which is going to be a bit of a problem when they show up just a few years before your departure.

Into the (Other) Spider-Verse!: (+600 CP)

No. NO. Good lord *why would you do this to yourself?* This author is known for writing multiple series in short succession or even contemporaneously, all usually being sequels to one another or at least taking place in the same universe. Himenospia seemed much the same initially, but later developments in the plot made that highly unlikely to be the case. No more though, because now all the series written by Shinya Murata are taking place in the same universe. The exact timeframe of these series' events relative to the events of Himenospia is unknown, but you can be guaranteed that they'll be in time for you to experience each of them should you choose to go out of your way and find them. Or, you know, if you fail to stop them from happening and they find you. Yeah, some of them are going to cause a bit of a problem for everybody if left unchecked. It's also unknown how the Wasp powers of this universe will interact with those of the others, for indeed bug themed superpowers seem to be commonplace among these series. Some even operate on similar principles to the Queens. Considering that there's a girl whose venom is able to weaken said similar powers, there may even be a cure for Wasp domination somewhere in there. Maybe, but it may just make the situation worse with now superpowered girls being available as Soldiers. Good luck with the rape zombie apocalypse by the way. Yes, that's going to be a thing if not stopped.

Assorted Foodstuff Queens: (+600 CP)

War... War has changed. If the events that should have followed were to be described, it would be apt to call it a clusterfuck of multiple secretive parties manipulating each other and getting caught in their own webs. While ultimately the top manipulators on all sides ended up being Queens, on at least some level the Japanese government believed its own goal was to capture and harness the Queens' power, and an American politician made his own bid for freedom from insectoid rule. Ordinarily this would have failed, but with this Drawback something similar had already taken place *many* years ago. Specifically, the goals of the world's governments to capture and control their own Queens had finally come to pass. The result is a world that is radically different in many ways. For many centuries now, it has been that virtually every country possesses at least one Queen that they have successfully found and indoctrinated into intense patriotic fervor for their home nation. And with that, the ability to enforce that same fervor on one half of their own population. Regardless of the effects this *should* have logically had on society, in this world of insane logic this has resulted in a very peculiar society.

As an institution, the Military is now composed entirely of brainwashed Soldiers, whose ungodly insect-like coordination and completely mindless devotion to their mission make them horrifically effective as units. For their effectiveness, even those on the younger side are potential victims of the inexplicable drafts that sometimes see thousands of women and girls dragged off to the facility their Queen is housed at, where said Queen will quickly become the most important thing in their life, and the nation their second, well and above any concern for the life and loves they might be leaving behind to go die against a foreign country. While men hold virtually all other positions of power to avoid a theoretically rogue Queen from influencing the government, for the most part the rest of the men are forced into overtime to try and keep everything running amidst the mass drafts and deployments of their female loved ones. Perhaps worse, war is indeed an almost constant facet of life in one form or another, and wartime politics are even more brutal. Entire regions designated for Soldier conversion out of unwarranted fear of enemy Queen infiltrators (who would be too valuable for such a risky move anyways), and that's not getting into the engineered "losses" that entire factions of the Military suffer to kill off masses of their own Soldiers whenever a country decides that one of their Queens is too difficult to control and needs to be replaced. The mass death calls for large families, with people encouraged to have as many daughters as possible, but those same large families are just as often abruptly broken up with members being drafted, converted, and shipped off to battle. Who you are will decide what aspects of this horrible world will impact you most directly, but everyone will be affected in some way.

As a human male you're in the least direct physical danger. All positions of power may be held by men, but that doesn't mean men in general have any great advantages in this wartime world. You'll be expected to work at whatever it is you do for long hours to keep things running, and depending on your economic class might have to work more than one job. Even if you're a more privileged class like a regime's enforcer, there are many eyes on you. This authoritarian hell will grate on you in some way. Regardless, at any moment one of your female friends or family could be drafted away from you, and if they make it back from their engagements they won't be the same as before. In addition to the mental changes Soldiers go

through, the patriotic fervor of their Queens in this timeline only further inspires them to remold their personalities into national fanatics. Love for men in this world is difficult to come by as women are often unavailable, making new bonds difficult to make in the first place, to say nothing of how quickly they can become irrelevant to whoever a man falls for. Unless you're a politician you are one of the most replaceable cogs in this machine, and if you are a politician you're one wrong step away from being disposed of by your own government for fear of treason. Worse, the mental inclinations of Soldiers are worsened in some ways by the patriotic fervor their Queens command of them, meaning that as someone whose loyalty can't be assured like theirs can you will always be viewed with suspicion by any you meet. Besides that, because their loyalty to their Queen is absolute, any Soldier you may have known will always prioritize government mandates and drives over you, regardless of what she believed prior, or what you meant to her.

As a human female all that danger of being subjected to random Soldier conversion is a constant shadow over your life, even though your peers find it perfectly fine. Society has been glamorizing the life of Soldiers since before their births after all, and Queens are the hottest celebrities. Any deviance from this expected adoration, any indication that you *don't* look forward to the process, will immediately raise red flags in everyone around you. No position of power or particular influence is open to you for fear of Queens potentially slipping the leash, and if you make yourself an individual of note in the public consciousness you'll definitely come to the government's attention as a potential Soldier to be placed under control.

As a Soldier yourself you'll be expected to be just as fanatic as your peers, so any hints of that free will you possess will likely cause problems. Even without this, you're a Soldier in a world constantly rife with war and combat, and you're almost certainly going to be deployed somewhere during your time here. Even when full scale wars aren't being fought, small skirmishes constantly take place between enemies in a Cold War state in contested areas or nearby borders. Even if you aren't currently deployed, you'll be expected to maintain preparedness for deployment and be ready to die at any time. Suicide missions are a very common thing for your ilk.

As a Queen your life is possibly the easiest, though the one most vulnerable to scrutiny and the possibility of disposal. As one of the cruxes of this societal scheme, you're a public figure touted as something between a celebrity, a super weapon, a war hero, and a patron saint. You are maybe the most tightly controlled asset in the nation though, with every bit of your schedule under the control of the faceless unseen men planning your every move. You'll go from participating in any number of inane propaganda schemes like photoshoots or staged interviews, to sitting down in a 'recruitment facility' to mass convert dozens to hundreds to thousands of drafted individuals being filtered through it, to being hidden away in a private villa or military complex for your own safety. Hell, your life might be spent just a short way away from the frontlines or even in a spot of deployment like a naval base or some such in order to motivate your Soldiers all the more. Your life may have the nicest paint, being surrounded by personal guards obsessively in love with you and almost worshiped by the populace as a hero, but you are always, *always*, being watched and evaluated for loyalty. Slip up, and all your Soldiers will be purged to minimize the damage incurred when you're *very* quickly disposed of. Depending on the number of Queens your nation may have you might become less valuable, but also (**very slightly**) less strictly evaluated.

If you're wondering how this interacts with other Drawbacks, don't worry; it all compounds to be worse somehow.

Ending

The happiest day of your life has come; the one where you leave this nonsense behind hopefully forever. You're cleansed of not only any Drawbacks that might be impacting your decision making processes, but also any external mental influences you may have picked up while here, leaving you as yourself. Companions may also be similarly freed, at your discretion. With your ten years passed, you must make your choice.

Continue:

Hopefully however badly this place treated you wasn't too much. Regardless, your Chain continues, and you'll be moving on the next Jump with all you've gained here.

Remain:

wait what the fuck no stop don't WHY

Return:

That bad, huh? Well I can't blame you. You'll be packing up your things, powers and people, and heading home after a long journey's end. Hopefully you won't make it as much of a mess as this place is.

