



Jumpchain

By Kilanon, Special Thanks to QQ for help with this Project.

Welcome to the world of Monster Girl Quest. The world is dominated by two factions both run by physical gods. On one side are the Mamano, lead by Alice, they are a collection of all female races that thrive off of sexual and non-sexual predation, though they can live comfortably in some human cities without issue. On the other side are the Angels, lead by Ilias, Ilias created humans and angels, but hates monsters for their predatory nature and obscene activities, ironically, despite this, the primary punishment for sinners is rape. The world is filled with gray but one hero seeks to save the world and promote coexistence between all! If he doesn't get raped along the way.

You will be located in a city or location of your choosing. However you can't be a mamano in Ilias Village nor can you be a human in the Monster Lord's castle.

You Receive +1000 CP.

Origin

Drop-in: Dropping into this world you will not have any memories. You make up for this by being genre savvy but you may also be a bit of a pervert all things considered.

Hero (Human-Only): A majority of heroes in Monster Girl Quest have been "baptized" to make them less appealing to monsters, however not all heroes are like this and a few seek to strike out on their own. Defending humanity and pursuing benevolent ideals; or just being jerks varies really.

Monster Girl (Mamono-Only): You're a Mamano, your primary occupation tends to be sex or combat. All other professions really come secondary to you.

Ruler: Ruling is hard. For the humans you must manage a weak race and lead them against a constant threat that to be honest, many men just submit to anyways. For monsters you must manage a strong and independent race that will run off and disobey your orders just to get a semen slave. Needless to say, your citizens aren't exactly disciplined.

Scientist: The world is such a fascinating place. Mamano hunt men down and all descend from a dark god with truly extraordinary genes. It leaves you profoundly interested, as such you seek to gather as much as you can.

Gender

(You can change your gender for no additional cost)

Male: Men are the primary prey of this world. Men are hunted for both their breeding potential and their semen which is considered a delicacy, they also suffer from a condition called critical ecstasy which leaves them in a helpless state unable to run away or fight back. Unlike most of this sex you have an edge due to your multi-dimensional nature. While the rules of this universe still apply to you for the duration of this jump, it is significantly less than what most men and Luka have to deal with. It now requires five orgasms before you are unable to fight back (unless you naturally don't have the stamina to keep going after cumming) and this number can be expanded significantly based off of how many stamina and willpower perks you have and the power of said perks. The number of orgasms required to put you in critical ecstasy and critical ecstasy itself, resets after thirty minutes without stimulation and it is only triggered by those who would seek to enslave, or kill you.

Female: Maybe you are a Mamano or perhaps a human woman. Regardless you have the benefit of avoiding the primary weakness of men in this universe, your orgasms do not weaken you any more than an orgasm would normally wear you out. However, you also don't come with semen that most Monster Girls seek, if you pursue a career as a hero, or come across a malicious monster girl, they won't keep you as breeding stock or as a semen slave, they will instead attempt to devour and kill you.

Race

Human (0 CP): Self-explanatory really, most of your race is on the bottom of the food chain. However those that excel can reach the heights of even the greatest monsters. Age: 14+2d20 years old or Choose 16-60 years old

Mamano (0 CP): Mamano comprise the most prevalent species on the three continents within this world. For various reasons, they like having sex with humans, whether for reproduction, food, energy, or even for cruel amusement depending on their disposition. If you want you could be an angel instead but you

would be a fallen angel without the intangibility of your counterparts in Heaven. Age: 8+4d12 years old or Choose 12-60 years old

General Perks

True Hero Potential (Free): You sure are gifted aren't you? You now have the potential that Luka and Heinrich possessed in their prime. With training and combat experience; your strength, speed, stamina, durability, magical power, and skill in one weapon of your choice will increase culminating in their level of power. If you are a Mamano you can inflict Critical Ecstasy during your time here but only in this world. Both Mamano and Humans start off about as strong as a level 1 before perks or previous jumps are factored in.

Elemental Affinity (Free/100 CP): Your magical power seems in tune with a specific element. You now can develop your control over a certain element and take on properties similar to the element such as those with Fire Affinity leaving vicious burns, likewise, those with Wind Affinity could move at increased speeds, Water could give you mental clarity and Earth can give you strength and resistance to impacts. Such things however require practice and time with your element. You also know how to use this power when applied in sexual techniques like a Fire Affinity making your body perfectly warm to melt your opponent in pleasure, Wind Affinity letting you swing your hips faster, Earth Affinity could give your genitals a pleasantly rough sensation and increase the power of binded attacks, Water Affinity can see you have your insides swirl and perform wavy motion or make your body colder, Light Affinity could give you surreal softness and comfort, and finally Dark Affinity could give you devilish tightening and sucking. Your ability to use your affinity starts off at half that of Luka with a spirit if you do not have prior experience. This also advances your learning rate and strength for spells of your elemental affinity. If you already had a prior affinity for an element from another jump this perk gives you the knowledge to use it in sexual techniques from this world for free but no other benefits, in which case purchasing it grants the full benefits and strengthens that affinity. This can be taken multiple times.

Status Resistance (400 CP): Your body has been strengthened by its many ordeals and has adapted to a multitude of conditions. Things that can be described as "status effects" are now significantly less effective. Petrification and Frozen effects only slows you down for a minute or so. Poison is significantly diluted and less potent. Magic that would make you surrender, fall asleep, seduce you or place you in a trance, now only makes you skeptical on your chances of victory, mildly exhausted, mildly aroused and tempted or distracts you. You won't be immune but you will be close.

Perks

(Perks of your origin are discounted, becoming 50% cheaper. Additionally all 100 CP perks of your origin are free)

Drop-in

Edging (100 CP): You possess the incredibly difficult to perform and arguably detrimental skill of edging. You can somehow whip out your dick and stroke it until you are right on the edge of orgasm so that the tiniest sexual pleasure will set you off and not have air or natural occurrence make you cum. Furthermore while you are doing this the world seems to freeze around you while you perform this action, as the act accelerates your speed to incredibly high levels after you finish, but only for a brief span of time lasting but one attack. Your enemy is aware that you have done this after you have finished and will likely think you are a pervert and either call the cops, try to kill you for the disrespect and indignity, or, more likely in this world, take advantage of your weakness and make you cum.

“Health” Bar (100 CP): With this you now have the ability to mentally see a bar representing how close you are to orgasm with full being unstimulated and an empty health bar meaning you have cum. Also gives a ‘metaphysical’ and numerical representation of how much pleasure you can take and how much your partner does. If you want you can mentally adjust the health bar to play a damage noise on pleasure attack (Also, can choose to hear when attacked painfully as well), refill after you orgasm thus representing your next orgasm, to remain empty until sex is over, or just ignore the health bar.

Intuition of the End (200 CP): This world is a dangerous place for perverts or those looking to have a good time. When a casual romp can end with you becoming a slave or death, you need a sense to counter that. You now have that sense. You can now intuit “bad ends” and death naturally. However such a sense only works in relation to you an action and an individual or group of individuals. For example you can intuit that following a woman down an alleyway can result in you being a slave, but you can’t intuit walking down an alleyway will result in you being a slave. This sense also requires focus as such you can’t use this sense as combat precognition, it only works in response to seemingly mundane actions and is not always a surefire bet, but it does help. “Bad Ends” include slavery, addiction and brainwashing.

Flowers for Monster Girls (200 CP): Monster Girls inhabit a large portion of this world so it is only natural you would get along right? Now, all monster girls are more inclined to be your friend and you make favorable first impressions. Even a monster girl who want to wipe out all of humanity might consider you an exception if you get in their good graces. As an added bonus, not only are you a friend to all monster girls, sex has a new meaning for you that crosses the racial border. Now, even if you had sex with the greatest of sexual masters like the Monster Lord, while you would derive much less pleasure from an amateur like a level 1 slime, you would still find it enjoyable and the experience would not pale in comparison.

Request (400 CP): Just a little bit can’t hurt right? Despite all the dangers, sex in this world does feel great, generally speaking. Now you can enjoy it exactly the way you want to. You can now request others for specific types of sex, such as titfucks, blowjobs, anal, etc; or even more complex requests like getting a double paizuri or having them use their mouth and breasts. Unless they are heavily averse to the action, or if the action would be at a great cost to themselves or their life goals, they likely won’t mind and will

fulfill your request to the best of their ability, assuming you don't take any hostile action against them. Be warned however that once they have fulfilled your request there is no assurance that they will stop despite your pleas that you have had enough. Of course that isn't all this provides, you can also gain a sense that allows you to see what kinds of sex acts an individual is best at. Those you request sex from will also tend to treat you nicer than those that you would otherwise fight, with some charm and charisma maybe even going so far as to befriending them and asking them for non-sexual favors as well, such as for example not keeping you as a slave and maybe accompanying you on your journey.

