

TSF World

You've likely seen a hundred worlds that look just like this one on initial inspection. Indeed the template for this world is possibly as generic as can be, for just about any world could technically fit the bill. This world could be anything from a mundane modern world, to a fantastical fantasyland, to steampunk future-tech dystopia, and everything in-between. What makes this world different from the others is something that occurs on a much smaller scale. Spread throughout the world are a selection of individuals around which a very specific type of phenomena occurs. For ease of reference, they can be called the TSF-ers. These individuals will find themselves in circumstances where they or people around them are transformed, changed, or swapped around by people and forces beyond their control. More often than not, these events involve a change of gender and body.

In most worlds like these, those changes are not known to the world at large. Often only those directly involved have any knowledge of the happenings at all. People and creatures being what they are, the hijinks of these events usually invariably lead to copious amounts of lust and hormones. The results of this are entirely predictable. You will be entering into this world of chaos yourself, thrown right into the middle of the fray of sexually charged feelings and loose morals. Whether you choose to get involved with that mess or try to do your own thing is up to you. Either way, have **1000CP** to spend on the options in the document below for your time here. You'll be staying here for a decade, though you may find that passing by in the blink of an eye. Time flies when you are having fun.



Origin: *It is time for you to choose your starting origin in this world. This is your backstory, who you are. You can choose your age for free.*

Guy - A common perpetrator of TSF, the majority of these tales have a guy at their centre, usually as the person changing body in some fashion. Often far more diverse in type than the gals you'll see here, you will see ugly bastards, handsome men, boys who would be mistaken for girls, boys who dress like girls, and more. Guys will quite commonly end up changed into gals or be the possessors who take their bodies. Far less often are they the *targets* of such malicious or mischievous body theft.



Gal - The other side of the coin from above, Gals are often caught on the receiving end of the TSF antics. Usually on the notably more attractive end of the spectrum, Gals are correspondingly more often targeted by those who seek their bodies. Those girls with the power to engage in TSF are often quite mischievous and some are downright benevolent. There are naturally still a fair share of them who are in it for the thrill of pleasure, happy to act out their fantasies without repercussion.

Alternate - Rather than the common men or women who make up the majority of the world, you are something other. Something different. Humans are not the only beings out there in the universe and there are many creepy crawlies and mystical creatures who like to mess with them in their own way. You will be starting as some form of strange creature or mystical being. You could be a demon seeking something on the surface world, a parasite looking to find a host, or an impish fairy looking to mess around.



Role: *This is less about who you are, and more about your role in the story of the world. Your initial role at least. There is plenty of time for things to change after all.*

Instigator - You are directly involved in the incident of this particular event. More specifically, you are the one on the path to making it happen. Any TSF events that are going to occur are a direct result of your own actions, whether you supplied the goods originally or if you are the one taking action.



Target - Unless you happen to be into that kind of thing, you are probably in for a bad time here. You may once again be directly involved in the events around, but unlike above you are specifically the target of these events. Someone else is going to be trying to change, possess, swap, or otherwise mess with you personally. Attempts to elude them will just make the thrill of the chase all the sweeter.

Bystander - You are not one of the people directly involved in the mess of TSF that crops up in this world. Neither the person affected, nor the person who is causing the shenanigans, you are instead one of the bystanders who has been caught up in the drama. You could be a friend, family, or just colleague of one (or more) of those involved. In this way, you can expect to still get caught up in the happenings but are relatively 'safe' from direct action.



Locations: *Rather than choosing where in the world you appear, instead you will be choosing what kind of world you will be entering.*

Modern Day

The world you are entering is similar to that of a normal, modern world. The little details may vary slightly, with different people and slightly different landscapes and history, but overall this world is one you should be quite familiar with. If magic does exist in this world, it exists alongside technology or has replaced it such that they serve identical functions in the world. The details are up to you.



Fantasy World

The world you are entering is a classical one of sword and sorcery, a world filled with magic, mages, mythical creatures, and horrible monsters. Adventurers go on quests to clear out cave dwellings, scholars pour over ancient scrolls, and princesses get kidnapped by dragons. As before, the details and theming of the world is up to you. Maybe you wish for a more western themed world, or perhaps you wish for a distinctly eastern aesthetic.

