

Fandel Tales Jumpchain

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Welcome to Fandel; a land of swords and sorcery, of exotic dangers and erotic fantasies! A wise and good king ruled over this country for many years, befriending the Elf Kingdoms of the Enchanted Forest, the Nomadic Orc Tribes of the Planes, and all other neighboring cultures. But the good times were not meant to last, and an invasion by the forces of the Nine Hells left the land ravaged by demons. The war has dragged on for several years, pushing each kingdom to the brink of collapse. Every day, more villages are consumed by the demonic incursion, slowly eating away at the remains of mortalkind.

Today, another such village has gone dark. Prince Amont IV leads several brave volunteers on a patrol through this deserted settlement. Unbeknownst to them, the creature lurking in the shadows is more dangerous than they could possibly understand. All that's left is to decide what part you'll play in the story to come. And considering how many demons are running around, it's probably best I give you these too...

+1000 Horny Points

Background

Choose ONE Background to determine your discounts and starting circumstances.

Royal: No, you're not a king, though you do stand with him. Like the rest of mortalkind, you are a member of the Royal Alliance, a collection of species, tribes, kingdoms and clans that have united in the face of the demonic threat. Whether you are a member of the court, a soldier in one of the many Royal armies, or simply a citizen trying to survive, this war has left its mark on you.

Demon: You are a denizen of Hell! Your kin currently besiege the land of Fandel and its united kingdoms, waging a brutal campaign of devastation. You may be part of a Demon Lord's brood, a member of the many Legions of Hell, or simply a lone agent out for yourself, but more likely than not you play *some* role in Hell's grand war effort.

Age & Gender

The Demon War has left no one in this world untouched, and people of every kind achieve great and terrible things alike. You may pick your age and gender freely. Alternatively, you can earn some extra points if you leave these details to chance... For **+100HP**, you will roll to determine your gender and age. For gender, **roll 1d6**; *1-3 is female while 4-6 is male*. For your age, **roll 3d6+10**.

Perks

Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100cp can be taken for free.

General Perks

[Free] Spicy Setting: If you're going to enjoy an erotic fantasy world, you'll need to embrace a bit of the fantasy! Like the rest of the people in this world, you have the impractical physiology to match your favorite pornography. A casual interaction can give way to intimacy without any of the usual preparations, bodies can accept unrealistic appendages painlessly, and both unwanted pregnancies and sexually transmitted diseases are a thing of the past. Even your monthly cycle is under your control, if you have one. You chose to come to a world steeped in sex; it would be a shame if you never got to enjoy it!

[Free] Protagonist Style: How do you tell the main characters from the extras? By looking for bright colors, of course! This optional perk allows you to take some artistic liberties with your hair and eyes, creating colors and styles that are sure to make you stand out from the background. Want spiky blue hair that would put a shonen hero to shame? Or maybe you're looking for some gradient highlights that never fade! The changes to your eyes can be even more dramatic. Turn your sclera black and grab some cat pupils to really complete the demon look, or embrace the romance angle of this world with some pink heart shapes instead.

As a final benefit, you can choose for these cosmetic changes to be accepted as normal in future worlds. People will still appreciate your stunning looks, but they'll be thought more of as rare than scary or outright alien.

[Free] Fantasy Fresh: The citizens of medieval worlds have a largely undeserved reputation for being dirty, smelly, and unkempt. And though the truth is closer to modern standards than you'd think, a sex marathon sounds less appealing in a town with no running water. Thankfully, this simple magic spell guarantees that all your adult-themed activities will be clean and hygienic! With a snap of your fingers, you and your preferred paramours will be as clean as you would be after a few hours of washing and pampering. Smell sweet and feel fresh with none of the hassle! Of course, you still may prefer a regular bath for all the... possibilities it provides.

[100HP] Elves & Dwarves & Orcs, Oh My!: The end of the world has a way of uniting even the most disparate of factions. Whether you fight for the Royal Alliance or Demonkind, your unique traits bring something special to your side of the conflict. By taking this Perk, you may choose to become one of the many strange species that inhabit Fandel. Maybe instead of being a generic demon you'd prefer to be a sinister bone devil, an unassuming imp, or the terrifying quasit. Should you align yourself with mortalkind, you may begin your journey as a hearty dwarf, a svelte elf, or even an insectoid thri-keen! No matter your choice, your new form offers slight advantages. A forest gnome might be able to talk to small woodland critters, while a dwarf might have excellent darkvision and a resistance to poison. Just don't expect too much from these boons. These are small gifts, not the powerful Perks you will encounter below. *See the Notes section for details.*

[100HP] Tongue Twister: Your oral magic has nothing to do with spoken incantations. Whether through arcane means or a bit of demon blood in your family, you now possess a prehensile tongue that is sure to be popular with your partners. Capable of stretching up to a foot in length, this marvelous muscle is more dexterous than any other limb you have. Taking this perk also grants you considerable skill when it comes to singing, kissing, and other mouth-based activities. With a bit of practice, you'll be turning music drills into oral thrills!

Royal Perks

[100HP] Farmgirl: Unlike the more aloof nobility of Fandel, you work for a living! You are the master of a single trade or craft common to a medieval fantasy setting. By default this will grant you skill in farming and animal husbandry, but you could just as easily be a weaver, blacksmith, or herbalist. That pretty dairymaid or cute stableboy might *seem* simple, but ask any farmhand and they'll tell you exactly how simple their livelihoods are.

[100HP] Royal Tutor: Many of Fandel's citizens despise Prince Amont IV, lamenting his shortcomings as a leader, soldier, and politician. It's too bad he didn't have someone like you to teach him! Like the finest noble governesses, you are an expert when it comes to raising children and teaching the inexperienced. With a perfect balance of softness and strictness, you can pass your wisdom and skills onto your charges. Whether you're a master swordsman training your apprentice or a holy nun instructing your acolytes, your hard work will ensure your pupils grow into competent and complete individuals.

[200HP] Lab Rat: The Royal Alliance may put on a brave face, however all but the most deluded citizens know that the war with demonkind is not going well. The armies of the mortal kingdoms fight valiantly, but it is nearly impossible to compete with an army that can simply regroup in Hell when killed. To that end, the King's alchemists have been secretly conducting desperate experiments to give their soldiers a fraction of a demon's survivability. Experiments, it seems, that have finally borne fruit...