Team Player (400 CP): Nobody needs to go it alone, especially not you. You work especially well with others, monster girls and humans? You can get them to work together on a team pretty easily. Coordinating them in combat or managing a harem? No problem. You could have nightly affairs with your friends and companions, while living in the same building and have no problem with jealousy. Sure if they notice they might say that they jealous or mock you but there is no heat in it, and they may see it as an excuse to get more competitive working harder to make you happy. Keep in mind this only works among friends and allies. Sleeping with the enemy will likely get you in serious trouble, at least until they get to know them. It also doesn't work on certain boundaries that are absolutely off limit, but just generally speaking everyone close to you gets along well despite the insults and teasing.

Coexistence (600 CP): People deserve to be happy and live peaceful lives. That should go the same for both monsters and humans. The problem is that various groups have heavily conflicting interests on a cultural, political, and biological level. Your experience in other worlds gives you the best chance of fixing the issue as you bring an outside perspective and unique solutions. With your knowledge you can end centuries long conflict and bring about peaceful coexistence, no matter how unlikely or improbable. Spider Girls and Vampires need to eat meat and drink blood in order to survive? Well now you have the skills in social engineering and logistical organization to provide a workable long term solution. Of course coexistence isn't easy but it is possible. You will need to gather the assets and reputation yourself but conflict like that between Israel and Palestine can be solved in about a year whereas resolving a conflict such as getting sapient snowmen and fire elementals to coexist could take maybe two decades. The time required can be reduced with other perks that aid in organizational efforts and those that raise popularity and attention for your movement.

Proper Protection (600 CP): The chance of death is a major turn off for some people, though they might not think of it in the moment, dying has rather permanent consequences that to some aren't really worth temporary pleasure. Luckily, you seem to be completely immune against potentially lethal things in the bedroom. Energy drain, mind being destroyed from pleasure, body breaking down from dark sexual magics, running out of sexual fluids, even sexual addiction, you are immune to all of them. This doesn't save you from a direct attack such as a dagger in bed or someone trying to eat you alive after sex, and you can still become tired to the point of being unable to move a muscle or experience such intense pleasure it feels nearly unbearable. However, from sex alone you can't die or be permanently disabled such as by as permanently level draining you down to level 1 (Temporarily is still on the table though). This also has the side effect of increasing your perceivable range of pleasure so your mind doesn't get destroyed by breaking past it. Be careful to some in this world this makes you the perfect food source, and they don't

really need to hold back to spare your life anymore, but at least you can experience the ultimate pleasure more than once.

Hero

Cooking Lessons (100 CP): What kind of hero doesn't know how to cook? Thankfully you are not among the ranks of those so called "heroes". You have an excellent knowledge of cooking able to take small amounts of spices and use them in order to make a meal taste twice as enjoyable as it should be! More than enough to satisfy a traveling gourmet if only temporarily.

Common Sense (100 CP): Heroes aren't always the brightest of people, rather they can be remarkably thick in the head, thankfully you are not one such hero. You can make pretty reasonable deductive reasonings, come to reasonable decisions and connect people to events. This could help you in a variety of ways, such as figuring out a weakness in battle or picking up social cues. But this is not a professional level ability. With this alone you won't be as good as a trained detective. However, this is a step in the right direction.

Trained Endurance (200 CP): Sex in this world is a weapon, and the heroes of this world must fight against the temptation of this sin whenever they perform their duties. A hero will almost always fail to match up to a monster girl in a battle of sexual skills, however they have been trained to endure the sensation of flesh. You can now resist orgasm based off of a combination of your fighting spirit and durability. The exact amount is not one to one, but overall the stronger you are the more pleasure you can bear. Healing magic also helps regain your focus and undoes progress to your orgasm. You can selectively toggle parts of this perk if you want to simply sit back and enjoy.

Unusual Talent Perk (200 CP): Everyone needs a hobby even a hero! You happen to be abnormally skilled at yours. Pick one profession and one related skill such as an innkeeper and math, you would be able to impress even Promestein with your abilities of simple factorization. Sadly, this does not help you in combat or sex but it does act as a very impressive party trick and can be useful for certain things like bookkeeping.

Cursed Sword Style (400 CP): While created by an elven swordswoman, both humans and monsters are remarkably capable of using the Cursed Sword Style to great effect. You now have an aptitude to the Cursed Sword Style, giving you enhanced skill in swordsmanship and an innate talent toward learning Cursed Sword Style techniques, even without the aid of a teacher. Furthermore if you have a sword style that is better than this one, it should please you to learn that this style can seamlessly meld with nearly all other styles easily incorporating the best aspects of them. Not only that but it can get stronger when combined with elemental magic. If you so happen to possess an affinity with elements of Air, Earth, Water, and Fire, you can use Quadruple Giga and Elemental Spica but they will be difficult to learn.

Path to Heroism (400 CP): There is more than just one form of fighting style in this world, heroes use more than just two-handed swords. You are now one such individual, a multi-talented fighter able to

diversify your portfolio of techniques. Practicing a bow will help you better learn how to guide a sword strike. Blocking with a shield can aid you in directing the haft of a spear to a better defensive position. You don't progress with them all at the same time but reaching mastery in one weapon will greatly speed the time it takes for you to reach mastery with the next. You can even extend this to special moves, being able to convert a legendary swordsmanship style like the Cursed Sword Style into one suited for the spear or an axe, uniquely taking in advantages and drawbacks of the weapon to form new styles based around the same core themes and concepts.

Fighter's Sense (600 CP): You are a natural plain and simple, while you may not be skilled now you have something far more likely to pull you through your early encounters. A peerless battle sense. Your body can feel where, when, and with how much force the opponent will strike including the rough shape of the attack. You instinctively know when an open guard is actually a trap to be drawn into, you can feel when it seems that an elemental attack of fire will suddenly shift trajectory with no prior warning, and move to duck under invisible wires about to sever your head. This borderline precognitive ability lets you stay well ahead of your opponent even if you don't have any other advantages. What seems like a lucky blow or a split second twitch to guard to your enemy comes not through any chance but through your own intent. You can still be beaten by someone stronger than you, more skilled than you, by those with a better plan than you, those with more allies than you or by those who possess powers which you can't fight back against. But even still you can go into a battle with no prior knowledge of what an opponent can do and still react as if you knew all along, even though you don't. This ability is not supernatural in nature and can't be negated by anti-magic or being removed from fate. It is merely you fighting, with no prior expectations. Keep in mind you still need to be expecting a fight for your battle sense to be set off and have the will to fight.

Angel's Blood (600 CP): You have the blood of angels within you. With it you have some of the best genetics in this world barring the direct descendents of Alice I. By meditating for at least three seconds you are able to heal yourself by half of your peak condition. You also gain an affinity or strengthened affinity with the element of light and have access to all Angelic Skills up to the power of Daystar, you will still need to learn them but they will come instinctually to you with training, however, truly unique skills like Sword of the Heavens are off limits to you but it may be possible to come up with your own. Additionally, you do not have the same limiters Luka does and may use such skills for as long as you have mana including meditate. Strangely this seems to make your sexual fluids taste better.

Monster Girl

Heat of the Moment (100 CP): Clothes and armor are such a bother, getting between you and your opponent's weakest point. With this perk you can easily sexually attack someone by worming your way through their clothing... somehow. This only works for foreplay however, and the victim can still dodge your sexual assault. To actually fuck them, genital to genital or genital to ass, you will need to hold them down and strip them manually.

Alluring Appearance (100 CP): Your appearance is exceptional. This can be anything from a seductive succubi's body, to an adorable kitsune, fearsome warrior, or even a particularly handsome hero or king. Your form often inspires lust, protectiveness, fear, an urge to help, or any mixture of the four. If you want you can base your appearance around a theme which you can change once per jump that amplifies the inspired feeling, such as naughty nun, innocent shrine maiden, armored knight, gallant hero, etc.

Energy Drain (200 CP): Life energy, a succubus favorite! You are now able to feast on life energy, lacing your flesh in a special aura you can drain the vitality of others through skin to skin contact, healing your own wounds. Draining someone takes time unless they are really weak, with stronger foes taking longer to drain. The aura gets stronger with your magical power (not your mana storage). While this can supplement an attack you won't likely kill someone with this alone unless you want to. If your race is already capable of drain attacks such as if you are a succubus or a vampire than you have a much greater talent for drain techniques and can learn them with much greater ease.