CHANGELOG, NOTES BELOW, THIS IS BEFORE THEM BECAUSE THIS JUMP DESERVES TO END WITH POINTLESS RANTING

Version 0.0 - Jump was not made.

Version 0.1-9 - Jump was being made.

Version 1.0 - Jump was made.

Version 1.2 - Jump was updated.

Okay, so I forgot one thing and couldn't forget the fact that I forgot it because I think about this fucking manga literally *every fucking day*. It was just one Item, but all the Item slots were filled without it, so adding it would make it asymmetrical, so I took some of the Items out and made a new section and then- FUCK IT, here you go:

- The **Origin** heading is now **Origins** because autism.
- Added **Wasp, But For Real This Time** Race and corresponding Perks and Companion.
- Added **Duplicitous Alpha-Ho** Origin and corresponding Perks and Companion.
- Added **Greater Good (For Me)** General Perk.
- Rewrote **"It's Not Brainwashing"** a bit.
- Changed **"Fabre Once Said"** so instead you can choose the species your abilities gain the ability to affect, rather than it defaulting to your own species.

- Rewrote **Will of the Wasps** to get across the (rough) fullness of a Soldier's mental changes without directing you to the **Notes**, the **Notes** section and everything in it is still there though for more details.
- Changed how **Will of the Wasps** works, now much less autistic and detail-specific; if you're genetically compatible with a female you can sting her (maybe barring specific immunities to that shit I guess)
- Replaced **The Genes Guide Me** Perk with new **It Was An Instinctual Plot Device** Perk, moved former to General Perks.
- Changed **It Wasn't A Lie**, now people just pretending to be in love with you are affected too.
- Created **Brainwashed Simps** section to move some Items to, several new options within as well in order to fill it out.
- Transferred the Items **The Wheel Greasers**, **The Yes (Wo)men**, **Jumperspia**, **Men With Guns**, **Among Others**, **Informal Power**, as well as the Companion **Every Day it's Just 'Jumper-Sama' This and 'Jumper-Sama' That** to **Brainwashed Simps** section, rewrote them where necessary to fit the context of the new section, and changed how several of them work.
- **Men With Guns**, **Among Others** renamed **Hymenoptera**, which is a COOL BUG FACTS joke.
- Added new Items to replace the above former-Items where appropriate.
- Scoured the Items **RELEASE THE BEES** and **Queen Sized Conundrum** from existence, their effects are now replicable with the new **Who Created Them, And For What Purpose** Perk.
- Himeno and Serena can now pay you for taking them as Companions.
- Created **Your Greatest Hater** Companion to shittalk you.
- Increased number of Race-Discounted Companions, addition of new Race screwed up the symmetry they had when there was only two with each Race's Companion being someone of the other Race, now to match each Race has three, one for each Race. Moved at least one to belong to a different Discount.
- Gave at least some Companions actual Perks and Items.
- Gave the Drawback **It's Over** further tiers with worse effects, changed prices of existing ones to the lowest.
- Added the Drawbacks **Your Application Has Been Approved** and **The Weakness of an Insect But Actually This Time** so now the number of Drawbacks per tier is symmetrical.
- Also added **The Way You Monsters Think**, **Kept Me Up All Night**, **Innocent, Virtuous, Ordinary, Just Like All the Others**, and **Himenomode** Drawbacks.
- Randomly ranted more in the **Notes** Section whenever something popped into my head, nothing important I think unless I accidentally said something important which I don't think I did.
- Now that I think about it, in the **Notes** I added more examples for possible **Will of the Wasp** powers.

FURTHER CHANGES SHORTLY AFTER THE LAST ONE

- Fixed some wording in **Every Day it's Just 'Jumper-Sama' This and 'Jumper-Sama' That** that no longer made sense after being moved to the Brainwashed Simps Section.
- **Your Greatest Hater** can now optionally be freed of any mind control after each Jump to continue the HATE.
- Buffed **Wasp Milk's** schizophrenia.
- Clarified how **This Is My Paradise** functions a bit.
- Clarified several of the **Brainwashed Simps** actually, minor changes.
- Added a Note in Notes that if you have something that lets you make Followers from another Jump, you can use it on **Brainwashed Simps** that otherwise don't follow you between Jumps to make them do so anyways.
- Expounded further upon the ultimate fate of mankind should you take **Wasp Manipulation Prayer**, **Red Mom**, and **Wasp Milk** as Companions together, and their war over the fate of the realms of men.

NOTES

Before delving into Wasp and plot related Rambling:

Despite **Nothing but Women as Far as the Eye Can See's** name (Which is taken from the narration describing the situation the Perk is based on) both men and women are increased in attractiveness. The population shift as stated is based on the eventual demographics of Himenospia a year or so into its conception. You may decide whether it represents only a demographic shift in your immediate locale, or if women have just become more populous than men for no real reason. In the same manner that this series is poorly thought out, nothing will actually change in a significant way due to this such as important characters ceasing to exist because they're male.

The interaction of "**Fabre Once Said**" on **Will of the Wasps** is discussed further in the notes as part of the "**On Post-Jump Infectability**" section.

Yes, if you have **What is Sex?** and no one is around to explain what's happening an absolute lunatic (who may or may not be literally the same person every time even across Jumps and also maybe the completely mad scientist from here) will somehow butt into the situation and explain everything via Cool Bug Facts.

If It Means They Can Have Peaceful Lives doesn't make oppressive regimes more capable or powerful, it only increases their competence where improving public living standards is concerned.

If you take **Will of the Wasps** you lose the lethal venom of your stinger, replacing it with the brainwashing power.

Soldiers created with **Will of the Wasps** already exhibit the qualities described in **They are Being Guided by Some Other's Will**, but if you actually have both then the effects are

bolstered with any of your Soldiers who group up for a unified task immediately group-syncing and flawlessly executing their plans barring outside interference. It probably looks really creepy from an outside perspective.

The exact limits of **Media Physiology** are unknown, but you can easily pulp fully armed and armored special forces soldiers with your bare hands.

When **Will of the Wasps** says it works on women that you're genetically compatible with, this includes any other Altforms you have. For this reason, humans are always applicable.

Again, the canon possibilities for **Will of the Wasps'** unique powers are:

- 'Mimicry.' Your stinger is simply shaped like a Soldier's, meaning that you can blend into another Queen's hive while pretending to be her Soldier and not draw suspicion (as long as you get stung so she has a reason to assume you're a Soldier, you know).
- "Order," which allows you to convey a mission/directive upon stinging someone without having to converse so you can flash-convert large amounts of Soldiers without having to waste time giving them their orders allowing for rapid recruitment and mobilization.
- "Domination," which allows your stinger to affect other Queens. The nuances of this aren't really known, but affected Queens seem to have much more freedom than normal Soldiers. One Queen who was affected seemed to hate the user, but really did fall in love after being affected, but still endangered and manipulated the user for their own ends. One Queen who was affected professed beforehand that she both loved the user and hated them, and after being stung reflected on her mental state and said that nothing had changed save for an impulse to not murder the user. Regardless of the exact emotional effects this ability has on them, affected Queens are mentally blocked from directly harming or trying to kill you, but retain a lot more leeway in that than with the usual Soldiers who would rather die than see you harmed.

Relative to the above example of the Domination ability, from this example you may fanwank whether the relatively greater free-will of stung Queens is due to their vast age and sense of self, or because of the in-built limitations of the power itself/them already being Queens. This decision may impact how severely the minds of strong-willed/long-lived figures in other Jumps may be affected by conversion.