Whether you volunteered or were *volun-told*, you were a test subject in Royal Alchemists' most secretive project. The terrible treatments you survived have sent your natural healing abilities into overdrive, letting you heal flesh wounds in seconds and more grievous wounds in a manner of hours. The experiment has also rendered you immune to all mundane poisons and diseases, though you'll still need to be careful of any particularly malicious magic. This is nowhere near the horrifying regeneration that sustains the Lords of Hell, but it could give a mortal soldier the strength to hold the line.

[200HP] Barbarian Brute: The mortal races lack the casual mastery of magic that demonkind seems to possess, so the victories they *have* won have come from their physical strength and tenacity. Like the Orcish chieftains of the Badland tribes, you possess the physical strength and impressive stature of a storybook hero! You stand significantly taller than most of your peers, and your rippling musculature would make any menial labor a trivial matter. The strength you wield will make you a juggernaut on the battlefield, letting you cleave through ranks of lesser men with ease. You might even have a chance of overpowering a demon in melee combat, as long as you're not foolish. You are a physical powerhouse, but physical strength can't win *every* battle...

[400HP] Split Focus: What separates the experts from the true masters? It's not the natural talent or dumb luck, it's the work and dedication that turns a learned skill into muscle memory. Once an ability becomes instinct, the master can plan for the bigger picture instead of worrying about the next individual move. Now you too have gained this ability to multitask. Your body can automatically conduct any activity you have expertise in, leaving you free to think about other things. Whether you're an expert warrior mapping out your battle strategy mid-duel, or the victim of a succubus, planning your escape mid-coitus, being physically occupied will not hamper your greater thoughts. *See the Notes section for details.*

[400HP] Stallion: Look, I may have spun an enthralling tale about a war between mortals and demons, but we all know what kind of Jump this is. Like Prince Amont, you are a staggering specimen of mortalkind. Your incredible endowments would leave romantic partners stunned, and your bottomless well of stamina would let you entertain those partners for as long as you wished. Just be careful with this power, Jumper. Herzha only met one other person that could outlast her in bed, and your exceptional vitality is sure to attract similar challenges from other hungry demons.

However, perhaps there is another solution. After all, what better opportunity could there be to turn such violent hellspawn to the side of the light than a passionate evening of romance? As an additional benefit, this Perk allows you to influence the persuasion of your partners, giving them the opportunity to develop as a person in new ways. Note that this is *not* the mind control sometimes used by demonic predators, but instead a taste of a different life. Maybe a renowned cat burglar would give up his criminal ways after being romanced by a stalwart guard captain, or perhaps that archdemoness is just in dire need of some stress relief. This won't fix all of your problems, or even most of them, but even the most dedicated servant of evil will relax a little after an enthusiastic entanglement with you. *See the Notes section for details.*

[600HP] Battlemage: The demons may be beings of magic, but they aren't the only ones who can sling spells. As a graduate of the Royal Academy of Fandel, you have spent years honing your fledgling magical talents into the kind of spellcasting that can cow peasants, intimidate monsters, and make your allies thankful that you're on *their* side. Your elemental evocations would let you strike your foes with bolts of lightning or blow the roof off a church with a fireball.

However, flashy attacks aren't the only trick in your spellbook. Independent studies and electives have helped you master one of the following sub-schools of magic. Pick ONE specialization to add to your spellbook:

- ◇ **Summoner:** Why risk your own skin when you can make *others* fight for you? From simple familiars and fey creatures to powerful elemental spirits and the ghosts of long-vanquished foes, you excel at drawing servants from the far planes to do your bidding for you.
- ◇ **Oracle:** None escape your watchful gaze! Scry on distant locations and creatures, detect the thoughts and intentions of your enemies and allies, and even peer into portents of the future. Few things are more powerful than information, Jumper.

- ◇ ***Illusionist:*** Reality is what you make of it! From silent images and major illusions to fully-functional simulacra, you are a master at manipulating the senses and replicating physical creations. You could even apply these workings to yourself, summoning up a disguise in an instant or cloaking yourself in a shroud of invisibility.
- ◇ ***White Mage:*** Among the rarest of specialities, you are the ultimate support spellcaster. Reinforce your allies with enchantments that strengthen their physical attributes and disrupt your opponents by breaking their curses and smiting them with righteous fury. Most importantly of all, few spellcasters in the world can match, let alone exceed, your ability to heal.

[600HP] Specialist: In another life you might have been an adventurer, seeking your own fortune. However, with the kingdom at war, the Crown has pressed you into service. Like most parties of heroes, your skills grow at an exceptional rate. In addition to your raw heroic potential, your specific skill set has caught the eye of the Crown. Pick ONE of the specializations below to define your abilities. While you aren't a true legendary hero *yet*, your expertise means you are still worth every penny of your substantial retainer fee.

- ◇ ***Swordsage:*** The pinnacle of martial might, you wield every weapon as if it is an extension of your own body. You have trained in dozens of styles, letting you leverage everything from dueling foils to massive greatswords with equally impressive potency.
- ◇ ***Alchemist:*** You may not be a wizard, but only a fool would doubt your intellect. Craft temporary mutagens and potent potions to bolster your allies, while concocting poisons and other chemical weapons to reduce your foes to their base components!
- ◇ ***Musketeer:*** Necessity is the mother of invention, and this war has made you quite inventive. Using the strange substance known as Black Powder, you've crafted devastating weapons that give even the largest demons pause. You're deadly accurate with your firearms, and your talent for tinkering will likely keep you on the cutting edge of weapons technology.
- ◇ ***Forest Warden:*** Whether you're an outlander or a true member of the Sylvan Glade, you call the wilds your home. You can track a bunny rabbit through a blizzard, survive off the harshest landscapes, and scout the untamed wilderness with nothing but your wits. You're also a Bowman of legendary skill, and could impress even the elven princess with your accurate archery!