Will Breaking Words Perk (200 CP): Hora~ Hora~ what have we here. You are a natural at breaking the wills of those you have defeated. You have a sixth sense when it comes to knowing what to say in order to get someone to submit to your whims. This is not only good for staking your claim over a conquest but also for drawing enemies into their own defeats. You are a natural temptress, and whether your tone of voice is low or high, seductive or cutesy, you can always make it sound arousing and alluring. Lastly, what once was instinctual to all mamano has been ingrained into your skillset, Critical Ecstasy. This version of Critical Ecstasy can be used on both men and women, such that when you force them to orgasm they lose all fighting spirit and concentration. From there the decision is up to you, you could kill them in their moment of weakness, take them as a spouse or slave, or even release them and let them live their lives, come back for more or to confront you again to try to redeem themselves, though most will lose on purpose or due to their shaken confidence. Furthermore those enslaved or taken as a spouse will never try to leave you, even when they have ample opportunity. It is however, possible to recover from the aftereffects of Critical Ecstasy for those with strong wills if you do not occasionally remind them of their place, and a full recovery is certain if you help them through their defeat. After all their heart is yours, and you can always give it back.

Magical Master (400 CP): Magic is a powerful force. You have an astounding ability to cast spells and your magical power is nothing to scoff at either. Capable of powerful spells such as fire hotter than thermite and bolts of frost that can flash freeze enemies less durable than bronze. You also have a collection of lewd spells and can create minor wonders such as shrinking spells or perhaps a stylish living hat that is safe to wear but can act as an onahole that drains victims of their energy; these minor wonders usually need to be in the style of a witch or magical girl. Lastly your pool of accessible magical energy is much higher.

Sexual Weapon (400 CP): The Mamano of this world are made for sex, their biology is specifically designed around sex and power such that they can overwhelm men and reproduce with ease. As such their physical and magical power are tied to sex. Now your sexual abilities (Basically skill and how pleasurable your body feels to others, feel free to describe in what ways this occurs) have a direct correlation to your magical power and physical strength, though it is not an exact one to one growth. This also gives you a

good grounding in Binding/Grappling attacks and allows you to choose between standard sex or RPG style attacks causing sudden bursts of pleasure followed by light pleasure to keep your victim aroused.

Word of Awakening (600 CP): Deep within you is a power. A power to let you overcome impossible odds and tear open the heavens. Sadly, it is too great for you to use normally and has been sealed away. With this you can tap into this massive reserve of energy for about ten minutes, changing your form to a more mature version and doubling all your aspects; strength, durability, speed, magic, elemental affinity, sexual skill and force of will. All will bow before your might in this form, but there is a cost. After your transformation ends you will revert to a childlike state of mind for a day and be unable to take any form of intellectually complex action.

Chimera Perk (600 CP): You are an anomaly, perhaps a result of weird dimensional erosion or a mad scientist. Regardless you can pick two races of Mamano, for example slime and succubus or medusa and dullahan. You now have both of them as alt-forms instead of merely the one you would have without this perk. You also get a third alt-form that is either a combination of the two alt-forms picked above or some other twisted creation with no clear root monsters like Chimera Tongue, Chimera Prison, Chimera Tentacle, Chimera Dryad, Etc. You will receive all the magical and racial benefits of your root races with none of the downsides or a strong specialty in your body part of choice.

Ruler

A Not, Not, Not, Not, Very Good Skill (100 CP): You possess a remarkable ability of wordplay, able to keep track and not break sync while speaking. You can limit speech to be strictly goal oriented and while this does not make you better at speaking it does mean you can figure out clever ways to speak in order to accomplish your goal, often in a way that confuses or inhibits others that are not paying attention or smart.

Ruler of The Land (100 CP): As a Ruler in this world, you naturally have an aura of authority. You have been relatively well trained for your position and can generally be expected to hold your kingdom together as you have a decent understanding of governing, economics, diplomacy and politics. While you won't be renowned as a great leader you won't be regarded as a bad one either.

The Wish of the Populace (200 CP): Your citizens just don't see the big picture. Going about their lives and making shameful decisions. All the men in the colosseum matches participate just to get raped, your daughter ran off to marry a disinterested woman leaving you without an heir and half your soldiers just went to succubus village on the Sabbath using their vacation days! Luckily for you, no matter the extent of the bad decisions of those working under you, your country should be able to get by barring direct action by an outside party or poor management. This doesn't make you manage better it just makes failures outside of your control less damaging.

Merchant Roads (200 CP): The roads are dangerous and even the cities are never truly safe, monsters are everywhere in this world and have plenty of incentive to harass humans. Any true offensive against

mankind would see them truly crushed so how is it that these kingdoms are able to remain intact and people inhabit so many places? Well you certainly know how you do it. Your trade routes and roads almost always get the goods and people they need to the location they need to be in to sell goods and maintain stable trade and immigration. Even if you might lose some along the way you will almost never see an entire trade caravan just vanish. Indeed more than eighty percent of the goods and people you send out of and come to your cities will always reach where they need to be, even if you have bandits along every single road and pirates waiting to steal your men and material on every ocean. Keep in mind this only applies to the lawless and those seeking rebellion or to sabotage will find much greater success in their endeavours.

Information is Power (400 CP): Despite the simple surface layer of sex and violence surrounding this world what really matters is information. The various factions all have their secrets and it's your job to find out in order to protect your own people. You have a knack of stumbling across vital information about your enemies plans either through your subordinates or your allies. You of course will still need to unravel the security and take the measures yourself to best prepare for what is coming but never again will you fail to have a lead.

A Hero's Quest (400 CP): Heroes are the main protectors in this world, some of them are flawed and take advantage of special privileges, however you are an expert at getting them to handle your issues. While you likely can't force them to take a great quest on your own word, solving local issues are something you can convince them of with some regularity. A necromancer stealing bodies and raising the dead, someone kidnapping a member of the royal family, protecting a local resource or even under-trained soldiers. You could easily spin these issues as a way to get prestige, gold, or out of a sense of duty. You may not agree with the moral behavior of a hero but at least you can get some use out of them. Post-Jump this applies to vigilantes, mercenaries, templars and other independent agents separate from countries.

King/Queen's Power (600 CP): Ruling a kingdom is hard but you would be damned if you didn't have the power to back up your rank. You are without a doubt a badass, maybe you have a high degree of spiritual energy, perhaps cybernetics seamlessly integrated with your body, or a physique capable of crushing giant boulders with your bare hands. This power boost marks you as one of the strongest individuals on the planet capable of fighting a monster army or a monster queen to a stand still. Regardless you are the King/Queen and with you as the one (wo)man army, no one will be invading your kingdom anytime soon.

Sabasa Spirit (600 CP): Who needs heroes? They steal goods, expect special services, and generally just cause problems. They are strong fighters but that doesn't make them special. Unlike most, the kingdom you rule over tends to generate oddities and legends. Your citizens are unnaturally adaptable, with your craftsman being skilled, and your basic guards being capable of squaring off against most church heroes. And those who would be equivalent to royal guard in your country, the elite, the talented, they reach heights far beyond most, becoming pioneers in their field. Such skilled fighters would easily be on the level of high-class monsters, those just below the level of Queen like Fernandez the famous elf swordswoman, being able to decide the verdict of battles by themselves. Even fewer still are the real legends, those of such great talent they could stand against the Four Heavenly Knights. The number of

such legends is extremely small, but you can at least expect one per generation and perhaps a few more if your country is of great size. Such pillars of your nation will never cause diplomatic incidents or problems for your civilians at their own fault and will generally act in the best interests of the nation, but they are still people who can lose if sent on too great of a task or be tempted by the offers of others. Of course you may not always want legendary warriors but whatever figures of legend you get tend to cover an area of your country you think needs improving. Post-Jump this scales to the setting you are currently in.

Scientist

Analyst (100 CP): You have an uncanny ability to decrypt code from years of scavenging through ruins. Whether that be genetic code, cryptography, digital code or riddles. This doesn't make you any better at understanding what the genetic code or digital code does nor does it help you encrypt things. However, you can learn such things much quicker than others.

Scientific Specialization (100 CP): There is one type of field in which you excel. Pick a focus, it can be necromancy, engineering, or even a focus on a certain type of monster species. Within that field you get a fairly large boost to your research. Those who specialize in necromancy will have a talent similar to that of the Croix family, where as someone specialised in alraune could become much better at developing plants. Make your name in scientific arts.

Material Maiden (200 CP): How are you going to perform experiments without the proper materials? This is simply unacceptable! With your advanced experience in gathering field data you have managed to hypothesize, with palpable accuracy, on where to find the materials necessary for your experiment in the world you are currently in. While this won't give you the exact materials you need if they don't exist in your current universe, you will find a substitute of similar qualities and can specify certain criteria or properties. Say for example you are looking for a sizable sample of kingsbane leaves to synthesize a poison for your newest chimera. You now have a decent idea on where to find it, however the rarer the item is, the harder it is to find of course, with the prediction becoming less and less accurate but still useful.