In case you can't or don't want to think up a special ability for **Will of the Wasps**, below is some completely made up bullshit I randomly spitballed for ideas:

- The changes in your Soldiers can't be detected via blood tests and X-rays.
- The transformation's mental changes, awareness of their stinger, and memories of being stung are held off for a while or until some stimuli (like you being threatened), allowing your Soldiers to act as even better sleeper agents until needed.
- At the moment of stinging Soldiers can be 'detached' from you and 'attached' to a figure mentally designated upon the moment of infection. Soldiers will attach to them instead of you as their pseudo-Queen/King and form a sort of pseudo-hive around them. Optionally, due to lacking the actual connection of a natural Queen-Soldier pair (the same that is presumed responsible for them being aware of the Queen's death) or even the

connection between Soldiers, the resulting Soldiers are significantly more mentally unstable, desperate, and paranoid about everyone else. Optionally, they view you as they do another Soldier, which is to say more than anyone outside of their hive but below the designated Queen/King. Optionally, they view you both as Queen/King and have the same mental changes towards both of you.

- A pseudo-hivemind. Your Soldiers' hive-instincts and coordination are supercharged, giving them even more inhuman coordination to the point of having a subconscious layer of their mind silently exchanging information and compelling them to do what the group-mind thinks they should without their conscious awareness. These overbearing hive-instincts might optionally atrophy their empathy for non-hive individuals, making them more callous and uncaring to their loved ones and uninfected rather than more caring, while supercharging their love and affection for in-hive individuals.
- The ability to sting your (and only YOUR) Soldiers a second time to impart a suitably hive insect-like biological 'role' that their body and psychology will begin refining to fulfill. Stinging someone into a 'Warrior' might make their bodies begin to shift into combat-oriented forms almost as effective as Serena's Media Warriors (and more effective if you started them just as early into their development as she did). Stinging someone into a 'Breeder' might cause their secondary sexual characteristics to gradually exaggerate, and refine their reproductive system to always have quadruplets, and always girls. If you want to add a drawback to this, these biological 'roles' might impact their instincts and mental states, impacting their humanity further. 'Warriors' might lose some of their intellectual alacrity or become more militant and hyper-fixated on protecting you and their fellow Soldiers. 'Breeders' might become mentally suited for multiple pregnancies and constant child-rearing but lose any real affection for their families, viewing their kids as nothing more than production numbers to increase for your sake.
- As above, but you have only one 'role' you give automatically upon making a Soldier, but for this inflexibility is more extreme in its changes. 'Warriors' might develop to their limit of being as strong as Media soldiers after only a few months of being stung, and those stung as young as them would be far, *far* stronger. 'Breeders' would not only handle crazier pregnancies, but everyone born from them would be (normal) Soldiers by default.
- Being able to give both broad and targeted long-distance orders to the minds of your Soldiers that they'll immediately obey.
- The same but you have to speak it to them personally, if you prefer your mind control in that style.
- Simply being able to sting other Queens' Soldiers, turning all of their love and loyalty to you in an instant. It even has a basis in COOL BUG FACTS via the Slave-making ant (and would be funny to surprise these fools with).
- Having your Queen venom be present in one or all of your bodily fluids, such that getting the fluid in a woman's bloodstream or a mucus membrane like the lips/gums would convert them. You could turn someone into a Soldier by getting your saliva in their mouth, by kissing them or them drinking from your cup. You could turn them via getting some of your blood or spit in one of their cuts, or by doing *something else* with them. If taken as a male, this means you can optionally choose NOT to have a stinger, as you'll still be able to use this Perk through these other means.

- Having your Queen venom be a pheromone you are constantly and permanently emitting into the air, but which destabilizes after a short time and so doesn't linger long, thereby not reaching far from you, but affecting any woman who steps within and breathes the air. As above, if taken as a male, this would let you optionally not have a stinger while still being able to use the power.
- Just having your Soldier's stingers be somewhere else on their body, or not having stingers, which sounds like a massive downgrade if you don't fluff it as being some kind of stealth thingy, but hey, the power is in your hands.
- Having those you sting lose all traces of personality and individuality, turning into robotic slaves of blind mechanical obedience, making your Soldiers emotionless zombies instead of adoring loveslaves.
- Just making your Soldiers' tits fuckin' massive (THIS IS A CANON ABILITY SOMEONE HAS IN ONE OF THIS AUTHOR'S *OTHER* BUG THEMED SUPERPOWER MANGA WHERE A DUDE'S BUG THEMED SUPERPOWER JUST MAKES WOMEN HORNY AND MAKES THEIR BOOBS REALLY FUCKING BIG THAT IS LITERALLY ALL HIS POWER DOES HE'S AN ANTAGONIST).

Once you have **Soulja Bug** or **Will of the Wasps** you can consider your stingers and corresponding venom fair game for any biofuckery you're capable of. Have fun shapeshifting to have multiple such stingers or pissing anaphylactic shock insta-kill fluids. The alternate location of the stinger mentioned if you take it as a male doesn't apply to any Soldiers you make, it's just to explain your anatomy since you lack what it usually roots itself in.

If you have to ask, your Soldiers will do pretty much anything for you. Both hardcore sacrifices like dying in your name (or just because you asked for no other obvious benefit to yourself), and stupid shit like waking up at midnight because you texted them, running down to the gas station and buying as many packets of uncooked ramen as they can afford, and recording themselves karate chopping them all at 2:00 AM and sending it to you because you thought it'd be funny. They'd fucking enjoy it, that's how fucked in the head they are. They'd do it every night if you asked. IN FACT, A THEORETICAL LIST OF STUPID THINGS I JUST MADE UP THAT YOU CAN MAKE YOUR SOLDIERS DO BECAUSE THEY AREN'T PEOPLE AND DESERVE NO RESPECT

- The above.
- Moving into a doghouse in your backyard and pretending to be your dog for the rest of their life.
- Breaking off their relationships and hooking up with other Soldiers you pick out if you're some freak shipper for your slaves, rearranging them as you please.
- Quitting their dream job to be a gas station cashier or waitress or car wash chick instead.
- Leaving fake game reviews to artificially inflate the popularity of games you like.
- Stripping and covering themselves in peanut butter and going out into the street to fight crime as the PB Battler, Heroine of Justice.

- Deliberately eating raw cookie dough to contract salmonella and then going to the hospital only to keep doing it again and again no matter how many times they get better in order to annoy a doctor that pissed you off.
- Dressing in dumb sentai mook outfits and bombing railways to fake the existence of an evil organization.
- Dressing up as super sentai heroines to combat the above.
- Changing the direction of whatever media they were making/producing to end up as whatever you wanted instead.
- Emptying their family' s bank accounts and savings to buy every granola bar across the nearest several prefectures before going to a random field and arranging them all to spell out "I WANT TO BELIEVE" large enough to be visible from space.
- Starting and spreading a fake social media health trend advocating for the health benefits of holding a teaspoon of butter in your mouth while doing a handstand for half a minute.
- Photobombing news reports with well practiced flash-mob dance rallies.
- Universal bralessness.
- Going online to different websites and flagrantly and persistently pushing an anti-Gohan narrative.
- Forming, supporting, and staffing an oppressive dictatorship where they all wear surprisingly snappy uniforms while enthusiastically enforcing brutal pogroms and purges on innocent people.
- Rolling a hundred-sided die every morning and killing their entire family if they ever roll a 100.

If you're somehow still worried about your Soldiers having freewill to oppose you despite how overwhelming the emotional effects of the transformation are (as will be described in the next section of the **Notes**), you could have your ability induce complete emotional dissociation from their pre-sting memories, supercharge their love for you to even more overtly psycho levels, or otherwise impact their humanity in such a way as a mere side-effect as in some of the prior hypothetical examples. Kind of a waste though, as they're already blindly worshipful of you.