- ◇ **Shadow Clan:** Thinking that the infamous agents of the Shadow Clan were mere thugs or thieves has been the last mistake of many tyrannical lords and important figures. Master infiltrators and spies, these deadly warriors could sneak into a heavily guarded fortress, assassinate a general, steal a disguise, and be gone before anyone knew anything was wrong. Of course, that hasn't stopped some ex-clan members from applying their skills to more *personally enriching* goals...
- ◇ **Mountain Sage:** Ah, I see you are a student of Master Nimbus. Intense training at the Thunderclap Monastery has unlocked your body's full potential. By tapping into the body's natural life force, you can fortify your body to accomplish some amazing displays of athleticism. Run up vertical surfaces, withstand blows as if your skin was as hard as stone, and even disrupt your enemies' life energy with pressure point strikes! With your martial arts skill, what weapon could hope to match the power of your body?

Demon Perks

[100HP] Play Pretend: You wanna know the key to any good magic trick? Managing misdirection. Whether you're distracting your enemies with a low-cut shirt or acting like a helpless maiden, you excel at lying and luring your marks into your traps. That tasty prince is just one sob story away from falling into your clutches! This doesn't guarantee that your ambush will always work, but misleading suckers is second nature to you.

[100HP] Lifesense: A succubus hunts with more than just her eyes. Like many demonic predators, you have the ability to detect the presence of living creatures in your immediate area. The souls of people stand out to you as shining lights, revealing themselves from behind solid walls, or even farther if no obstacle stands between you and your prey. Your lifesense also lets you assess a person's general strength. A malnourished peasant or rookie guardsman might appear as a simple glowing outline, while a master magician or martial champion would stand out as a flaming figure. This won't reveal a person's specific capabilities, but you'll be able to pick out the weak and feeble on a hunt, and steer clear of foes that could cause you trouble.

[200HP] Amorous Adept: Are succubi *born* masters of making love, or is it experience that hones their expertise? I guess it doesn't matter when your partner is screaming your name. You are a carnal connoisseur, with knowledge of every style, kink, and position your prospective partners could prefer. As a master of mating, you know how to leave all of your partners pleased, whether that means pleasantly distracted or enjoyably exhausted.

[200HP] Aura of Dread: Heroes may rise against the demon hordes, but no foe can stand against the forces of hell without feeling fear. Like Herzha herself, you can root people to the spot with pure intimidation. You exude an aura around you that can stun all but the most hardened of soldiers into inaction. This frightful ability can also manifest through your eyes or voice; fix someone in place with a glare from glowing eyes or a maniacal laugh with wicked reverb. Tap into that fear response and freeze your prey in place!

[400HP] Lifedrain: The rookies think the succubi are simply soft seductresses, but this ability is what makes them some of Hell's most powerful monsters. Like those wicked enchantresses, you can bolster your own magical power by feeding on another person. Just a tiny bite will draw their life force into you, replenishing and expanding your own capacity for magic. This can have varying benefits (and feel very different to your victim) depending on how far you take it. A little nibble during a heated makeout session would leave them feeling flustered and you feeling refreshed, while a deeper feeding mid-coitus would render them exhausted and you completely rejuvenated. But if you take this technique to its natural conclusion and completely consume a person's energy, you'll find your own magical potential expanding dramatically. Pretty good trade for one withered husk! *See the Notes section for details.*

[400HP] Terrifying Tentacles: Herzha may be a striking seductress, but even she uses more than words to manipulate her foes. This Perk allows you to summon tentacles from the depths of Hell itself to help do your bidding! Conjure a swarm of appendages to slam a door shut on that fleeing prince, or bind your prisoner to a bed so they can barely squirm. You can call upon up to a half dozen tentacles in an instant, spreading your reach across an entire banquet hall in mere moments. You even have some control over the shape and texture of these arcane limbs, though all of them share an obvious demonic appearance. Best of all, you can command these limbs telepathically. Perfectly position your prey without a word while you focus on more important matters. *See the Notes section for details.*

[600HP] Shapechanger: Time to truly become a monster! Like the most skilled succubi, you are a master at manipulating your physical form. You can change your body to create a nearly endless amount of combinations. These can be minor changes, like adding a few more curves, or you could do something drastic, like turning your arms into deadly scythes. You could even transform into a completely different species! You'll certainly save money on a tailor by simply forming your own clothing. Magic has made your body as malleable as your thoughts, and the only limit on your appearance is your imagination!

[600HP] Demonic Fortitude: A demon's body is reinforced by the potent magical energy flowing through them, making even a waifish imp into an enduring adversary. You too now bear a demon's supernatural durability, though this can take many forms. Pick ONE of the options below to improve your hellish form. *See the Notes section for details.*

- ◇ **Elemental Immunity:** Like the Hellraisers of the Cinder Sea or the Thundersteppers of the Eternal Tempest, you have made your demonic form impervious to one of the natural elements. Pick one type of elemental force, such as fire, lightning, wind, or water. This facet of nature can no longer harm you, both in its naturally occurring form or when conjured by magic. Prince Amont can throw all the fireballs he wants, but try as he might he won't even be able to singe your sleeves.
- ◇ **Infernal Iron Hide:** Whether you are a veteran of Hell's legion or a gladiator who survived the Stygian Arena, your power has made your body nearly impervious to physical harm. Pathetic human punches will bounce off your skin while their blades glance harmlessly off your hardened hide! This technique doesn't make you *completely* immune to harm, but even the toughest mortal warriors will struggle to wound you with your skin so reinforced.
- ◇ **Spellweaver's Shroud:** Rather than shield yourself from mortal swords, you armor yourself against the arcane! Through intense research, you have begun to unravel the secrets of resisting magical attacks. Whether a spell directly or indirectly targets you, you can significantly reduce the results that reach you. Note that this is the weakest of all these protective techniques. After all, a demon who cuts themselves off from magic entirely won't survive for long. But when you want to take the bite out of your enemy's spells, this experimental technique is the best protection around.

Items

All Origins may take one 100HP item for free and discount one item at each of the 200HP, 400HP, and 600HP price tiers.

[100HP] Always a Knife on Hand: It always helps to have a spare dagger handy when danger catches you unprepared. No matter where you find yourself or what threats endanger you, purchasing this Item guarantees that you will always be able to find a small knife or other bladed weapon nearby to defend yourself with. The nature and shape of this tool will adapt depending on the setting and situation, but you'll always have a holdout weapon just within arms reach. Perfect for when that succubus catches you with your pants down.