Torturous Testing (200 CP): Having test subjects that can't give feedback about your opus magnus because they are screaming because of it does not help the scientific process. Or can it? You can accurately deduce the exact level of effectiveness your creations have when inflicted upon others. This includes working on such creations that evolve without your input meaning that you can determine their effectiveness before even being put to use. However, when applied you can get much more data, more ideas on how to improve. Merely having one person locked up and being drained by your inventions on a daily basis can provide inspiration to you even when not supervising the process, this alone increases your research speed by fifty percent, allowing you to make innovations much faster. All that you need is an AI or assistant watching the proceedings and you can gain the benefits of enhanced scientific progress. This does have diminishing returns however. Additionally this only works for the current type of the device you are testing. Getting someone drained by an android designed for sex will let you gain progress in

improving it, but not so when making weapons. To gain such a boost to development in that area you would need to expose someone to such weapons instead.

Bio-Magic Research (400 CP): The power of mamano in this world is truly devastating. You have seen it yourself as individual monsters can destroy entire towns with ease. They called you a fool for trying to dive into the abyss of dark power that lies inside their complex, magically strengthened genomes; you have proved them very wrong. Your analysis of magically strengthened clusters of dna structures have given you the knowledge to clone biological Monsters, even incorporeal ones such as ghosts, specifically by developing their bodies in a vat. More powerful bodies and species require exponentially longer times to develop, with monsters such as the full power Lilith and Lilim or the Guardians of the Directions taking up to five years, however, innovations, practice, and existing infrastructure can reduce this time. Furthermore in order to clone such creatures you need a DNA sample. These monsters can be given monster behavior or monster girl behavior depending on what you wish for at the time of cloning. A monster girl will have personality influenced by the species of which they are derived. They are not inherently loyal to you so befriending them would be helpful, though they will start with a positive disposition toward you. If you have this perk and **Artificial Life-Form Development**, all Monster Girl's created using either perk can be given **Heat of the Moment**, **Trained Endurance**, and **Sexual Weapon**.

Sex Toy Innovation (400 CP): While the creation and modification of beings is a worthy pursuit, sometimes you require aids or wish to empower others without modifying them. This lets you create powerful sex toys that enhance a person's ability to inflict sexual pleasure. Some examples include the Succubus Hand, a smooth latex glove that can inflict pleasure through Energy Drain when activated or enhance the Energy Drain of the user, claws made of soft feathers that can be controlled and targeted with immense dexterity, or gloves that are covered in breasts that increase the flavor of anything milked using them, to name a few. You know how to make all of these, and even improve upon them with research, and while most of these are gloves it would not be hard to make sex toys in other appearances This also lets you create a variety of auxiliary devices such as those that can influence the mind or change perception when one is placed into them. Such dark knowledge is an affront to Ilias but it is within your reach.

Artificial Life-Form Development (600 CP): It isn't enough, there are... inefficiencies in design, shall we say. Your mad pursuit for perfection of the monster's form have led you through numerous avenues of engineering and science. You can now create mechanical monsters to manage your factories with power larger than that of most other monsters, Golems, Bioroid soldiers, even the extent of Laplace and Giganto Weapon are in your reach. These often also require materials, construction, and design time however they will often be more efficient than bio-magic research. They are usually powered by magic and can obtain more through semen, however other, more esoteric power sources will also suffice. These Bioroids and Robots can be designed for combat purposes, sexual purposes, or a mixture of both. If you wish you can program in loyalty. This also applies to digital monsters and other similar beings. In this same vein you have a firm understanding in machines designed to extract all magical energy from sexual fluids and how to increase their efficiency. To you standard extraction engines start at the power production level of an average windmill and can be developed further from there using your expertise and research.

If you possess **Bio-Magic Research** you can also splice DNA to create new monsters such as Medusa Dullahans (by once again creating them inside of a vat as described by Bio-Magic Research), Artificial Spirits (by analyzing the magical nature of an element), or Next Dolls (by analyzing the fighting style of your enemy). Artificial Spirits are amalgams of magic that can be granted to individuals and take about five years to develop in a special lab designed to channel an element. Though they don't fight on their own or aid an individual in developing their magical power, they can give the user a flat magical power boost aided by the spirits' elemental attunement which replaces the user's own. Next Dolls are bioroids specifically made to counter a specific being and take advantage of all their weaknesses and resist all their strengths that you know about, they take about as much time to make as Golems or Bioroids and possess similar material costs with both cost and time requiring minor increases depending on the extent of someone's powers. The time and cost invested in a Next Doll will always be cheaper than a bioroid or golem made to possess the same capabilities. This does come with the issue that they break down at the end of your jump in exchange for that heightened power and are only truly effective against one opponent. Lastly, you are naturally talented in the most volatile aspects of Bio-Magic. With research, it is possible to predict the effects large amounts of elemental, light or dark magic has on the body and even devise treatments to turn beings into Apoptosis Monsters or drugs like White Rabbit to incite power boosts and transformations.

Self-Modification (600 CP): How exactly did Promestein modify herself? How did La Croix? I am not sure, but now you can modify yourself too! With just a little preparation and planning you can plan out how to modify your own body. You also gain the awareness related to yourself needed to make sure you don't kill yourself with the modifications, giving you a sense of whether the end product will turn out how you desired. It is trivial for you to undo the changes you have wrought upon yourself or to hide the changes if they drastically change your physical appearance. If a procedure would normally require certain conditions such as genetic markers you will always count as having them and your augmentations will work as if you are perfectly compatible. Lastly, any cybernetic, bio-organic, or genetic augmentations you have do not limit you or cause you weakness, they can only ever add to your power, even if you have a rusty junk arm that should be worse than your regular arm it will be just as effective in terms of strength, speed, durability, and for pleasuring others as a natural body part would be and can even be trained like one, you could still have the arm malfunction from electricity but no more than your normal body would. Please note, that you only get these benefits when you are modifying yourself not others as you have a familiarity with your own body like no one else does. Never be outdone by the best of your creations.

Items and Equipment

(Items of your origin are discounted, becoming 50% cheaper. Additionally all 100 CP items of your origin are free)

General

Collection of Guides, Licenses, Souls and Seals (100-300 CP): In your warehouse and your inventory, you have an extensive collection of past knowledge and accounts of modern and ancient techniques alike. This collection allows you and those you share them with to learn the skills and abilities of the “classes” in this world. Starting with basic classes at 100 CP, intermediate classes at 200 CP, and advanced classes at 300 CP. It will still take time, training, and experience to learn, and the strength these grant is mainly in knowledge. Thankfully the techniques inside are widely applicable and while you can’t use a technique that requires a different race from what you are, you can still develop them in alt-forms with similar forms to the monsters in this world.

Drop-In

Alma Elma’s Videogame Collection(100 CP): Congratulations! You get the complete set of Monster Girl Quest Video Games including language patch side stories and the Paradox games, a custom laptop to play them on that can’t be lost and will return to the warehouse when destroyed. Comes with a free set of earphones with full ASMR functionality. Post-Jump comes with another set of games that feature you with a full set of encyclopedia entries, bad ends, professional voice acting, and artwork done by your favorite artists.

Royal Invitation (200 CP): A multiversal letter of invitation, sealed with a crown emblem with a heart in the center of it. This allows you to receive an audience with any king, queen or noble and speak your mind unopposed. It only works once per official however, and those with absurdly high willpower, mind controlled or under the control of divinity are allowed to react to verbal provocation with violent opposition.

Softly Spoken Big Stick (400 CP): A firm quarterstaff made of oak wood, this item may allow you to ease the burdens of Monsters in this world. When used as a weapon it is as durable as steel, and instead of damage it inflicts pleasure, slowly draining your opponent’s will to fight and ability to resist, particularly lethal strikes with this may even cause a mind numbing orgasm cascade to the target. It’s other use is that it acts as a symbol of peace and diplomacy, thus you can present yourself as a mediator in a situation to which others will listen. Wants such as hunger are dulled but not forgotten so that the parties involved will be able to make rational decisions about what you have to say. This does not make it any easier to convince someone but they will listen to you for as long as you have something meaningful to say. This other use does not work if you are merely stalling for time by holding a parlay and is heavily based on benevolent or fair intent.