If you're occupying a form without wings and use **AAAH, YES, THAT**, then you can do stupid shit like flying by flapping your arms or just kind of walking. Yes, even through space.

The name of the Perk **Nega-Alice** is a joke about the protagonist of another one of this author's series. In fact, Himeno is actually based somewhat off of her. The difference though is that Alice does significantly less fucked up things, suffers way more than Himeno, and in general is a nicer person who tries to take responsibility for things that aren't even her fault but everyone treats her like a dangerous psychopath. By contrast Himeno targets innocent women and children to make them want to murder their loved ones on her command, has a pretty rough life but not as bad as Alice's, and in general just never learns any kind of lesson while continuing to do what she always does to the people around her, but in the end everyone always treats her like a delicate and innocent little flower.

As the Love for One's Queen Demands can quickly become utterly comical with random people leaping into the path of the same thing over and over again one at a time if too many people love you.

Literally When can function under a number of contexts. Examples include peacefully walking by someone, sitting behind or near them in a public context, being undetected in a state of stealth, or being 'defeated and helpless' on the ground while biding your time to strike.

Yes, if you use **It Was An Instinctual Plot Device** to repress **Will of the Wasps**, not only will you SOMEHOW not notice you subconsciously stinging people with a 2 meter-long prehensile stinger coming out of your body, but you'll do it WITHOUT REALIZING to an applicable target near you every time you're feeling kind of down, kind of horny, or if you wanted them to like you. If you combine this with **Greater Good (For Me)**, you can go through life doing this while thinking everyone genuinely just likes you for who you are and that you're living a life filled with genuine love and affection. Combining this further with **A Fine Flavor** essentially makes this love an even stronger anti-depressant/source of emotional fulfillment than being earnestly loved by everyone already is.

It Wasn't A Lie technically works for normal things like persuasion and the like as long as the person initially lies about agreeing with you, whether it's initially to get you to shut up or out of social nervousness or whatever.

Yes, **Twas Terrorism** technically works on statements that really should not need to be covered up. You can technically fuck with people by making them think that terrorists were responsible for things like eating their sandwich that they left in the fridge, leaving the toilet seat up, or throwing them a surprise birthday party.

I Lived, Unfortunately doesn't make it harder to injure you, it makes it harder for your injuries to kill you. A bullet will still go through your ribs and puncture a lung, but you have a weirdly high chance of surviving it, as well as an unusually fast recovery time. That's recovery time in the sense of how long until you can function again, not how long until the wound heals.

No, This is Perfectly Reasonable Behavior lets you get away with batshit insane or deviant behavior as you go about your duties. At least in the eyes of your superiors and comrades. This doesn't affect unrelated outside observers.

The Will(Spite) to Move Forward(Torture a Highschooler into Shitting Herself) will prevent sources of corruption from swaying you from your goals and convictions, and would let you kill a Queen if you were infected. This isn't to say you won't be affected by said corruption, or that defying it will be pleasant, but you have the willpower (pure fucking spite) to go in the face of it anyways.

You're With the Police, Right? differs from **As the Love for One's Queen Demands** in the sense that you must pre-prepare your sacrificial pawn, but once it's sacrificed the threat goes away instead of continuing to bear down on you until dealt with as in the latter Perk.

If you take **She's Completely Different**, you must be careful about your relationships with others, and what kinds of situations you put yourself in over others, for the naked dogeza-aura is nondiscriminatory and may affect anyone wanting to please, serve, or appease you, including overweight middle aged men.

Taking **How Many of These Things Are There** could theoretically make the suffocating crowds from **The Yes-(Wo)men** more bearable by making them super-duper sneaky.

The word of **Cool Bug Facts** is law. You may not understand it when you first read it, but hidden in the insect trivia is *something* relevant to your immediate future. It might just be the fact that a given insect is going to be resting on a leaf nearby where you won't even notice it, but still.

An actual fucking job could let you be a teacher or maybe guidance councilor at Himeno's school, if you want to be for some fucking reason? Maybe replace *that* one. That might actually change how the plot plays out.

Stable of Bodies can represent a popular public location that you can seamlessly blend into due to your justified presence. If you combine it with **An actual fucking job** then your job might be working there, and you can be a bit higher up on the food chain there. If you want it to be a school you might be a principal instead of a teacher. The advantages of **Stable of Bodies** over just the facility you have access to with **An actual fucking job** is that (in addition to having a large number of people within to do with whatever you can), your moving around is generally unnoticed compared to you being able to move within your jurisdiction but not without impunity.

Jumper Biochemistry Institute is at the cutting edge of whatever level each setting considers the broader scientific community to be at. This is top of the line by conventional standards. If one person is capable of insane sci-fi nonsense in an otherwise mundane setting this institute won't be at that level.

If you use **Formal Power** on the U.S. then you and Serena are very well acquainted, you poor thing.

If you have something from another Jump that can turn people into Followers, you can use it on **Brainwashed Simps** that don't follow you between Jumps to get them to do so anyways. Yes, even **Deuteragonist Correction**.

Nico Nico Knockoff is based on one of the early Soldiers that Himeno makes who just kind of randomly looks like that one idol from that one idol series I don't know the name of who goes, "Nico Nico Niiiii," or some shit like a goddamn animal. Expies produced by it can look differently in minor but mundane ways from the originals, like being SMOLL, or having a significantly larger

bust. You can have each one's personality be similar to the original, though vented through their blind adoration and need to win your affection. For instance, a kuudere completely expressionlessly sitting on your lap and hoping you'll hug them from behind, or a hotheaded character being more boisterous about trying to win your affection. Or you could have them be random idiots who forcibly act in-character in the hopes you'll like it.

The Wheel Greasers are only present in one organization of your choice each Jump. If you move organizations they don't follow you, but you can hold off on 'deploying' the item in case you're expecting better employment in the future. If you pick an organization you aren't a part of you have some nice infiltrators.

Jumperspia's stupid name can alternatively be "Jumpertopia". Jumper's actual name can take the place of "Jumper" in either case. It will always sound dumb.

If you use **(In)Formal Power** on the U.S. then little Miss Burger Queen is probably still out there, either having taken another country. In any case she's most certainly aware of the state of your nation, if not your exact identity.

The design philosophy behind the OC Companions follows two schemas: The Race-discounted ones I thought would be funny. The Origin-discounted ones are designed by taking a look at the characters in this Manga, taking note of their appearance and role in the story, finding a second character from another series with similar appearances or roles, and then merging the two. The Companions inspiration are as follows:

- **Wasp Manipulation Prayer:** Pretty much Misaki from Toaru but with a need to make you a harem.
- **MASTER RACE FRANKENSTEIN WASP CONTROL:** That poor officer of the law from this manga after he brain transplanted into the body of Soldier, becoming so much more schizophrenic in the process, then mixed with Francis Edward Dec as a cute girl.
- **Snakes Licking Your Boot:** A mixture of Himeno's main squeeze and her OG bully squad mixed with the Hebijo squad from Senran Kagura.
- **CAUSE I (Don't) FEEEEEEEL:** That other poor cop from this manga who really just wants to go home mixed with the cute pug-faced cop lady from Psycho-Pass.
- **STAR Researcher:** The insane scientist's cute assistant from this manga mixed with Rebecca Chambers from Resident Evil.

I HAVE SINCE ADDED MULTIPLE MORE COMPANIONS, DETAILS MENTIONED IN CHANGELOG, BUT I SHAN'T GO INTO GREATER ELABORATION ON MY BROKEN THOUGHT PROCESSES DURING THEIR CREATION, THE PRIOR ARE BUT ASHES OF THE PAST

The Queen ability of **Wasp Manipulation Prayer** can be decided by you, but it has to be something that lets her make her Soldiers love you more/share her love for you with them. Examples being

- Your Soldiers feel and adopt your moods and sentiments, meaning that they feel the way that you do about anything you care about.