[100HP] Natural Weapons: But maybe you'd rather have a defensive option that is a little more... organic. By taking this Item, you gain one of the features that decorate the many races that call Fandel home. You might be an orc with a particularly impressive set of tusks, or maybe you'd prefer a set of demonic retractable claws? You could even pick something more exotic, such as the barbed mandibles or venom sacs that adorn the insectoid races of the tropics. Whatever your choice, your body is equal parts form and function! *See the Notes section for details.*

[100HP/200HP] Princely Clothing: Despite whatever activities you might want to enjoy after hours, you'll probably spend most of your time here fully clothed. So why not show your style? You now have a set of clothes so fine they must have been crafted by the royal tailor themselves! You may prefer a lavish set of courtly garments, a more humble homespun outfit, or even the comfortable traveling clothes of an adventurer, but no matter what you adorn yourself in, you will always find your clothes cleaned and in good repair at the start of every day.

But perhaps *ordinary* clothing isn't good enough for you? If you spend twice the points on this item, you can instead have a costume crafted with magic. These clothes can follow a much more exotic design and may seemingly defy physics. Choose a vest that transforms into an overcoat when it rains, or a cape that changes color with your emotions. You could even get a strapless dress that somehow supports the ample chest of a succubus.

[200HP] Castle-Forged Steel: It would be hard to fight a war without your weapon! This expertly-crafted implement was made from the finest materials available to the King of Fandel. You may request a devastating polearm, a brutal battleaxe, or an elegant longsword, but whatever your choice, you will find this armament to be perfectly balanced, beautifully built, and incredibly effective. This weapon also comes imbued with a few basic enchantments courtesy of the King's mages. You will never have to maintain or sharpen your instrument, and it seems to pierce, slash, or bludgeon slightly better than an unenchanted weapon would. Go into battle with only the best!

[200HP] Tail: Have you ever found yourself wanting an extra hand? Then you'll find this little addition devilishly helpful! Like many of the various demons of Hell, you have a prehensile tail that you can control with exceptional dexterity. Functioning much like the tentacles often summoned by demons, you can stretch this tail up to triple your arm's length and alter the end to form all kinds of useful tools. Form a pair of hands to lift a grown man off his feet, or get creative with your captives. *See the Notes section for details.*

[400HP] Pocket Plane: If you're the kind of person always searching for privacy, this is the magical artifact for you! This abandoned lamp was once the home of a powerful Djinn, and while the wish-granting spirit left long ago, their enchanted residence is now yours to use. By speaking the command word, you and up to five people of your choice can enter the lamp's demiplane. Inside you'll find a perfectly-temperate bedroom filled with plenty of pillows and the perfect lighting for any mood. You and those you invite inside may enter and exit the lamp freely, but anyone else will be unable to access this space. As a final quirk of its enchantment, the lamp causes time to pass more quickly for those inside its small pocket dimension. Observers will note that for every hour that passes inside the lamp, one minute passes to those outside. This plush paradise is perfect for all of your secret romantic encounters!

[400HP] The Mirror of Devaraja Li: The threat of shapeshifting demons can really wear on what's left of your nerves. Thankfully, you've taken precautions against such trickery. Crafted by a divine spirit, this enchanted hand mirror has the power to negate a demon's shape-changing abilities. Simply hold the mirror up to a creature and they will be forced to revert to their true form. Once exposed, the shapeshifter will be locked in its original body for a full day, giving you plenty of time to take action! Guard this treasure carefully and you'll always know who you can trust.

[400HP] Champion's Guard: Once worn by the legendary warrior Jean, this suit of mastercrafted armor offers peerless protection! Made of enchanted mithril and artificial arcano-muscles, donning this unique outfit will not only shield you from most attacks, but also enhance your physical abilities. Swing your weapon with five times your normal strength and dash across the battlefield at triple your usual speed, all while cocooned in enough shaped armor and protection spells to deflect, negate, or minimize nearly any direct physical or magical attack. Charge into the fight knowing that whether you face a Demon Lord's greathammer, a Battlemage's lightning bolt, or even just a lengthy fall, your armor will see you through the day. Best of all, the protective enchantments of this armor are all-encompassing, letting you style your shielding without concern. Want to slay your enemies while showing off your impressive midriff? This armor ensures you're never punished for your aesthetics.

[600HP] Skyjammer: Strange, I thought the Alliance only built one of these. What stands before you could be mistaken for a brig in the Royal Navy, at least if it weren't for the oddly-angled masts and the fact that it's floating twenty feet off the ground! Originally conceived as a way to traverse great distances, this prototype skyship was enhanced with cutting-edge enchantments and arcano-technology to allow it to travel across dimensions to Hell itself. Each ruler and general in the Royal Alliance envisioned a different use for the ship; scouting Hell's invasions in advance, leading stealth raids against previously-immortal demons, or even serving as the blueprints for a mass-produced fleet. Perhaps now that there's two, even more daring plans can be explored. *See the Notes section for details.*

[600HP] Holdfast: It seems you are someone important! Through bloodlines or battle, you have been recognized by either the King of Fandel or the Queen of Hell as a leader. Whether you are an orc chieftain, an elven princess, or even a baroness of hell, you have a legally recognized title that marks you as a member of the privileged aristocracy. Of course, such a position comes with both liberties and responsibilities. You have been entrusted with ruling a small town of roughly 2000 loyal, hard working citizens. The specifics of this settlement's design is largely customizable, but at the center of this town there stands a small keep where you can hold court and live in comfort. Leaving this small barony alone will generate a meager amount of regular income, while directly managing your holding's commerce could dramatically increase (or catastrophically ruin) this revenue depending on your leadership skills. Carve out a little chunk of this kingdom without having to worry about any messy conquests! *See the Notes section for details.*

[600HP] Brand: Now *this* is a powerful piece of magic! Entrusted to only the most skilled servants of Hell, this magical brand compels a target to complete obedience. When placed on a creature, they must follow your commands, doing what you say whenever you want. Fleeing means death, revolt results in suffering, and your death means their demise, guaranteeing your hold over them will be absolute. Puppet their body, cripple them with pain, or play with their pleasure to your heart's content! You may only place one of these brands at a time, but depending on who you manage to ensnare, you could control a kingdom on a whim. *See the Notes section for details.*

Companions

You may transfer HP to your purchased Companions at an exchange rate of 1:2.