Jewel of Friendship (600 CP): A jewel of a set of three, the other two having lost their power this jewel alone retains its properties. It is a blue gemstone that seems to emit a comforting warmth. By concentrating on a memory of a friend from the past and holding the jewel close to your heart you can speak to them. You can even talk to those from past jumps this way, they will be aware of how much time has past for you since you last talked to them. You can discuss your troubles, your worries and doubts. Up to ten times per jump you may even spend a single day with them, creating experiences, discuss your

troubles, and developing your relationship. They may even fully interact with the world letting you engage in a battle together, play games or have sex. If they die while summoned by this, they don't actually die, they merely return to their world, though you may not contact them for the rest of the jump. After your chain ends you may open a conversation with them at any time telepathically, but they can choose to not respond or listen, this even works across the afterlife letting you hear their voice from the great beyond.

Hero

Top-Grade Ingredients (100 CP): Happiness Honey, high quality sea salt, meat that preserves perfectly at room temperature, repels insects and is tender when cooked well. You have all the ingredients needed for the best culinary feats in the world of Monster Girl Quest from Ama Ama Dango to Kitsune Fried Tofu. Comes with a full set of pots and pans. Restocks after ingredients are used. Disclaimer; keep away from comically bad chefs, pots may develop sentience and attempt to rape the offending cook.

Ring of Moral Guidance (200 CP): A magic ring granted to heroes that allows Ilias to guide them on their journeys in a direct manner. You appear to have a corrupted version that also allows the various Alice's (I to XVII) to appear as well. While worn, Alice and Ilias both appear on your shoulders as devil and angel. They can provide a second and third party for moral dilemmas, romantic advice and they occasionally break the fourth wall. The exact usefulness of their opinion is skeptic, perhaps only helpful half the time, but on rare occasions they will provide deep and meaningful insight. If you have another set of angel's and devil's on your shoulder they will bully them unless you instruct them to stop.

Reinforced Enrikan Shirt(400 CP): This is some of the finest craftsmanship you have ever seen. This is an incredibly lightweight shirt, it is so light that it is virtually weightless. Despite this the durability this provides is immense, if compared to real world armor, it could stop a sniper bullet or mitigate the force of a steel sledge hammer to that of a small rubber hammer, additionally this shirt is non-conductive. This armor can be worn under other armor and is indistinguishable from normal clothing, not very stylish but it is comfy. Very easy to enchant or upgrade.

Angel Halo (600 CP): Where did you get this? There should only be one of these in the world! Well... ok, this is Angel Halo. A hideous looking sword that moans and groans in the pleasure of eternal cursed ecstasy, it might be sentient. It was used to slay 666 holy angels of Ilias in this world and can hit incorporeal targets. It's most prominent quality, however, is that where other weapons can kill their targets, this weapon seals their power during a killing blow reducing them to a weaker state, but alive. Humans will temporarily become children or miniature versions of themselves and Monsters like lamia will become small garden snakes for a week, additionally they can be returned to normal with a mana transfer by a stronger being. This weapon can turn off its ability to seal power with a mental toggle. Unlike the original Angel Halo it will never possess your body nor drive you to madness. You may import a sword into this item and keep the hideous appearance as a weapon alt-form.

Monster Girl

Monster Girl Wardrobe (100 CP): You have a full wardrobe of costumes and outfits containing all the outfits that Mamano from this universe wear. Whether that be as formal as Tamamo's ceremonial garb or heavily armored as Granberia's battle adornments, even Alice XVI's daily wear. You always have nice clothes to enhance your roleplay or rape attempts. For some reason this even includes the clothing of the angels. They shape dimensions to perfectly fit your body.

Pigment of Attraction (200 CP): You receive a magical artist's kit that holds a special kind of ink, that when applied to skin, scales or slime forms intricate patterns. These patterns are of the color the recipient wishes and take a shape appealing to others assisting you in seducing others to bed. Furthermore, they can be dispelled for a temporary boost to a spell, such that blizzard could turn to blizzara or other such enhancements. Lastly, it can be used to teleport to a predetermined location when out of combat. It requires a five minute ritual to apply. You get enough ink to apply to four people, when the ink is dispelled, the dispelled ink will reappear inside the the artist's kit a week later. More than one person's amount of ink can be applied to a singular individual, but doing so makes their magic more difficult to control often resulting in unfavorable circumstances, additionally, the increase in allure results in the recipient's narcissism ascending to unhealthy levels.

Six Orbs (400 CP): These six orbs are items of great power. When brought together a ritual can be done, by pumping large amounts of mana into the ritual, you can give birth to a Mamano of great power. You can summon a Garudo Girl, whose speed is so great that it can circle the Earth in an hour or about mach 33. This Mamano is defenseless and large, but it can carry a great number of people and does not require feeding. It also refuses to ram things and merely delivers people to their destination. People on it's back will be protected with a magical aura preventing them from suffering intense g-forces and are unaffected by intense aerial maneuvers, furthermore they will not fall off unless it is their own choice or something knocks them off with hostile intent. It is truly the ultimate transport in this world.

Grand Colosseum (600 CP): You are the owner and administrator of your own lewd Colosseum to put to shame that of Grand Noah's own. This Colosseum's prestige is great and as such will always have at least a few regular competitors available on demand for a show, these regular competitors are people whom are only available in your current jump (I.e. no Monster Girls if they don't exist). In here all manner of competitive contests can be held here both lewd and distinctly non-lewd. Anything like competitive sexual wrestling, sword duels, first to make victim cum, chariot racing, or similar activities are free game. Only willing competitors are allowed to participate and no one can die in these bouts of contest, all mortally wounded competitors are healed from any damages and spectators are protected from damage caused by the bouts (though they still may be killed by others in the stands).

As the owner you can control the type of competitions, the type of competitors, and even the winner (Via temporarily sapping a competitor's power for the bout)! Regardless of the stage, the spectators can see every important/sexy detail of the fight and can hear the words of the competitors. Feel free to have you or your companions compete in the competitions regardless of any restrictions you set or charge for

tickets. If you really want the Colosseum to be secret to all but a privileged few you can close off the Colosseum to the public and make it invitation only.

This Colosseum is attached to your warehouse but you can bring it into the universe of the jump at the start of the jump. It repairs itself and is self-cleaning but complete destruction means that it is unavailable for the rest of the jump (People currently competing can't break the Colosseum no matter how absurd or reality bending the fights get). Lastly this Colosseum has the special feature of allowing you to have two willing Canon Character's, whom are fully aware of all the Colosseum's capabilities (minus match rigging), to join the regular competitor pool so that they may be summoned for bouts, alternatively you can have them sign a contract for specific types of bouts (Like having that famous swordsman sign a contract to solely participate in sword fights), if you like you can ask them to add things to the contract but anything that you fail to convince them on can't be brought up again.

Ruler

Ceremonial Armor (100 CP): Fine armor, a lion pelt cloak, prop platemail, fine scholars clothes, the clothes of saints. Such items offered here are all representations of power and authority. You get a three sets of armor that provide no defensive benefits but instead look good and lend you credibility and makes your presence stronger to those who hear you.

Devout Populace (200 CP): Shortly after entering a jump, you will find a small group of people usually of around fifty or so people willing to follow you and serve you. They are no more powerful than the average member of their species would be in-setting. These followers are of the same race you are in your current Jump; Humans will simply receive other humans, just as monsters will receive followers of their own sub-species. They will all be physically attractive, with their own unique personalities, none of which are offensive to your sensibilities. If you have any prayer related powers they will pray for you twice as hard giving you twice the amount of prayer than normal individuals.

Divine Sword (400 CP): You have the Divine Sword! What does it do you ask? Nothing really, it is just a sword that looks nice and is a bit higher quality than a normal sword. You get one of these per jump. If you wish to, you can get the local hero of your current jump to, by fate come to you to receive this sword and thus perform an epic quest for you. In worlds that don't really place a lot in the value of holy swords, it will instead take the form of a golden gun or a holy laser sword. No one will question the practicality of such a weapon, but they will perform your requested quest without qualm as long as it is not outside their moral codes or values. Defeat the Demon Lord would be fine for most heroes, Mow the lawn is fine as well but why you would ask for this is something only you will know, asking for a bribe in exchange for the sword or asking them to slaughter civilians will not work however (and may cause the hero to attack you).

Lord's Castle (600 CP): A castle full of subjects who will follow your royal whims as long as they are not suicidal, no matter how humiliating. The people inside of the castle will be mostly self-managing, fight invaders with the skill of a basic guard, and skilled at inventory or organization. It has plenty of space and the castle is in the style you wish of it, perhaps you want to be a Samurai Castle or a Roman

Temple on another. This is attached to your warehouse, but it can be deployed into an open field with a quick five minute incantation spell. This can serve as a tenement for your **Devout Population** increasing its size to 5,000 individuals. Furthermore you can always have a fraction of your **Devout Population** be a race that you were previously. For example if you were an Asari one jump and a Kitsune the next you could have the population be fifty percent Asari and fifty percent Kitsune. They will coexist without issue. Lastly, your non-active companions can stay here when in jump if you choose to let them.