- You can designate a second 'co-Queen' that your Soldiers will attach to and feel the same way for that they feel about you.
- You can 'detach' your Soldiers upon stinging and designate a second figure they'll attach to as their 'Queen' instead.

Regardless, she'll use the ability to essentially make you a Soldier harem.

The Queen ability of **Red Mom** can be decided by you, but it has to be something that lets her more severely impact, control, or violate the minds of her Soldiers. Examples being

- You can give vocal commands to your Soldiers which they'll automatically obey outside of the need for conscious thought or deliberation, essentially further mind controlling them.
- You can alter the memories of those you sting, adding, removing, or changing whatever it is your Soldiers are capable of remembering.
- You can activate a 'safe mode' in your Soldiers that shuts off their human capacity for emotions or even higher thought, turning them into automatons incapable of volitional action outside of obeying your commands.

She will generally use it to torture people emotionally, possibly lightly doing so to you if she feels she needs to teach you a lesson by targeting people you care about.

The Queen ability of **Wasp Milk** is essentially

- Those you sting genetically mutate to become carbon copies of a certain platinum-haired red-eyed ditzzy magical girl anime character. Soldiers who are young and still developing will mutate into this form over time, but those already matured and unable to mutate will instead find their reproductive systems keyed to instead birth Soldiers who already have this appearance and personality from birth. Soldiers begin to produce milk that attracts Red Wasps, who find it nourishing and addictive, and become swayed by your will. Over time, the milk either mutates Red Wasps into looking like (absolutely horrifying) mixtures of Red Wasps and figurines of the Soldier template, or, even worse, your Soldiers sometimes birth them instead of more Soldiers. These mutated Red Wasps may become reproductively viable with normal ones, turning them into a pseudo-species. They may or may not have the same qualities as your stinger and produce Soldiers of this template by the same rules as well. Sometimes, aberrant Soldiers will arise from those you sting with tan-skin and strawberry-tinted hair who are more combat oriented. All Soldiers exhibit an instinct to collect their milk and reverently offer it to you as a tithe, pouring it all over the place where you live and possibly ruining the location. Appearance-mutated Soldiers may or may not be infertile compared to those stung while already mature, in which case this power's spread may represent a potential extinction event for humanity.

Wasp Manipulation Prayer, **Red Mom**, and **Wasp Milk** cannot naturally coexist peacefully. There will be bloodshed, territorialism, and backstabbing everywhere. Madness, chaos and death. **Wasp Manipulation Prayer** will get so many people killed trying to save you from **Red Mom** that it's atrocious, and while both are warring for the fate of your chastity **Wasp Milk** will slowly be corrupting the world like an ancient evil unleashed deep beneath the earth. By the time they realize what's happened it might be too late and they may even have to band together

to hold back the milk tide. Whether they can truly work together to stop the apocalyptic threat represented by the Enmilked Ones, or whether they falter when an opportunity to backstab the other presents itself, such will truly be a tale on which the very fates of humanity and all mortal souls hinge.

Weakness of an Insect makes you emotionally prone to both being taken advantage of by social units like Queens and their hives, and engaging in making one if you're capable of it due to emotional dependency on having Soldiers. Combining it with **Allergic to Kindness** is a recipe for infinite pain.

Shitty people from **Damn Insect** and **A Work by Murata** come from all walks of life. If you meet a new group containing enough people, multiple of them will be these people. Bullies and psychopaths made into your Soldiers if you have **Will of the Wasps** will be affected as normal and instantly fold (assuming they're women, which not all will be). In essence you can take care of individual instances of these psychos, but there will *a/ways* be more around the corner

Allergic to Kindness is hell if you have **Will of the Wasps** and actually use it.

It's unknown how Mizu's allergy to kindness would interact with her theoretically being made a Soldier. Similarly, if you took **Allergic to Kindness**, were Female, and got stung into a Soldier, feel free to fanwank how much agony you're in.

Again, if you have **The Logical Response** but are a Soldier (and more so if you're a Queen/King) your mental state will sharply decline into insane self-justifying zealotry to try and cope with your own contradictory state.

The Queen that's taken over your family in **It's Over** can be whatever Queen you want. It could be Serena, especially if you took **Burger Queen**, but it can also **Wasp Manipulation Prayer** if you took her. If so, her intentions are likely benign. If she's the Queen in the Drawback but you took it at a higher tier, she might be acting out of jealousy for those two who get to have you to yourself. She might be trying to devalue them in your eyes or degrade your relationship/feelings for them so she can take their place, or she might be more benignly yet awkwardly trying to slide into the relationship herself. In this situation, consider the downsides (outside of your loved ones being under someone else's control) as coming from either moments of weakness from her, and/or accidents/misplaced words. At its worst, it may be her petulantly trying to get across that they're not yours anymore, but that she can be, in the hopes you'll move on to her. At best, they're her most successful attempt at trying to integrate into your life but that she keeps fucking it up, or she just doesn't understand what the problem is due to her skewed mindset regarding her Soldiers. This may be the most 'benign' version of this Drawback, but it'll still feel weird, even if the person using your loved ones like slaves is someone who themselves is madly in love with you. If she has a unique Queen ability that lets her give Soldiers to you (having them imprint on someone else when stung, letting her designate a co-ruler for some of them, so on), consider your two family members as having been made as normal Soldiers without her thinking to use her power. To them, you're the third wheel now, even if she's actually only here for you.

Again, **At Least it's not Rape Zombies** doesn't get rid of the three Queens relevant to the plot, it just brings a ton of new Queens into being all over the world and then kills them. Even more will appear periodically somehow. Chaos will reign in all layers of society as they engage in terrorism or use their positions to actively harm their former countrymen, but this (probably) won't get to post-apocalypse levels anytime soon. Just frequent War on Terror situations everywhere forever.

We have literally no fucking idea what the aliens relevant to **First Wasp-tact** are like in any way other than the fact that they were able to create the Red Wasps. If you don't take the Drawback you can assume the aliens will never arrive during your stay.

Into the (Other) Spider-Verse! makes Killing Bites canon, among others. There is no surefire way to predict how the Wasp powers from here will interact with some of the other weird nonsense from there, especially in the case of the very similar 'Queen's Rule' ability from Arachnid. Please save Dino, she is too pure for her fate.

On Companions:

Companions that take the Wasp Origin but not **Will of the Wasps** can be considered Soldiers without a Queen, but will not go insane despite this. They will be impossible to convert by other Queens as a result. Alternatively, if you yourself possessed **Will of the Wasps** you may decide that they begin the Jump as your Soldiers. Their minds may be similarly unchanged with them retaining their prior mental states... or you could interpret otherwise and have the appropriate mental changes take place in them. This may be a good way to get more control over any Companions you're nervous about, or who you wish would be a little more *affectionate* towards you, but that would be a grievous violation of their trust. Not that they'd care after the fact, but hey.

Yes, **Every Day it's Just 'Jumper-Sama' This and 'Jumper-Sama' That** can be your own little sister if you don't have another character in a Jump you want to apply it to. Just be aware of what your household dynamic will look like to outsiders, considering your imouto is plastering walls with images of your face and writing love stories about you in that case.