[50HP] Chest Mimic: Normally found preying on unsuspecting adventurers in dungeons and caves, this nefarious creature appears to be an ordinary storage trunk when not moving. But be wary! Should you find yourself within arms reach of this monster, expect to be quickly immobilized by its gaunt grabbers and surprisingly dexterous tongue. *Comes with the **Amorous Adept Perk**.*

[50HP/200HP] Traveling Companions: These kinds of stories tend to be more enjoyable when you can share them with friends. For **50HP**, you can create a single new custom Companion or import an existing one. This Companion receives a Background and all of its discounts, as well as 600HP to spend on Perks and Items. But maybe your ideal rendezvous involves just a few more folks? By paying **200HP**, you can instead create or import up to eight Companions with the same benefits. Whether you're on the battlefield or in the bedroom, the more the merrier!

[100HP] Retinue: Not even Prince Amont could defend a town by himself. Purchasing this option gives you command over a half dozen competent soldiers led by a trained knight. They may not have the flashy magic or legendary skill of other fighters, but unlike the Prince's posse, they'll have your back in a fight.

[100HP] Prince Amont IV: What's this now? A certain dashing prince has caught your eye? Well, he does have that effect on people. Don't let his gray-streaked hair fool you, Prince Amont is a spry young man in the prime of his life. Though not exceptionally gifted with spellwork, swordsmanship, or statecraft, he's by no means a novice at any of these skills either. The prince has lived his life constantly crushed under the expectations of all of mortalkind. Will you help him become the legend he was meant to be, or give him the escape he secretly desires? Prince Amont IV comes with the **Stallion** and **Barbarian Brute** Perks, as well as a noble title, with all the included benefits, as stated in the **Holdfast** Item.

[200HP] Captain Detente: After being wounded in battle, the king's alchemists transformed this dashing defender into the stoic supersoldier he is today. Once an idealistic recruit, years of harsh combat have replaced Captain Detente's optimism with sarcasm and grim resolve. He's seen it all, survived the worst, and come back to fight over the same scarred battlefields time and time again. Though perhaps you can rekindle some of the old softness if you give him something to hope for? Captain Detente comes with Perks **Labrat**, **Stallion**, and the **Swordsage** variety of **Specialist**.

[200HP] Lady Francesca de la Rosa: Don't let this elven woman's slight frame fool you. What Francesca lacks in physical size she makes up for in force of personality. Though her colleagues in the Mage Guild often find her arrogance and pride grating, even her fiercest rivals can't deny that her exceptional skill with the arcane lives up to many of her claims. A specialist in conjuration magic, Francesca greatly enjoys bossing others around. Will you be similarly outshone by her magnificence, or will you find a way to show her how enjoyable submission can be? Lady Francesca comes with the Perks **Aura of Dread**, **Terrifying Tentacles**, and the **Summoner** variety of **Battlemage**.

[200HP] Princess Natir the Relentless: Here comes the bride! Daughter to Chieftain Orsiir the Hammer, Natir is an orc champion looking for a partner who will strengthen her clan and support her adventurous streak. Fierce in her fights and fiercer in her passions, Natir's loyalty to her people is challenged by her desire to explore. Can you help this warrior princess balance duty and desire? Princess Natir comes with the Perks **Brute Barbarian**, **Stallion**, and the **Mountain Sage** variety of **Specialist**.

[200HP] Apprentice Trace: This unassuming student at the Royal Academy for Mages hides a dark secret; that he is the forbidden spawn of a Human-Succubus union! Surely he is an infiltrator, slowly corrupting one of mortalkind's most powerful institutions. Well, actually, he's just trying to pass Arcane Theory 301. Unlike his lascivious mother, Trace Paxton is reserved, kind-hearted, and terrified others will discover his sex-demon heritage. Soon to graduate as a Journeyman mage, Trace has chosen to specialize in restorative magics, turning his talents towards helping people affected by the war. Trace comes with the Perks **Tongue Twister**, **Amorous Adept**, **Stallion**, **Shapechanger**, and the **White Mage** variety of **Battlemage**.

[300HP] Herzha: Oh dear. Are you really sure? It seems you've caught the attention of Herzha, the master succubus. That alone would be cause for concern, but she seems exceptionally curious in your strange nature and could easily be convinced to join you on your journey. But beware, Jumper. This crafty schemer has acted as Hell's advanced agent for hundreds of years, and she's not likely to give up her games any time soon. Either win her over or watch your back! Herzha comes with **all Perks** in the **Demon Perk Tree**.



Drawbacks

Take any number of the Drawbacks below to add points and extra challenges.

[+0HP] Genderswap Toggle: Maybe you aren't interested in a typical temptress. Would you prefer a beefy incubus instead? By taking this drawback, you may change the gender of any established character here. Want to meet *Princess Amont* or *Herzhon*? Here's your chance. You may apply this toggle to individual characters or to the entire setting.

[+100HP] Dismounted: Among Amont's many shortcomings is his inability to ride a horse. Like the pedestrian prince, you are unable to ride a horse, mule, wagon, or any other creature or land vehicle, though you can probably get away with boats without getting *too* seasick. You're going to be walking a lot, Jumper. Hope you have a good pair of boots!

[+100HP] Sir "Can't Keep A Bride": Succession is an important subject for a kingdom facing an existential threat. Unfortunately, Prince Amont is known across the land for his "million runaway brides". Like Amont, you have trouble forming meaningful relationships. A miscommunication here, an angry outburst there, and before long you'll find a wedge driven in between you and most potential life partners. I'm not saying there isn't someone out there who will take you as you are, but you're going to have a hell of a time finding them...

[+100HP] Failed the Spot Check: Seriously?! Did *no one* see the prince blow the roof off that church? Is he fighting a *Demon Lord*?! To your dismay, it always seems like your allies are never around when you need them the most. Solving a mystery? You'll spot a critical clue right when everyone is looking the other way. Exploring some ruins with your squad? You'll get jumped just as soon as everyone splits up. Unless you are attacked right in front of your allies, you'll likely be dealing with most major problems on your own.