Scientist

Monster Tail (100 CP): Did you know that Monster Girls can detach their tails and regrow them without harm? They apparently make good gifts, are decent crafting materials, helpful reagents and carriers of Monster Girl DNA. You get a supply of ten tails of five different types of Monster Girl. This supply replenishes when all of one type of tail are used to craft something or are lost.

Spectral Syringe (200 CP): Incorporeality is no excuse for failing to carry out science. With this you can now take DNA samples of incorporeal creatures such as ghosts or angels. You can even take a sample from a murdered corpse and compare samples you possess. This Syringe can carry one hundred samples before the data needs to be uploaded into another computer or hard drive. Comes with a built in usb port and forensics computer. This item can't be lost or stolen and will reappear in your warehouse if it is destroyed, containing all the DNA samples you had recorded before it was destroyed.

Iron Maiden (400 CP): You have found an Iron Maiden MK.3 super-prototype abandoned by the Seekers of Truth. Upon activation you have earned it's loyalty. It has shape shifting properties to allow for torture of creatures possessing unusual dimensions like a lamia's, up to creatures of 12 feet in height. It can be placed on your property to deter intruders and has a host of sexual functions to assault both genders. It can also take the shape of furniture such as a chest or a wardrobe. If it is killed or damaged it will be able to self-repair even from disintegration in twenty four hours but will go into hibernation mode until further orders. It is fully sapient and intelligent and can understand complex orders, it is more than willing to let you safely partake of its pleasures if you request it. Furthermore it can make intelligent conversation and learn skills if you are willing to teach it. Lastly, it can make amazing dirty talk sure to arouse their victims or corrode their will and break their minds depending on orders and how she is feeling that day. However if it feels abused, bored or lonely (not a common occurrence) it might take things a bit farther than normal such as keeping you inside for thirty minutes to an hour longer than you asked or toy with it's victims such as draining someone close to death, letting them recover, then as they try to run away trap them again. No matter what though, it would never harm it's precious master's mind by traumatizing it, unless of course that is what they want.

White Rabbit (600 CP): You should not have this, this leads to madness and evil. This is a vial containing the concentrated DNA of Alice the First. Imbibing this leads to great power and an affinity boost with darkness, giving this to someone with a particularly strong light element could lead to a terrifyingly strong being, capable of wiping the population of most worlds. This invites massive amounts of mutation and horrifyingly could be reproduced by someone with the right knowledge of Monster Girl Biology taking about nine years. You only get one vial, don't lose it.

Companions

Companion Import (100 CP/300 CP): Spend 100cp per pair of companions or 300cp for 8. They each get 800 CP and an origin of their/your choice. You can choose to import or create these companions.

Paradox Party (500 CP): Not enough for you to go with some close friends? Want your harem members to be sexual weapons of mass destruction? Maybe heroes to fight against the dark or diplomats for coexistence? Regardless you may import all your companions using the rules of **Companion Import**.

Canon Companion (100 CP): Like sharing meals with Alice? Maybe enjoy trading blows with Granberia? Now you can take them with you! You may take anybody from the canonical Monster Girl Quest game that is not dead by the end of your ten years with you, but you must convince them first. You may also bring along Cecil, characters like Lilith and Lilim only take a single companion slot. They may be sidestory parodies of themselves if you wish or a combination of parody and canon personality. You may not take anybody who is dead or sealed away.

Four Spirits (200 CP): Inside of your mind are the four elemental spirits; Sylph, Undine, Gnome and Salamander. They possess great power over the Wind, Water, Earth and Fire, respectively. They are great teachers and strengthen your connection to their respective elements. Furthermore they also grant you a stronger Elemental Affinity for their respective element as long as they are inside of you. Normally you would need to fight them to obtain their power but your benefactor seems to have done that for you and has transferred them over from one of Luka's doomed timelines. You will have a two-way telepathic line that you can choose to broadcast over and listen to. They can leave your body if you feel uncomfortable having them inside your head or just want to have sex with them. They count as either followers or a single companion, that can be imported normally, with the benefits of the perks being divided among them, however, you can have the effects of a perk apply to only a single one if you like.

The Battle Fucker Revival Society (300 CP): In this world, there was a competitive sport to see who could make the other come first, man or woman. It was often a rather one sided competition, however it was a fun one. This group of individuals will let you revive the sport. Currently the group of individuals comprises of.... No one. However, from now on in each jump, including this one you will find practitioners of this sport. They will usually be pretty easy to find as they have very sexy, distinct appearances which you are drawn to, and you can usually find at least one in every major city. Depending on the setting they could be humans, magical girls, ninjas, monster girls, nuns, and more. For a wager of gold coins or local currency you can challenge them to a battle fuck, where you must last five minutes letting them molest or fuck you without resisting. If you can avoid cumming you will have won, sadly these Battle Fuckers don't have much to give you other than pleasure, however, they can train you or your companions in their sexual techniques, providing a skilled teacher. As a teacher they will join you on your chain as followers, however they are strict advocates to the sport and will not do anything for you outside of it. Additionally, you do not need to pay the wager again to a defeated Battle Fucker, and can challenge them for free! You tend to only be able to encounter Battle Fuckers in order of difficulty even across jump

lines. Starting at the difficulty of the first Battle Fucker in this setting you will encounter new Battle Fuckers after each win, every single one more sexually skilled than the last regardless of their opponents gender. Terrifyingly, there seems to be no limit to their skill even if it makes no sense for the setting, such that it is entirely possible a secretary in some future modern jump makes you cum faster than a succubus queen in this jump. Be warned, the wager you must pay is higher for each one, however, it is usually never so much that you need to spend the equivalent of billions of dollars per failed challenge. You may take this perk multiple times, once for each gender.

Drawbacks

(Max of +1200 CP)

Monster Boy Quest (+0 CP): The rule 63 option. Now all the genders of the canonical characters such as Luka, Alice, and Ilias, along with all the Monster Girls has been reversed. In this alternate universe all monsters are men and are biologically optimized to provoke orgasm from women in order to reproduce, gather energy and weaken prey. The mandatory requirements for men and women have been switched meaning that now women suffer Critical Ecstasy.

Everyone is a Target (+0 CP): It kind of sucks that women are delegated to mere food and have much higher death rates than men in this world, especially in military positions. But now everyone is fair game. Now Monster Girls (or Boys if taken with the above drawback) are optimized to tease and pleasure both men and women. Maybe Monster Girls now produce a venom that causes women to leak breast milk or enlarges their clitoris temporarily in order to enjoy their sex fluids, the exact method is up to you on how or why they exploit those of the same gender as long as it is sexual in nature. The world should in theory be an overall more pleasant place with less deaths and more openness three-way relationships, though the core problems will still remain. Just be careful that you don't fall into a trance when a lamia or other Monster Girl licks or squeezes a particularly sweet spot. This makes Critical Ecstasy affect both men and women.

Beyond The End (+0 CP | Can't be taken with Divine Judgement): This world doesn't seem to bad. Despite the dark implications surrounding the world and it's state, things seem to be a bit "off" as if in a parody. In this universe Luka spared Alice and Ilias just kind of shrugged her shoulders and decided everything was fine the way it is. Monster Girls still do what they normally do but the odds of death are much lower and you will often find yourself in sexual situations brought about by extremely odd bouts of fate. One day you might find Alma Elma visiting you while working for an all-nighter, other times you may need to go from Monster Girl to Monster Girl getting raped in exchange for directions through the magic forest, succubi dressed in magical girl costumes, Cupid coming down for valentines day, Alice VIII making you into a doll for playtime, etc. Your life will be full of weird events but for some reason they never seem to end up with you being enslaved or killed and things return to normal sooner or later. If you wish you can specify if you have any preferences for the type of shenanigans you get into and with whom you get into them with. Because of the light-hearted nature of this drawback all drawbacks here give 50% less CP. Drawbacks for the most part become similarly less lethal for example, Angel Liver will leave you

tired, weakened, sticky and in pain after being eaten but they will spit you out before you digest since your skin doesn't taste good either.

Paradox/Mod Pack (+0 CP): Adds in Monster Girl Quest Paradox Monsters barring those like the six ancestors, past monster lords and archangels that aren't still alive. These additions are added in a way that make sense to the world without removing the power balancing, which means that Luka will not be impeded by their addition. The Apotheosis monsters will be made by Promestein and prominent characters like the Lilith Sisters, Minotaur Queen and Sun Wukong will be included in the world. You can choose the extent of these changes, even going into MGQ: Paradox itself. This can also add mods and modded monsters like those from NG+ or Hyperdimension Girl Quest, however the mods can't be used to lower the danger of the setting without Beyond the End.