Space Age

Instead of a world of magic, you are entering into a world of technology. This is a world set far in the future, when technology has progressed beyond what many had thought possible. Full dive VR games are common, flying cars controlled by AI are the default method of travel, police wear skintight power armour, and the night is lit up by countless neon lights in the sprawling silvery cities. The details are, as always, up to you, but the basic idea is that this is a world where science has progressed into the realms of sci-fi.





TSF-Verse

This is a slightly more special choice. Of all the choices, this is the one where these transformative powers could be said to truly belong. In short, this is a world where TSF is known, common, and everywhere. A world of chaos that just about manages to function despite everyone and everything changing all the time. Society has adjusted to cope as best it can with this constant upheaval, so you will find any of your own shenanigans being noticed and dealt with far less confusion. There are schools to teach TSF-ers how to best utilise their powers, websites where people rent out their bodies or sell their services, police forces tasked to handle inappropriate uses of powers, and so on.

Familiar Place

The above options give you a blank slate to craft your very own world from. That isn't necessarily what you want though. Many TSF tales take place in worlds with their own stories already. Instead of entering into an original world, you can instead choose to enter into a more familiar one. You can choose to use this jump to enter into an already existing IP, such as Genshin Impact or Touhou. By all accounts these worlds will be nearly identical to normal, barring some little changes such as the introduction of a few TSF-ers or the cast having slightly more pronounced assets.



Perks: Perks are discounted to half price for their origin. 100CP perks are free on discount.

Guy

Clean Getaway [100]

You know what comes after all the fun? The clean-up. Not a pretty job. Lots of stains, sticky fluids, and crumpled clothes strewn around the place making any kind of attempt at subterfuge largely a moot point. For you though, years of practice has left you a master when it comes to clearing away the evidence. You could hide away all the incriminating items and spillages in no time, appearing as fresh as a daisy within moments of someone knocking at your door.



Skip School [100]

People like to focus on all the fun or shenanigans that TSFers have when they've undergone their change. Less noticed is the gap that their 'disappearance' leaves. The world keeps turning with remarkably little change. If someone were to ask close friends you might hear rumours of you going on a trip, but otherwise your absence leaves very little impact on the world, and you would be able to return again with very little fanfare. "Oh, you're back from holiday? How was it?"

Faceless [100]

Who are you? No-one cares. You're just a random bloke, one of the faceless masses that go by every day. Actually, what DO you look like? Nobody can seem to quite recall your face. At most they have a vague recollection of your mouth turned up in a smile or twisted into a frown. It's like the top half of your face is forever covered by shadow. People wouldn't be able to point you out on the street, or identify you in a line up, because they have no features to go off of. Obviously if you don't want to spend your whole life as a background figure you can choose to turn this effect off.

Blending In [200]

To act is to pretend to be someone you are not. When you are quite literally someone that you are not, acting becomes a much more relevant skill in everyday life. This is especially true for supernatural or alien creatures that can't afford to stand out, but equally true the more human TSFers. As such you are very good at quickly falling into the role of someone else. Your mask may be more organic than most, but a mask it is all the same. So good is your acting that even family and close friends of those taken wouldn't question a thing.



Universal Weak Spot [200]

Everyone has a weak spot. Their own achilles heel. When you attack that weakness, they'll lose all their strength to resist, becoming so much putty in your hands to be moulded. They may still put up a pittance of resistance, but it is obvious to all that their heart isn't truly in it. You are adept at finding and attacking that specific weak point. It varies from person to person. Some people have a more 'internal' weak spot while others might be left helpless with a bit of playful breast play. Whatever the case, once you have them in your hands they aren't getting away any time soon.

Bystander Effect [400]

One of the surest ways to kill the mood is if someone comes up to stop you when you're having fun groping yourself in the middle of the street. It's a good thing that the bystander effect is a hell of a thing. No matter how you conduct yourself in public, no-one will seem to get involved. The little voice in their head that would normally be telling them to intervene is instead saying "someone else will deal with that".