Now, Wasp and Plot Related Rambling, fuelled entirely by my autism

First of all, how does this shit work?:

Okay, so Red Wasps sting women. Most women become Soldiers who are brainwashed into loving and protecting the wasp above anything and anyone else they used to know and love, but some (believed to have been purposefully chosen by the wasps for this fate) become Queens, who gain the same ability to create Soldiers the Red Wasps do. Both kinds of mutated people obtain a stinger that carries out their roles' functions, Soldiers kill and Queens create more Soldiers.

How does it all work on a more mechanical level? What's actually happening to these people? Oh boy, it's very unfortunate that you care. This manga never goes into truly

appreciable detail regarding the matter, and most things are conveyed via analogies to other hive insects in the animal kingdom. Some of the more concrete information given just doesn't track with how things work in real insect species, too. What we do know is that a parasite is *seemingly* not directly implanted in anyone, the Red Wasp (and perhaps their mutated Queens and Soldiers) are the parasites themselves. What they do seem to inject is a mutagenic chemical compound that causes the physiological and psychological changes in the hosts within a matter of seconds of being introduced into their bodies. Yes, the stingers are seemingly mutated from within the body rather than being something implanted via egg and then hatched or matured. If this is correct then the stingers are therefore part of the host, not the parasite, but rather a symptom of having been parasitized. Regarding the chemicals affecting the neurological changes in hosts, they make mention of the "Queen Substance," the chemical compound known as 9-oxodecenoic acid. The Manga claims this produces oxytocin in the brain, and links it to maternity and maternal feelings of the Soldiers for their Queens (despite the fact that the feelings of Soldiers for their Queens seems to veer into a powerful cross section of multiple feelings, romantic love and sexual obsession included). 9-oxodecenoic acid is a real chemical pheromone possessed by queen honey bees, but *in reality* is an inhibitory pheromone that prevents worker bee ovaries from developing and keeps them sterile when combined with another pheromone they possess. Yeah.

Assorted considerations:

- Soldiers can apparently be identified with blood tests and x-rays.
- It is not known if the stinger is smaller when inside the body, if it takes up much space, or whatever finer nuances are going down with Soldiers' parts down there.
- Soldiers never seem to sting themselves; as a safety, you can consider yourself immune to your own venom if you are one (but not to the venom of other Soldiers, that is explicitly still a concern).
- There is no indication of what happens to the baby when a pregnant woman is stung.
- Awareness and usage of their stingers appears to be instinctual upon Soldiers being stung.
- There is no information on whether the stinger can regenerate if severed.
- The stinger's strength and speed is unknown, but can seemingly slam people hard into walls and move faster than can be reacted to conventionally.
- The exact timescale regarding Soldiers going berserk post-Queen/Wasp death is unclear, as are the mechanics behind it. When Himeno is kidnapped her Soldiers begin to practically frenzy, but a group of them trying to reason that she's still alive point to the fact that they're still sane as a sign that she must be alive, which suggests that Soldiers somehow automatically know/are affected regardless of distance. Or, you know, they're coping hard.
- If operating under the prior assumption and if you have **Will of the Wasp**, decide for yourself how this phenomena interacts with your ability as a Jumper to return/persist in some form after death, assuming you can.

SPECIAL NOTE: This particular note is being edited in after I've pretty much finished everything, all the notes past this point included so keep that in mind when reading all later

notes regarding the then-mystery of Soldiers' reproductive abilities. As this is relevant to some of the prior bullet points just above I've decided to include it right here. I've found a tweet by the Author confirming that Wasp-women can get pregnant and give birth, but that they would view the baby as not only secondary to their Queen, but even fellow Soldiers. So yes, you can fuck Soldiers and they can get pregnant, but unless you're their Queen (or 'King' in this case) then both you and the baby you make together aren't just second fiddle to their Queen, but to their fellow slaves too. Unless you yourself are their Queen/King, in which case they'll always prioritize your happiness above the baby you two make together.

NOTE: The following has since been simplified and may be considered redundant or outdated. The new ruling on Will of the Wasps' usage in future Jumps can be found in a much shorter prior note. I am leaving this in a nice little box for posterity.

TO SAY IT IN PLAINER TERMS, IF YOU (or an impregnation capable version of yourself) COULD KNOCK A BITCH UP, SHE'S PROBABLY APPLICABLE

On post-Jump infectability:

Now that we're taking this nonsense beyond this world and into your Chain there remains an important question: how does a Queen's stinger interact with the lifeforms of other worlds? Or, more succinctly, "What all can I infect with **Will of the Wasps**?" The very shorthand answer is "Females of the Human race and sufficiently similar adjacent races." My autism-fuelled reasoning is thus:

The Red Wasps, whether you consider them weapons or another kind of tool, are purposefully engineered biological organisms meant to interface with the human body and several of its constituent parts. Things such as the brain are a given, but note that the stinger also takes root in the reproductive system, nesting in the human's womb and ejecting from the vaginal cavity. The concept of these wasps is also introduced via a bug analogy quoting that there exists a specific parasitic wasp for every specific prey species, and you should know well by now that the dominance of random insect trivia is practically a law of physics in this world. In short the primary source of viable Soldiers going forward would be humans found in other settings. This would hold true in most settings, even ones where humans might have special abilities or unique powers. What probably wouldn't work though is a setting where "humans" are only humans in name, truthfully being something like shapeshifting primordial horrors who only mimic the appearance of biology because it's funny or something, and who are so utterly removed from what normal standards could call recognizably human that they may as well only share a name. Similarly, things not called 'humans' in-setting because of minor differences or the general context of the setting may be viable circumstantially if physiologically they're pretty much the same thing. If the difference is purely semantic or merely a single evolutionary change that has left them regarded as a different race in-universe, they should still be similar enough to be converted. Similarly, adjacent races sufficiently alike one another may be viable for cross-infection. Consider the usual biological compatibility between them and humanity for this. Are they extremely morphologically similar? Do they possess the same manner of thinking

organ/brain structure ? Because you are definitely not taking control over a cybernetic computer 'brain' just because the shell is made of lab-grown meat. Do they share diseases (and more relevantly, parasites)? Can they breed with one another? This one is very relevant. Remember that the stinger is designed to incorporate itself in the reproductive system. Are they both mundane biological lifeforms? If the answers are all yes and there are no extreme contextual factors or logical reasons why it shouldn't work in spite of those answers, then it probably will.

- An anime 'beastman' who is just a completely normal human but with cat ears? Some hentai elves who are just a bunch of blonde humans with pointy ears? Definitely.
- An anime beastman with more drastic features such as furred claws or other monster girl traits but who is still recognizably human-like? Elves that are similar to humans in many ways, but have great differences such as longer lifespans or strange sleep cycles? It could be either yes or no, so look for other traits on a case-by-case basis such as shared genetic descent down their evolutionary lines or something if you want to push it towards yes.
- A western style beastman who is a hunched-over gnom-like creature spawned into the world by an ancient curse? "Elves" in a sci-fi setting who evolved on a different planet from humanity with psychic powers and who shit crystals? No way.

Some entities will seem very similar to humans but may be something extremely, horribly different. Try to keep in mind that the Red Wasps are ultimately just a bio-engineered parasite from a seemingly low-power setting. Don't worry, I'm sure you can find plenty of Perks to improve on it until you can sting those sufficiently weird human seeming non-humans. On that note, things get much more complicated (or much simpler) when you bring **"Fabre Once Said"** into the mix. It allows you to adapt abilities that normally target specific species to work on your own species, including any species you may have as an Altform. Combine that with the prior discussion on what constitutes a sufficiently adjacent species for the purposes of cross-infection, and you'll see why every form you can take broadens things drastically. Indeed, with **"Fabre Once Said"** your stinger will adapt to function on others of whatever you are, as well as whatever is similar enough in nature similar to the human-like non-human discussion above.