Delphinus Nightmares (+100 CP): WHAT THE F*CK is that?! You seem to attract monsters that are truly bizarre and horrifying. Horrors like Virtue Silkiel, Throne Eggie, and other such monsters of similar appearance will be commonplace. This doesn't make the majority of monsters stronger, but expect to fight an abnormally high amount of horrifying eldritch creatures here. Expect your rape scenes by these beings to feature bizarre fetishes that you will find repulsive.

Disappointing (+100 CP): It's just not worth it anymore, sex in this universe doesn't give you anymore pleasure. You can still orgasm and feel how close you are to orgasm but it is absolutely boring with no excitement, enjoyment or satisfaction. You can still feel joy from other things but being promiscuous won't help your enjoyment anymore than being chaste.

Heartfelt Ideal (+100 CP): You have a dream that you pursue with all your heart, it is a lofty ideal which will require great work and hardship but you will persevere. Despite your dedication, your logic about the topic is questionable at best. You can be insensitive about the bigger picture until someone informs you and may attempt naive, poorly thought out ideas hoping that they will succeed. You will always find new things to be ignorant about, this is of course annoying for those not close to you. That being said this drawback will get weaker as you gain life experience in this world and by the end of your first year you should be able to make relatively-reasonable ideas about how to accomplish your goal but you won't ever be the best at bringing your ideal to life and moral/philosophical quagmires will always blight your path.

How Unfortunate (Monster Girl Only, +100 CP): ... I don't know what to make of you. You are an Unfortunate Monster Girl. That means your top half is replaced with the part that should be your bottom half. This can lead to such horrifying combos as having a spider's face and a woman's legs for example. People will tend to ignore you and surprisingly not run you out of town, though your appearance will disgust many.

Angel Liver (+200 CP): You have been baptized by Ilias, a holy process which protects you against monsters. What it actually does is it disincentivizes the consumption and use of semen, making it taste like angel liver which tastes worse than excrement. Because of this Monster Girls hold you in disdain, even women who are baptized are more likely to be eaten. Now after a hostile Monster Girl gets close to you (punching distance), they will be able to tell that you are baptized and will immediately switch tactics

to trying to consume you. The bad taste even extends to your companions, while they won't eat you, they most certainly won't want to bed you. Don't expect to get into too many sex scenes.

Ravenous (+200 CP): You appear to be walking aphrodisiac for Monster Girls, expect every Monster Girl to want to get into your pants by any means. This does not mean all monster girls will want to rape you but many civilized Monster Girls will try and seduce you and even strong willed Monster Girls like Granberia and Tamamo will be sincerely tempted. If you are within fifty meters of a Monster Girl will know you are nearby and will actively seek you, hostile Monster Girls may even forming unlikely hunting parties to better gang rape you. They won't know your exact location but they will know you are around, if you leave their fifty meter "sense" aura they won't know which direction you went unless they actively see you. If taken with **Angel Liver** they instead all want to eat you.

Severe Critical Ecstasy (+200 CP): You are now no different from any other man (even if you are a woman!). An orgasm now exhausts you completely leaving you unable to fight back or escape at all. It takes a full day to recover from Critical Ecstasy. An ally may still rescue you from your fate, but the risk of enslavement is now much more potent than before. If you are in Critical Ecstasy during the end of your jump, you will count as having died or having chosen to stay (unless you have **Beyond the End** in which case the only real problem is that if you cum they won't take 'no' for an answer until they finish their current rape session {which may or may not involve passing you around with their friends}, they will let you go at the end of the day). This is not triggered by friends or companions.

Shame to the Species (+200 CP): You possess many powers from out of this world, however some of them bring great shame to those around you. To put up a good impression for others you have mentally blocked your ability to use a specific set of powers based off of a theme which can be sword, bare-fist brawling, magic, sexual skills, etc. They must be among your most used powers. You will only use those powers when the world is at stake, or if you are in imminent danger and there are no other options, even when it would otherwise be more practical to utilize those powers.

Hellish Pleasure (+300 CP | Requires Severe Critical Ecstasy): Oh my, it appears as if every touch feels just immensely more pleasurable and blows struck against you more damaging, about twice as much as they should. Furthermore it looks like enemies have more tricks up their sleeves and can take more hits than previously. This could be a major problem during your stay here as all those you face are much more powerful.

Instant Follow-Up (+300 CP): Such is the power of Monster Girls in this world that when they have you firmly in their grasp you are helpless. If a Monster Girl manages to rape you with either their vagina, anus or any organ that can be considered similar you will be left helpless as dark/holy power fills your body with ecstasy and overwhelms your nerves, hijacking them and preventing retaliation. An ally can still save you of course but now you must be careful of more than just orgasm. Please note that enemies can only put you in this directly through status effects such as trance or surrender, an obvious counter attack (which won't be obvious with **Hellish Pleasure**), or if you let them get you in a bind/lock that would pin you utterly without struggling and escaping. This specifically locks your ability to teleport out of binds, you must struggle and break your bonds with your own strength.

Divine Judgement (+600 CP): “Oh Dear Jumper, you have offended me greatly with your sins, present yourself to me so I can properly punish you for your insolent behavior”. As you see, you have created great grievance with Ilias herself. Her global assault will start early, seeing you for what you are, she considers you a failing of the human race and will do her best to wipe the world of all monsters, humans, and most importantly you. She knows your powers and while she might not have the power to kill you right now if she succeeds in her schemes and obtains the power of the drug, White Rabbit, she will become the ultimate lifeform and will become a great, but not unconquerable, challenge.

Straight Shota (+600 CP): Congratulations! You are now Luka the descendant of great heroes and child of an angel. Unfortunately, you are now Luka, without the reincarnations granted by Ilias and without any perks or items you did not buy here. To make matters worse you won't have any of your items, or powers (with the exception of memory perks) from outside this jump, you will get your body mod but no matter what you will look and be the size of Luka. You can bring companions but they also do not get any items or powers (with the exception of memory perks) from outside this jump either. Good luck saving the world! Also, yes, you need to fight through all three games, any path or bad end that results in you failing to save the world and not getting married to Alice is a chain ender. (If you have **Beyond the End** you just need to marry Alice and you don't need to worry about bad ends). Marrying Alice makes her a companion and you can keep your Luka body as an Alt-Form, obviously you can't take Luka as a companion with this.

Scenarios

(Take as many as you want)

Archangel Assault: The Archangels have descended from Heaven and been reborn. You will soon have to face in open battle, both physical and sexual, seven beings who have the capability to wipe all but the Six Ancestors and Alice from this mortal world. They are thankfully divided in their efforts to defeat you, however each has their own legion and the strongest, Michaela and Lucifina, will work together in perfect sync to bring about their end. You will know when they come to face you, they are not subtle in their attacks but they will avoid collateral damage and will only damage the environment as much as you are willing to. If you survive their onslaught and defeat all seven, then you may have take one of them with you as a companion, but one of them refuses to submit. Lucifina will not go with you as a companion unless you defeat all seven at once (You may have help). If you manage to do so then Lucifina will go along with you. Please note, while you can already get Michaela without this scenario, getting her here allows her to use the Sword of Heaven once per day. Losing to them means losing your jump. If you merely run away instead of defeating you get none of them as companions.

Ancestors Unleashed: The Six Ancestors have been unsealed, the strongest children of Alice I, they are the second generation of all monsters and are immensely powerful. They will either make their appearance to the world after the war with Ilias or, if you have **Beyond the End**, immediately. They will challenge the world to stop them and will cause mass havoc, even Tamamo! Thankfully, Tamamo, the

eldest of them, had them swear not to kill anyone, except for challengers, until the end of your stay here, if they are undefeated by that time the world could truly be plunged into a short pleasure filled night after which nothing will remain. If you manage to defeat them then you can take one of them as a companion. If you fail to defeat all of them by the end of your stay here, than you will fail your Jump. Thankfully, they fight alone, unfortunately each of them is on a level equal to that of Lucifina or Michaela in their prime, far stronger than Ilias or Alice XVI. After you defeat them they will be happy to live in peace with humanity and angels, they would also love to have your children, expecting strong progeny so feel free to take advantage of their “services” after you win. Please note, while you can already get Tamamo without this scenario, if you take this scenario, you can either buy her as a companion completely unbound by her seal or take her as the companion you won here (Either way, if you take this scenario and her as a companion, then she is treated as having **Word of Awakening** always on).