[+200HP] Legacy of Shame: You can only fail so many times before people lose their faith in you. The soldiers directly serving Amont said they would rather eat dirt than see the Prince on the throne. Now your name will carry as much animosity as the disgraced lordling. Within your own faction, you can expect shunning and ridicule. Your accomplishments will be downplayed and discredited with the faintest justification. And if you encounter any enemies? You'll be treated as less than human. This won't stop you from making a friend or two if you *REALLY* try, but don't expect much respect from anyone else.

[+200HP] Under Threat: Oh I'm sorry, did you want a fun erotic vacation filled with sexy shenanigans? Too bad, there's a war to fight! Taking this Drawback means you will be under constant attacks for the full duration of your stay here. Don't expect more than a week to go by without regular assaults by either the Kingdom of Hell or the Royal Alliance. This back and forth will push everyone around you to their limits as both sides fight tooth and nail for the fate of the world itself. After all that work, you'll probably spend most of your time in bed actually sleeping instead of... you know, *sleeping*.

[+200HP] Secret Sub: “Oh no, I’ve fallen right into your clutches! Whatever shall I do?” Deep down, you *like* being dominated. Letting someone else take charge and have their way with you lights your fire like nothing else. Now normally, I wouldn’t judge. But with Hell invading, there are plenty of predatory demons around who would love to take advantage of your proclivities. Resisting temptations are going to be much harder for you than the average mortal, no matter how strong willed you normally are. Sometimes you might hold out against the charms of a succubus or another manipulative monster, but mostly you’ll fall all-to-willingly into their traps. If you can’t avoid their plans, best hope you can at least endure them.

[+300HP] Stripped Bare: This may not be your first Jump. You might have the power to end this war with a snap... but where’s the fun in that? At the start of your adventure here, you’ll find all of your otherworldly powers, supernatural abilities, and fantastic Items locked away. Even access to your Warehouse will be restricted, leaving you with only your BodyMod and whatever Perks and Items you’ve purchased above. The challenges you face will be great and the danger will be quite real, but such limitations will make your triumphs all the sweeter.

[+300HP] Rookie Knight: First time on patrol? Whether you’re a newly trained squire or an adventurer on their first quest, you’re about as green as one can be. You still have access to all of your training, but your skills are all theory and no practice. From martial combat to your professional trade and even the bedroom, your inexperience will be plain to see. You can still slowly learn and improve while you’re here, but be careful. While your paramor might fancy your naivety, your enemies will just exploit it.

[+300HP] Hunger: Being a succubus comes with great power. You are a Lord in Hell’s army, a critical part of their larger plans, and a wielder of some of their most powerful magics. But all these gifts come at a great cost. Beings like Herzha must constantly walk a thin line, satisfying their bloodlust, actual lust, or both. Now you too are afflicted with this drive. Whether your conquests lie on the battlefield or in the bedroom, you must regularly slake your thirst for flesh each day to maintain your higher faculties. Should you find yourself between meals, so to speak, your reasoning and intellect will steadily degrade until you are nothing more than an animal in heat, seeking to fulfill your most base desires. Good luck, Jumper. You’re going to need it.

Scenarios

These Scenarios offer unique extra challenges in exchange for specific rewards. Failing a Scenario does not cause a Chain-fail, but will exclude you from its specific reward.

Destroy the Kingdom

This war has dragged on far longer than either side expected, and while the legions of Hell are theoretically infinite, the patience of its Queen is not. You have been tasked to succeed where others have failed and cripple the Royal Alliance beyond repair. Luckily, the opportunity for the perfect infiltration will soon present itself.

A settlement on the edge of Royal lands has recently been scoured, and with Royal forces stretched thin the King has dispatched his own son, Prince Amont, to lead a small rescue party. However, this is not the Prince from our original story. Instead, Amont is a high paladin of the Holy Order, leading several capable squires and even a Battlemage from the Royal Academy. These veteran soldiers are extremely effective, and will be on guard against any foul devilry you throw against them. But if the Prince can be ensnared, or even impersonated, then Hell will have a powerful puppet indeed! From there you're just one frail King away from Fandel's throne and all the influence you'll need to irreparably crush the Royal Alliance once and for all. It's a tall order, but victory here will ensure your infernal legacy.

[Reward] Infernal Cradle: Hell has very different methods for maintaining the strength of its armies. Common soldiers are grown like a field of wheat, only to be harvested, slaughtered, and replanted as attrition grinds each legion down. Its commanders, however, are too valuable to be so casually discarded. In recognition of your skill and accomplishments, Hell has granted you an Infernal Cradle to preserve your life and ensure you can always return to duty. The Cradle may take one of several forms; an ichor-filled cyst, a rejuvenation pool, an intricately-carved sarcophagus, or a giant, otherworldly crystal. But no matter its shape, the Cradle's purpose remains the same. Should you die in the mortal world, the Cradle will capture your soul and begin to grow a new body for you. This body will have all the abilities of your previous body, though you may choose to make physical alterations to your age or appearance. The Cradle may return you to life up to THREE times each Jump, but be warned. The process of growing a new body is not a fast one, and should your enemies find your Cradle while you are vulnerable they will be able to slay you for good. Better find a safe place to keep it! See *the Notes section for details*.

Hunt the Demon

Are you the predator or the prey, Jumper? Like Prince Amont, you have been dispatched to a beleaguered town on behalf of the Royal Alliance. Once there, you will have to reconnoiter the settlement, locate any survivors, and destroy the monster plaguing this community. You will have no support on this mission, bringing only your own abilities and whatever Companions you have already recruited to your cause. In contrast, your foe will have a small cadre of lesser creatures to stalk you with, harrying you until you are weak enough to finish off. And even if you manage to fight your way to the demon itself, you will find a being even stronger than Herzha was in our original tale. The threat that faces you is terrible, but better that you face these dangers than the innocent townsfolk you fight to protect.