Note that none of this is taking into account that some individuals you meet in future worlds may possess innate resistances or immunities to mind control, or that future worlds may be more suited to potentially even curing the condition if things like reality rewriting magical nonsense is getting flung around, unless you have means to preventing that.

THE BOX IS OVER IT'S DEAD I KILLED IT

What exactly are some things that Soldiers have been shown doing for their Queens?:

Some examples from throughout the Manga, both minor and major and listed in order of showing. This is a fairly exhaustive list, but technically isn't complete. This is still most of it though, so beware of spoilers you probably don't care about if you've read this far.

- A Soldier physically shoved a bully to her Queen who was her friend away and threatened to kill them if they insulted her Queen. This Soldier was previously the one orchestrating said bullying pre-conversion and did much worse to her now-Queen in the past.
- After the entire bully squad is converted they all go to school packing their food with the intent of giving it to their Queen, and playfully fight over getting to do so.
- A Soldier talks about emotional connections with others, both with other people in her life and to her Queen. She concludes that loving her Queen is more important than herself being loved by anyone else in her life, noting that the feelings of other people who love her don't matter compared to the fact that she loves her Queen, and that she would be emotionally content with cutting them all off for her.
- When a Queen gets called into a meeting with a school counselor her Soldiers gather outside the room just in case, when he propositions her for sex they all immediately kill him.
- When a girl was talking about how said Queen was the last person seen with him before he died and how suspicious that was, a Soldier threatened her with genital mutilation.
- Said Soldiers were willing to turn themselves in to the police in place of their Queen if it came down to it.
- A Soldier lied to the police about her Queen, even when it contradicted the testimony she gave the same officer just two days ago, she then laughed at him and called him crazy. She was the girl that prior to conversion got threatened with genital mutilation two bullet points ago.
- A group of converted highschool girls were all smiles while deciding to prostitute themselves to raise money for their Queen.
- Converted highschool girls gathered en-mass multiple times to either threaten police with death, or to actually just kill them.
- Constantly throughout the manga groups of Soldiers will crowd around their Queen, constantly cooing her name and squealing overly sweet and sappy nice things. Said Soldiers are touchy feely, often holding onto their queen from behind or resting their head on her desk to just gaze at her while she's eating. In fact, they often just stand around her while she's sitting down doing nothing and just enjoy staring at her for extended periods of time with satisfied smiles on their faces.
- While thinking about apologizing to her Queen, a Soldier realizes that she enjoys fantasizing about doing a naked dogeza for her and licking her shoes/body. The narration implies this is a common instinct across all Soldiers. The thought of it apparently kept said Soldier up all night.
- Soldiers sacrifice themselves in various ways while fighting the police to the death to prevent their Queen from being arrested. One feigned innocence and cowered in the face of officers and used that moment of hesitation on their end to kill the nearest officer, a look of complete focus on her face. Another disguised herself as the Queen to draw as much aggro as possible. Others sprinted straight into a hail of gunfire without flinching, dying by the droves to try and zerg rush the shooters.
- A scientist turned Soldier runs over a police officer she was previously working with when he tried arresting her Queen, before driving away with her.

- Said Soldier before her conversion threw herself in between her mentor/idol and the one who would become her Queen to protect him, which is when she was stung and turned into a Soldier. Later, when said mentor/idol discovered her working against their group to save her Queen, this Soldier drew her stinger and entered an aggressive stance against him. However, due to her logical mind and the situation at the time she knew she needed the mentor's help with protecting her Queen and thus requested his aid instead of killing him.
- A housewife and little girl threatened to murder their husband and father with their stingers looming over him if he didn't comply with their Queen's demands. Said man is at his desk staring at a family photo of the three of them being happy together while they loom over him dispassionately.
- A Soldier deleted all pics of her boyfriend and favorite bands off of her phone to make more room for pictures and videos she took of her Queen just eating food, and referred to them all as 'worthless men'. The narration then goes on to describe COOL BUG FACTS about how beehives deposit male eggs at the edges of the hive so that in the case of food shortages or such things those entire parts of the hive can be physically cut off and dropped, leaving the male eggs and larva to plummet to the ground and die, implying something about how Soldiers instinctually regard men.
- Eventually Himeno established Himenospia and ordered a zero crime tolerance policy. When a railway molester felt a girl up, numerous women in the crowd turned out to be Soldiers and threatened him. They then did the same to several unrelated men who were nearby and had no involvement in the situation, telling them to turn themselves in to the police or 'die in agony' because they didn't stop him first.
- Narration of COOL BUG FACTS suggests that Soldiers will not willingly allow their Queen alone without other Soldiers near her to protect her.
- A Soldier who is a mother calls her daughter her, "Number two in the whole wide world," and when her uninfected daughter asks what she meant by 'number two' said mother starts seemingly masturbating through her clothes with a psychotic smile on her face while loudly screaming about the moment her Queen stung her and converted her into her Soldier and that she's in love with her.
- An entire group of random women/girls are turned into Soldiers off the streets by a Queen with orders to have sex with her, and they just drop everything and follow her to have an actual orgy centered around her. While they're all nude and practically draping themselves over her on the bed, some are crying in happiness, others are crying begging to be given more orders.
- A young girl presumed to have been stung filled her entire house with posters of her Queen, made a body pillow of her that she cuddles with in bed, and spends her free time writing love-stories about the two of them together.
- The older sister of the above joins a human rights activist group and protests Himenospia, wanting her little sister to be unbrainwashed. An unrelated Queen stings her making her a Soldier and gives her an order to, "Lead this group to destruction." She immediately stops talking about saving her sister and starts stripping with a seductive look on her face and guides a man's hand to her breasts. She then begins alleging that all the men just want to get laid and that multiple members of the organization took

advantage of her for sex, as well as other things like that other members were funneling group money for personal enjoyment, all of which sends the whole mob into chaos. Dialogue between members of the group suggests she was telling the truth about some of that, but her expression as the whole thing falls apart is her blushing with a blissed out look on her face from serving her Queen, all protests on her part for her sister's sake are abandoned.

- In an amusing sequence of events, two rival Queens go out on a date as a gesture of peace, and we see the reactions of their Soldiers that are trailing behind them. One gets violently aggressive about the fact that her Queen is taking someone on a date and reveals that the entire time she (and presumably the other Soldiers) have been actively holding themselves back not to act on their feelings/urges for their Queen so as not to interfere with her private time. The Soldiers of the other Queen see that theirs is actually enjoying her time with the other Queen, and react by screaming such things as, "FUUUUUUCK!!!" and, "God damn it," while tearing up nearby posters on the walls and just trashing the place in general. Both sets nearly came to blows and exchanged several death threats.
- Narration of COOL BUG FACTS implies that all Soldiers instinctually desire to feed their Queens mouth to mouth.
- The hordes of Soldiers that always crowd around their Queens are shown doing innocuous things so that she never has to work like buying her groceries and carrying them for her. It's revealed that they don't like leaving her alone at her own home and want to continue crowding around her even on her own time back home.
- While it's not the actions of a Soldier, Crazy Science Man explains that Soldiers (of the same Queen) will never fight each other, and that the evolutionary impulses and instincts that motivate a living organism to pass down its genes are altered in them. Specifically, they instinctively prioritize the genes of the Queen over their own, valuing the Queen over their own lives or reproductive qualities/endeavors. In this case, passing the Queen's genes is meant to refer to creating more Soldiers rather than conventional childbirth.
- He also describes that to Soldiers the presence of other Queens and their Soldiers is instinctually viewed as a, "Hindrance for the 'genetic propagation' of one's own Queen," and regard them as, "An enemy, nothing more." (this is only tangentially related, but do recall earlier when the protester that wanted to save her sister from one Queen was converted by another Queen. Yeah, RIP that family)
- When discussing the topic of inter-hive warfare assured to destroy their relatively small and underpowered forces and kill them all, a group of Soldiers quietly ruminate on the topic and resolve to fight, one remarking that for her Queen, "I'll do anything," in an emotionless matter of fact statement without any concern behind it that doesn't even interrupt her casual leisure. Prior narration describes that Soldiers have zero hesitation when the matter is related to protecting their Queen, regardless of cause. Future statements state that Soldiers will accept any deaths or casualties as long as the Queen is safe.