Gettin' Lucky [400]

And isn't just a euphemism. You are simply incredibly lucky. Stop me if you've heard this story before. A random guy is walking down the street. Maybe he's had a hard day at work? Out of nowhere, he stumbles over a box. When he opens it, he finds a magical object capable of changing his life. That guy is you (maybe not literally, but you get the point). You are a very lucky person. Maybe not in your average day to day life, but occasionally you will stumble upon a massive windfall that would more than make up for any ill fortune you've experienced recently.

World Traveller [600]

Even with fun transformative powers, the world can feel boring and lacking in variety. The appeal of fantasy isn't lost on the fantastical. It is a lucky few TSF-ers who have the ability to enter books or TVs in order to take or change the bodies of those previously fictitious people. Once their goal has been accomplished the TSF-er is then able to leave the fictional universe bringing with them their new host body if they happened to claim one. The only downside, if it can be called one, is that once in the real world again, any powers the character may have had in the story will be limited to be more in line with the rules of the 'real' world.



Gal

Extreme Pleasures [100]

People always say girls feel it more than guys, and however true that may be for other people, few people would feel as much pleasure as you do. Like lightning in your veins, fire through your blood, the pleasure you feel as you pleasure yourself in your body is enough to make one addicted. Not that you actually would get addicted. It is a rush that sends shivers down your spine and leaves you delirious from pleasure, as it would to any would-be possessors who were sharing the body. You can tone this feeling down if you wish.

Super Star [100]

Not everyone is born equal. This fact is true no matter where you go. Happily, you were born with an advantage blessed to a rare few: you are incredibly attractive. There are a lot of doors that open for you just by virtue of being pretty enough. You could easily become a supermodel with your looks, with perfect skin, luscious hair, and a body shape that many would kill for. This will, however, make you a far more attractive target for any rogue TSFers in the area, so you may have to be careful with that.

Basically A Bitch [100]

Guys can be mean, but Gals can be downright vicious at times. Yet somehow the latter group often gets away with it when they bully others. People are inclined to believe you innocent of any wrong doings and bullying others may accuse you of having done. You are such a model student, a hard worker. How could you possibly be a bully? They must just be lying. Unless presented with hard evidence, it is unlikely you will face any real consequences of your actions. Do be careful who you push around though. More than a few of these tales follow the story of a victim who suddenly finds themselves with mysterious powers and a desire for revenge.



Cosplayer [200]

If ever there was a body that was suited towards cosplaying, yours would be it. It is perfectly suited for cosplaying as other characters. With a basic outfit and the mildest of makeup applied, you would easily be able to pass as a near carbon copy for whoever you dressed as. If not for the fact that your body doesn't actually change in size or shape, one could be excused for thinking you had some ability to shapeshift. Cosplay is not a skill limited to just one body, so you will find that even in other shapes or bodies, your talent for cosplay still goes strong.

Queen Bee [200]

Humans are social animals, but some are more social than others. If a school was a hive, you'd be the queen. From a social standpoint at least, you are often the center of the crowd. A real social butterfly, you are very good at making friends with other people. You are very popular, the kind of person that gets voted class president or team leader. Rare are those who think poorly of you without personal experience. Unfortunately this kind of popularity has a way of attracting jealousy in equal volumes, and from the most unlikely of places.

Yurination [400]

In every girl there are two wolves: one that likes men, and one that likes women. Who cares about that first wolf though? What we're after is that second one. You are very good at awakening that second wolf. A little peck on the lips, a lingering hug... it doesn't take much for them to start feeling things they aren't used to feeling. You know what's better than one girl in a relationship? Two girls. This can be exchanged for an effect of the opposite gender if you prefer.



Mind My Own [400]

Your body may be subject to the whims of others intentions, but your mind is your own. It is a castle, an impenetrable wall that can weather every kind of abuse. You cannot be broken, you cannot be suppressed, you cannot be put to sleep. Even if someone were to steal your body, you would be able to remain aware of what they are doing in it, for better or for worse. Attempts to subsume your soul or mind would end poorly for the attacker, your own mind overtaking theirs in turn, either stopping the attempt or consuming theirs in turn if you so choose. With a great exertion of will, you might even be able to expel the foreign invader.