[Reward] Holy Avenger: Should you triumph over the demon and rescue the people of this town, your actions will earn the respect of the Royal Alliance's finest paladins. As a token of your service and a tool for your continued fight, they have bestowed on you a weapon unlike any other. Forged from enchanted platinum, what first appears as a mighty greatsword can take the shape of any melee weapon in the blink of an eye. The spells woven into this armament make it exceptionally effective against demonic foes or any other forces of evil, though you'll find it's more than capable of slicing or smashing through almost anything regardless of moral persuasion. Finally, this weapon emits a soft light when wielded, shielding all those nearby from supernatural sources of fear or bewitchment. When not in use, you may dismiss this blade with a thought, causing it to appear as a tattoo on your dominant wrist. Wherever your adventures take you, you'll always be equipped to fight against the cruel and wicked.

Escape the Dungeon

Whether you've been kidnapped by a band of lecherous goblins or went exploring where you shouldn't have, you find yourself trapped in the darkest, deepest corner of a formidable dungeon. Alone in this underground labyrinth, you must battle your way past vicious monsters, devious spells, and humiliating traps. The obstacles you encounter will seem trivial at first; a few stray goblins here or a grabby chest mimic there. But quickly you'll find the amount of danger will escalate the closer you get to the possibility of escape. No matter how powerful you are when you enter this world, the foes you face here will test your skill, fortitude, and will to survive. Thankfully, you needn't fight alone. Scattered throughout this complex are other potential allies, trapped just like you. Put together a party and you may just stand a chance at defeating the dungeon's final boss and escaping this nightmare alive!

[Reward] Adventuring Party: Bonds forged in battle are not so easily broken, and those made fighting against a common enemy are doubly durable. After escaping the Dungeon, your new allies have decided to stick together and join you on your adventures! This is represented by a stipend of up to **+800HP** that you may spend in the Companions section of this Jumpdoc only. Additionally, any Companions purchased as part of this reward may be imported into future Jumps for free, though if you want to grant them a points stipend there you will need to give them points or import them normally.

Graduate the Academy

*Requires the **Rookie Knight** Drawback. Sets **Age** to 13.*

It seems *Fandel Tales 2* didn't get scrapped after all! By taking this Scenario you avoid joining the war effort directly. Instead, you'll find yourself enrolled at the Royal Academy of Arcane Studies, where young mages and other gifted youngsters go to hone their abilities. This boarding school will be your new home for the next five years as you study everything from spellcraft and swordsmanship to history and literature. But don't think you've gotten off easy. The scholarship you have to thank for your enrollment demands excellent grades and extracurriculars, and you'll have to work hard to keep your standing at this prestigious school. From homework and projects to practicals and final exams, you'll have to give it your all to stay off the chopping block.

The path ahead is filled with friends, rivals, challenges and triumphs, but should you finish your five years here and graduate with top marks, you'll not only secure your diploma, but earn a place in the Contest of Champions! This yearly tournament brings all of the best warriors and wizards together from across the Allied Kingdoms for a chance to compete for riches, glory, and the favor of Archmage Regalius. Win this contest, and your prize will be spectacular...

[Reward] Staff of the Archmage: Upon crowning you the victor of the Contest of Champions, Archmage Regalius recognizes you as the next hero of the Royal Alliance and a pivotal figure in the kingdom's future. As a token of your worthiness, he entrusts you with his staff, an expertly crafted magical focus that increases both the potency and precision of all your magic abilities. Additionally, this staff contains a vast library of useful and novel spells, greatly expanding your magical repertoire. Finally, this staff possesses a powerful defensive ability. Once a day, you may break or dispel a single spell or other working of magic, no matter how powerful. Master Regalius does not bestow his favorite walking stick lightly, and trusts you will use it to safeguard the realm.

Notes

Item & Property Imports: Instead of purchasing an Item or Property listed above, you can choose to import an Item or Property you already own to receive the given benefit. The imported Item or Property must be similar to the object it is replacing.

Source Material:

Fandel Tales - Original Video (**Very NSFW**): <https://www.newgrounds.com/portal/view/836650>

FT - The First Party Video (**Very NSFW**): <https://www.newgrounds.com/portal/view/713920>

Original Trio and concept art on Derpixon's twitter

Canon Fantasy Races In Source Material:

- Forest elves & nymphs
- Orcs
- Beastfolk (catkin and batkin shown, though presumably others exist)
- Unnamed insectoid species

In addition to those shown in the original video, feel free to include your own favorite fantasy options for the purposes of the “Elves & Dwarves & Orcs, Oh My!” Perk.

Fantasy Fresh: This perk lets you automatically clean yourself, your clothes, another person, or the space immediately around you. Think of it like the *Prestidigitation* cantrip from D&D. You couldn't tidy up a room in one go, but it should help you keep everyone clean no matter how dirty your fun gets. You can also use this for non-lewd applications, such as sanitizing a countertop or cleaning someone's hair without a shower.

“Elves & Dwarves & Orcs, Oh My!”: This perk is intended to give you some mild flavor options when customizing your character. Though it defaults to the traditional appearance and traits of a given fantasy race, you may customize both aspects as long as the granted benefits would not be more powerful than any of the other Perks in this Jumpdoc. For example, you could choose to give your Catkin character the fur pattern of a calico or an excellent sense of hearing, but you couldn't give them magically enchanted claws or spell-resistant fur. When in doubt, fanwank responsibly.

Post-Jump, this fantasy race becomes an Alt-Form that you can access at any time with a moment's thought. When you use this Alt-Form in other world's other people will accept your form as “normal” just like the benefits included in the **Protagonist Style** Perk.

Split Focus: The skills that can be done on “autopilot” using this Perk must either be trivial actions or skills that you are already an expert in. For example, nearly everyone could use this Perk to automatically fold laundry while staying engaged in a conversation or other activity, but only a trained martial artist could subconsciously block and attack while their mind was otherwise occupied. These automatic actions require no conscious input from you and are carried out to the best of your ability. You'll defend yourself as if you were dedicating all of your focus to the task, even if you are completely engrossed with a different matter.

Stallion: Female Jumpers who take this perk will be just as well endowed as male recipients like Prince Amont. No matter what your Jumper's gender is, you may customize how this impressive feature physically manifests.

Additionally, the second benefit of this perk is explicitly NOT brainwashing. You cannot overwrite a person's personality or "fuck the evil out of someone". This perk merely gives you a strong opportunity to convince your romantic partners to alter their lifestyles. Don't be a jerk, Jumper.