- A hardboiled chain smoking police detective got turned into a Soldier and divulged police operations and internal affairs to her Queen who she was previously trying to stop from brainwashing innocent people.
- When Mizu was falsely suspected of being the traitor but Himeno didn't want her killed because *she secretly knew she wasn't the traitor the whole time*, Himeno's Soldiers beat the absolute shit out of her once she was apprehended. She was fine other than a broken nose when they got her, and then once she's actually in the prison bus she's covered in blood, bruises, and cuts and with a swollen everything, meaning they just fucking beat her into the dirt afterwards. *Thanks, Himeno.*
- Wasp-stung Soldiers performed a terrorist bombing that caused 27 deaths and injured over a hundred because their favorite bug died.
- Upon their Queen going missing, some Soldiers threatened to kill some random cops for not knowing where she went.
- Soldiers converted literally just after birth can be made to live a specified lifestyle from birth and will develop solely to fulfill that role, being almost mindless except for throwing themselves into what their Queen desires for them. This was used to create near-mindless supersoldiers.
- It may just be the excessively mentally fucked version of Soldiers presented in the prior bullet, but those Soldiers are shown enjoying being used as meatshields protecting their Queen from a rain of bullets. It's stated, "(They) do not feel pain. The joy of protecting me intoxicates them." Their expressions seem to indicate this is entirely true despite being riddled with bullet holes.
- When a male brain was transplanted into a Soldier and slowly corrupted by female body chemistry or some shit, even while he retained most of his freewill his Soldier body refused to go through the actions his brain was sending and kill its former Queen despite his wanting to.
- A group of men who were previously lust-based murderers who, "Derive sexual pleasure from torture, dissection, and killing," were taken (likely unwillingly) from prison and given (likely forced) sex change surgery and treatment over a year until their hormonal balance was effectively 'female' enough to become Soldiers when stung. They were just as in-love with their Queen as usual, rushed to be her support/chair when the ground shook from an explosion, killed people on her command, and shielded her from bullets with their bodies despite what she's done to them. (a note on them, their bodies didn't seem to mutate to host a stinger, and as alluded to earlier in the Jump you being potentially a male and Wasp has nothing to do with any of that shit, don't worry.)
- A Soldier converted by her daughter after she became a Queen killed her husband and then herself just because the daughter asked.
- Upon being thanked by their Queen and told that she appreciates their support, a pair of Soldiers began sobbing in happiness and saying they didn't deserve such kindness.

In short, an autistic overview of the mental effects of being turned into a Soldier in case you somehow missed it (and other Queen/Soldier behavioral/mental related notes):

Transformation into a Soldier leaves many aspects of an individual the same as before, but fundamentally changes other core aspects of them as people to better suit their purpose. Many of their instincts which govern both short-term reactions and long-term behavior are overwritten to better fit their roles, with it seeming that in some ways the infected begin to behave more like hive insects than humans. In the face of certain stimuli Soldiers can be observed reacting automatically without conscious thought, essentially moving to protect their Queen like robots or mindless insects. Other times when they have more time to mentally prepare/process what is happening, they act the same way but express themselves more personally and justify it because their altered emotional processes compel them to. Essentially, both unthinking instinctual reactions and 'higher' human emotions are subverted to establish their loyalty to their Queen. Their bodies mindlessly react to serve the Queen, and if their minds are given time to catch up, they go along with it too. After their devotion to the Queen is established they become more strong willed, becoming willing to do essentially anything to protect or serve their Queen, and don't regard hardships, tribulations, or obstacles as anything that should get in the way of that. That means both that they're willing to suffer anything for the Queen's sake, and also have extremely little patience for anyone who fails to live up to that obscene standard. Yeah, sorry human family members.

The changes which seem to motivate these behaviors are numerous. A strong compulsion is present to obey any orders from one's Queen, and doing so produces extreme feelings of happiness that sometimes resembles sexual pleasure and spiritual fulfillment. Simply obeying an order to what they feel is a satisfactory standard can leave Soldiers looking blissed out. It is shown to numb pain and fear of death, such that they can walk into death without flinching, and the thought of doing something for their Queen mentally refreshes them. For this reason Soldiers become happy to throw themselves even at pointless and monotonous tasks, professing that the idea of doing so for their Queen gives them constantly renewing mental strength to continue pointless or painful tasks, making them laborers that enjoy their labor. They're noted to develop strong wills in this regard, being able to commit themselves to any action for their Queen's sake.

Soldiers maintain their prior emotional connections to others, and still love everything/everyone they did prior. They are noted to become more gentle and good-natured to those they already love, and find it easier to bond with others. Notably, these effects are stronger towards other females, and especially those who are converted as fellow Soldiers to the same Queen. In other words, individuals useful to the protection and propagation of the hive. Despite loving everything they previously did and becoming more loving in general, Soldiers love each other more than anyone they did prior, and their Queens more than anything. The nature of this love seems to be a cross-section of multiple kinds, including protective maternal love and an obvious sexual attraction. Most of all, and this is corroborated by multiple Soldiers, it resembles a strong romantic love. For instance, despite retaining all prior emotional ties, upon being stung by a complete stranger and turned into a Soldier, wives and mothers are shown willing to emotionally manipulate and kill their families to their Queen's benefit and without a shred of remorse. They will similarly place their fellow Soldiers above them as well.

They instinctually, intellectually, and emotionally prioritize their Queen above everything and anyone else in their lives, and feel that their devotion to them is more important than any of their prior emotional connections or beliefs. As such Soldiers become willing to sacrifice any of

their prior bonds with people they loved and directly consider their one-sided love for their Queen to be more special, spiritual, and important than any actual mutual love they have with others. Soldiers seem to immediately begin to hate anyone who shows hostility to their Queen and become willing to kill them, and even insulting their Queen turns them immediately from someone's friend to frothing with rage. In the same situation but between loved ones as close as a literal family the Soldier becomes less murderous but emotionlessly disdainful of the insulting family member. Their devotion to their Queen is severe enough for one to kill her husband and commit suicide on their command in a situation where the Queen was not in any danger and simply desired it of them. They will seemingly drop anything to sexually serve them, kill anyone they are asked to (including loved ones and themselves), or carry out any other tasks regardless of personal cost. Soldiers view being infected in a strictly positive and even spiritual light and believe that spreading their Queen's control is moral and correct, and viscerally hate anything or anyone who stands as an obstacle to that. They view any changes their Queen makes to their lifestyles as a good thing and accept it no matter what. They will prostitute themselves to earn their Queen money, betray their previous beliefs and moral codes, and betray their closest family in any capacity if their Queen asks them to, and will be entirely happy with having done so, even being excessively cheerful during the planning stages of such acts.

According to Serena, Soldiers are able to disobey Queens if they truly believe doing so is to the Queen's benefit. Note however that in the only incident of observable defiance no order was actually given, only begging/a request, and the person being begged was a Queen under Himeno's Queen-affecting ability, who seem to retain more individuality/freedom than normal Soldiers anyways.

Morality is dead, and Japanese highschoolers killed it.