Echoes of a Hero: A great hero, sealed away forever by the goddess he swore himself to Heinrich was betrayed by all he believed and made to watch as the world burned around him. Such tragedies can be prevented through your intervention, you will be in this world from the time, Heinrich starts his quest to ten years after Luka starts his quest. Do not worry about butterflying a canon character out of existence they will come to exist no matter what. That being said I hope you are either unaging or a mamano, otherwise you will be in this world for far longer than your lifespan. Heinrich will join you as a companion if he lives a long healthy life and isn't killed or sealed by Ilias. He may die from natural causes or from an accident, but you in no way can force his death nor allow it through inaction while he is relying on you. Heinrich is a powerful companion, he will join you fully sane and about as strong as Luka at the end of his quest. Furthermore, in this scenario Heinrich has even greater potential than his successors about 50% more. He will likely expand on the Cursed Sword Style and would be more than happy to teach you though it will not be easy.

Queen Rami: Rami needs a training partner! This little imp is the best in her race, a prodigious example of breast size and remarkably clever. She is also level 3. That being said this little imp has big dreams of becoming a great and powerful succubus someday, something she thinks you can help her with. She would also kindly ask you to train her friends Remi and Rumi as well, but that is optional. Your goal is to train her until she is able to beat Alma Elma... in a physical fight. The difficulty of this task is compounded by her extremely strange growth rate and potential. She possesses **Sexual Weapon** however it is skewed. She instead learns sexual techniques at a much faster rate than combat, such that for every “level” she gains in combat she gains 4 in sexual techniques. However she also counts as her sexual “level” for the purposes of determining how difficult it is to progress in combat.. It will be incredibly difficult to teach her to be competent in a fight. Remi and Rumi also have this weird growth rate as well. Thankfully Rami, Remi and Rumi do have one edge other than pleasure attacks, they are capable of learning with ease a wide variety of magic, but the effects are pitiful until they get stronger. On the last six months of your jump they will each face Alma Elma in Grand Noah's colosseum, one on one.

If they win, then they will seem to grow prodigiously over the next six months until each of their bodies resemble that of smoking hot twenty year olds, though they are capable of shifting back to loli form if you so wish. They will also lose their childish demeanours, but once again they are great actors and deceivers, being able to fool you with child-like antics if you ask them to, their ability to act and deceive also grants

them a formidable knowledge of what to say and do to tease others, their interests are determined based off of how you teach them. Lastly, their growth rates will stabilize such that for every “level” she would normally gain in sexual combat or combat she would gain 2 “levels” instead., and you may take them as companions. Rami is her own companion while both Remi and Rumi share a companion slot. Taking them as companions they are basically infatuated with your power, and would love to serve their sensei anyway they can.

The End

Go Home- You had enough of an adventure. Time to head back home with your friends and items in toe. You probably have made many traumatic and happy memories but it is finally time for peace.

Stay- Did you enjoy this world? Perhaps you wish to protect it from future calamity and guide the next generation. Or maybe you are a slave entirely happy with their new life. Regardless of your standing you have chosen to stay. Hope you enjoy your time here.

Next Jump- Onto new worlds! You may have had enough of this place or enjoyed your time here but there are many other worlds that could use a helping hand. Or perhaps you want to take your new sex powers to people beyond this world. Whatever your thoughts it is time to see what comes next.

Notes

-On Levels: To clarify, the leveling system in Monster Girl Quest are indications of general power. What this means is that a Level 1 Human will be able to stand on par with a Level 1 Dragon, however, racial abilities like Fire Breathing and Naturally Hard Scales are something a Dragon has but humans don't but they make up for this with skill at arms or magic. Basically speaking each race has their own advantages making their stats lean a different way but no one is inherently more likely to win a fight than another when considering those on equal Level barring strategy and skills targeted at racial weak points like using Wind Magic to outmaneuver a slow Monster so you never get hit.

-If you change forms to something genderless Monster Girls will treat you as female.

-Infinite Stamina and capstone willpower perks like Will of D give you roughly 20 orgasms of capacity for critical ecstasy each.

-Mamano can still naturally learn techniques related to their race if that wasn't clear.

-Life energy in the MGQ universe is a bit weird in this setting considering level drain also exists. The best way I would count Life Energy is based off of ki, not mana. In other words it is based off of the target's durability, strength, and fighting spirit. Keep in mind it is not infinite, even if you have infinite stamina. Any monsters who use this against you can choose to stop draining energy if you are on the verge of

death and depending on your perks you may have a well of life energy enough to sate even that of the First Monster Lord. For any who are curious, experiencing Energy Drain removes any aches, pains and unpleasant feelings from your body and replaces it with non-sexual pleasure which is added on top of the sexual pleasure caused by the method of draining.

-It is ambiguous whether or not level drain is permanent but for the purposes of this Jump and your capabilities. Level Drain will be temporary and last a couple hours after sex at most, if the level drain victim defeats the person who level drained them then the power comes back immediately after the person is defeated. Assume all loss of permanent power in the game is just from Luka growing more and more out of practice as time goes on while in captivity. While you can drain a target all the way down to level 1, you will only benefit from “one hundred levels” at most unless you have an uncapper.

-Request allows you to request things even outside the in-game Monsterpedia. Also, it works great with Intuition of the End for determining if you have a high chance of being released if you make a request, let them have your way with you and then be nice to them. Request is basically reverse Stockholm Syndrome.

-Coexistence with the Drop-In perk for the Monster Girl Quest universe will take about six years to finish.

-If you are a Futa and you have Everyone is a Target you can expect Monsters to be very interested in you and they will be pleasantly surprised to find you are reactive on the male and female aspect making you a treasured commodity.

-Yes, Sylph can size herself up if you want to have sex with her but don't want her to be a tiny fairy.

-Taking Elemental Affinity (Fire, Water, Wind, or Earth) with the Four Spirits allows you to learn a higher level of spirit summon than the third level that Luka and Heinrich achieve for the respective Elemental Affinity(s) you have. Even if you have a level 4 while the rest are at level 3, you can still have all the spirits out at once with enough experience with their elements. You can even achieve even higher but doing such would be immensely difficult and take an astronomical amount of time as new heights yet unexplored by even the strongest beings in this world are paved by you.

-Warning about Proper Protection it does not protect against Minimum Phantasm and Neverland Frontier Status Resistance would be the one to do that. In which case you are affected by Minimum Phantasm and Neverland Frontier for as long as you are in contact with the caster's body or until an thirty minutes passes whichever comes first. This is in large part due to their nature as possibly permanent and powerful status effects. For sanity's sake if Minimum Phantasm wears off while within somebody you would magically leave their without harm to either party.

-Fighter's Sense is basically, a mixture of luck, instinct, and talent. It is a perk that represents or would be like if the player is winning multiple fights on Hell Mode difficulty going in blind without any knowledge of what moves they have or what damage they do.

-Sabasa Spirit if it wasn't clear gives a general boost to your populace in terms of talent, ability and discipline. Most heroes, or the level your own basic guards would be at, are usually around level 15 to 20, for a more known example of a hero other than Luka, Cecil is level 35. This usually means your basic guards will on an individual level be able to contend with Centaurs or Lamia, which are usually noted to be of decent power.

-Note on The Battle Fucker Revival Society if you would rather a canon character rather than an OC become a Battle Fucker that is technically possible, however, you would need to spend CP in jump to take them as a companion as per that jump's rules or have some other way of making them a companion. How, exactly this came to be is up to you to decide but their sexual abilities will still follow the progressive difficulty rules laid out above. They will, however, be exempt from the rule that they can only battle fuck as you did take them as a companion.

-Fapping helps, but only if you aren't in battle.

-If somebody wants to make a Monster Girl Quest Paradox Jump don't let this Jump stop you go ahead.

-Document may be edited further. For the most up to date version here is the link:

https://docs.google.com/document/d/185M3Ch6j-zhbuUbTayw_flItr_yYUy-LwrF33eRj8pY/edit#

Changelog

Version 2

- Clarified perk wording.
- Removed the need to buy elemental affinity to receive some of it's benefits but can still buy it to increase the strength of the affinity
- Created a second line of perks for each origin and consolidated some of the general perks into those origins. However I made sure to avoid making those perks cost more and instead they should cost less than before.
- Created the Collection of Guides, Licenses, Souls and Seals in order to give people some easy access to information in order to branch out and specialize in some of the facets of this world such as ninja training or specialized sexual techniques.
- Clarified that non-active companions can stay in the Lord's Castle
- Made companions 100cp for a pair instead of 50cp for the individual.
- Increased cp for imports and created companions by 100cp
- Reduced price of canon companions
- Added the Paradox Pack
- Added some more detail to Divine Judgement
- Reworked wording on the Queen Rami Scenario to hopefully be more concise.
- Removed Paradoxical Apoptosis to leave the door open for someone else to do MGQ: Paradox