Multiple Purchases of Battlemage, Specialist, & Demonic Fortitude: You may purchase additional copies of these perks to obtain additional benefits, but you cannot repeat a purchase. For example, you could purchase **Specialist** twice to become both a **Swordsage** and an **Alchemist**, but you couldn't purchase **Swordsage** twice to become even better. These additional purchases cost full price unless benefiting from the normal Background discounts.

Lifedrain: You have innate control over how much energy you take from your target as well as how the process feels, though generally taking more from a person will result in more potent sensations of pain or pleasure. Note that while you can completely replenish yourself from lesser feedings, only the act of completely consuming a person's life force will grow your own magical potential. In canon, this creates the double benefit of allowing succubi like Herzha to become incredibly powerful while eliminating some of the Alliance's most important figures. Start compounding yourself and you could get scary strong pretty quickly, so long as you're willing to cross the line with your victims.

Post-Jump, you may use this ability on other kinds of magic and supernatural power. Who knows? With a bit of exploring, you could learn to steal ki, mana, and all kinds of other metaphysical fuels.

Terrifying Tentacles: Though you can only summon up to six tentacles at a time, these appendages are much more versatile than any natural limb. Based on the source material, these tentacles can not only stretch across a sermon hall and lift a grown man off the floor, they also seem capable of phasing through walls and floors to a minor extent. This allowed Herzha to attack from unexpected angles. However, the tentacles cannot draw any object they grab back through the phased surface. You can root someone to the ground with some surprised tentacles around their legs, but you won't be able to pull them into the basement unless you make the hole in the floor yourself.

Demonic Fortitude: The protection granted by **Elemental Immunity** is intended to apply to the typical elements of nature. That said, if you want to choose something more esoteric like Time or Love, you may do so with the intended power scale in mind. If your chosen element would be wildly more powerful than being immune to fire, you're probably thinking too big.

The **Infernal Iron Hide** Perk does not compromise how soft or squishy your flesh feels unless you want it to. Whether your skin is as unyielding as granite or you keep your cleavage compressible, you'll still be protected. Finally, you can choose for this technique to confer a durable, inorganic appearance. Want to walk onto the battlefield looking like a living statue, or with steel-colored skin? Now you can!

Natural Weapons: You may choose what form these additions take, from a catkin's retractable claws to a set of demonic goat horns. You could even choose for this to be an inorganic augmentation, like the iron fangs of the infamous East Sea Raiders. However, these additions cannot grant you any supernatural abilities or overly-powerful attacks. While attached to you or another person, this Item seamlessly integrates into your body, allowing you to feel it and use it as if it were a natural extension of your form. Despite this connection, you may instantly and painlessly remove this Item whenever you wish. .

Tail: Similar to a toned-down version of the **Terrifying Tentacles** Perk, you may customize the appearance and attachment point of this Item. Give yourself the classic demonic barbed tail, have a pair of squid-like grabbers on your shoulders like a displacer beast, or even make these appendages look like they're made from magical energy. You may change the shape and texture of the appendage while it is attached to you, from a simple slimy tentacle to a fully prehensile set of claws to anything in between. Like the **Natural Weapons** Item, this tail seamlessly integrates with your body and may be harmlessly removed at any time.

Holdfast: Post-Jump, this property can be imported into future worlds at no cost. You can attach it to any property you own or place it in an area that could be reasonably claimed without worldshaking political ramifications. Don't think you can just drop this town on the White House lawn or at the base of the Eiffel Tower and try to claim ownership. Any improvements or customizations made to this property will be maintained through consecutive settings.

Additionally, the noble title granted by this Item will be legally recognized in future worlds, granting you some diplomatic privileges depending on the setting. You won't be completely immune from the law, but most movers and shakers will recognize you as someone important. Just be wary of how self-sufficient your town is. Your domain may be *technically* autonomous, but you may have to cooperate with other factions anyway.

Brand: Though this magic seal is incredibly powerful, it does have limitations. You must physically touch your target to place the Brand, so you'll need to find a convincing way to get close. Additionally, while the Brand does allow you to command a person's body down to their involuntary functions, you cannot command someone to do something they are physically incapable of. You could cause them to climax or stop their heart from beating, but you couldn't make an ordinary human levitate off the ground or reshape their body on command. If you want that kind of control, you'll need to brand someone who already has supernatural abilities.

Skyjammer: Though the design of this vessel is customizable, it is no larger than a small ship from Earth's Age of Sail. While flying or moving through harsh environments, those on this ship will be protected from temperature, pressure, and other harmful conditions by the life support enchantments built into the vessel. Post-Jump, the ship's ability to transit to different planes will allow you to travel to different dimensions explicitly outlined in the fiction of the local setting. For example, a Jumper visiting a Marvel-themed Jump could travel to the dimension of Limbo, or to the many established parallel timelines, but not to the DC universe.

Buying Non-Human Companions: All non-human companions, both custom and precreated, come with one purchase of the “**Elves, Dwarves, and Orcs, Oh My!**” Perk and its accompanying benefits. Probably didn’t have to spell that out, but better to be safe...

Hunger: Despite the wording of this Drawback, you can satiate yourself through loving sex in an established relationship. Do be wary, however, as this Drawback will kick your libido into overdrive. Hope you have a partner that can keep up!

Holy Avenger: You may customize the design of the tattoo that stores your Holy Avenger when not in use. Whether you want to disguise your weapon with geometric shapes or would prefer a written prayer to remind you of your purpose, the Holy Avenger will always be available for summoning. You may choose to allow others to use this weapon instead, but may recall or dismiss the weapon at any time with a thought.

Infernal Cradle: The Cradle may be attached to any property you own, however it may NOT be placed in your Cosmic Warehouse or any other space that is Fiat-protected against intruders. Instead, you’ll have to rely on keeping secrets and preparing defenses to keep your chance at rebirth safe. Rules-As-Intended, this is meant to mimic how demons can be permanently killed if one journeys to Hell and destroys *their* Cradle. After all, this item is meant to guard against death, not completely trivialize the entire threat of death. But if you feel this restriction is overly harsh, you can disregard it. After all, Jumpchain is a singleplayer game and I’m not a cop. I just try to keep the stories from getting stale.