Absolute Territory [600]

Your body is yours and yours alone. To the world of magic and science fiction, there would appear to be a type of absolute boundary between your body and the outside world, one that doesn't allow foreign influences to cross it. To put it simply, your body fundamentally rejects attempts by others to change it or otherwise steal it. Of course, this may just make you an all the more tempting target for those so inclined, and your friends and family may not be so safe from their methods. If you wish to, you can consciously choose to 'adjust' that boundary and allow others to affect you again, though if possessed or stuck as a hollow skin you would be able to vie for control again at any point.

Alternate



Windows To The Soul [100]

The eyes have always been known as the windows to the soul, and there is very good reason for that. Yours in particular have a more direct link to your soul than most. Enough so that you can light up the centre of your eyes with an otherworldly glow. No matter what body or form you are in, you can make either the iris or pupil of your eye glow with a certain colour. Those that glimpse this light will know that you are something other, something supernatural.

Look No See [100]

As a general rule, it's best for the unnatural to remain out of sight. It helps avoid the panic of humans, and lets those hidden move around with little trouble. Hiding from sight comes naturally to you, the instinct of an ambush predator further honed by years of experience. You could stay in the shadows and pass by unnoticed wherever you went, whether it be in a busy suburban city or a quiet country town. An optimal skill for sneaking up on your unsuspecting victims.

Sexually Charged [100]

Not too much unlike a battery, albeit an extremely sexual one. Among the odd species that like to assume human guise, a portion do it not to cause trouble but simply for food. Some species of slime are known to be able to survive off of orgasmic juices, while there are demonic species like the succubi who can absorb emotions such as lust in order to nourish themselves. Along a similar vein, you are capable of gaining nourishment from the carnal love of humanity. To put it another way, having sex would be like having a wonderful meal, and visiting a brothel would be like an all-you-can-eat buffet. Normal human foods are still on the table, figuratively and literally, but more exotic options are available.



Harmless [200]

Why would anyone be worried about you? You look harmless! Almost cute even! Something about your appearance puts people at ease, makes them let down their guard or at least lower it. Whether as a weird purple bug or a large slime-like monster, people are ill-inclined to run screaming when they spot you, even when by conventional reactions they would have. The more harmless looking you are, the more they will lower their guard. With large doey eyes and soft fur, people would be walking over and petting you in seconds. All the better to get them.



Little Bit Of Magic [200]

This may sound a bit redundant, but supernatural beings tend to be supernatural. Some are supernatural by nature, but others are supernatural by power. Certain creatures have enough of a spark of magic that they can use it for their own ends. Like them, you have some minor magical abilities yourself. That said, a spark is still just a spark. You won't be rearranging any streets on your lonesome, but you are more than capable of casting a few small spells. Little charms like a harmless sleep spell, a bit of succubi charm, that kind of thing.

Escaping The Seal [400]

A tale as old as time: The tricky spirit is sealed away in a rock or an urn centuries ago, only to be let out by foolish explorers or stupid tourists. The moment that you are sealed away, events will be set in motion to culminate in the seal being undone once more. Assuming it is possible to unseal you, you will never be trapped for more than a few years before you are freed again and ready to cause chaos. The more simple it would be to undo the seal, the faster you will be released.

Double Tap? What's That? [400]

Someone apparently never taught your enemies that particular lesson. Maybe you should do it in their place. As a creature, monster, troublemaker, or whatever you are, you can expect certain people to want to put a stop to you. But you will find that those who would seek to slay you generally do a piss-poor job at finally sealing the deal. They never seem to check if you are actually dead, instead usually leaving only on the verge of death rather than lacking life altogether. Even just faking your own death would be enough to make most people lower their guards, a job well done in their books.

Revengeance [600]

The greatest monster to fear is the one that doesn't stay dead. The valiant knight may slay you, the pure maiden may seal you away, but so long as they don't obliterate your soul they will live to regret this decision. Because you will return, and return far closer to home than they could ever dream possible. In the event that you are killed or otherwise forever sealed, your soul will be reincarnated into the body of the child of your slayer. From there you can plot your revenge. Why would parents ever suspect their child of being the demon that they had conquered? You'll find that time will 'skip ahead' until your awakening, flashes of that life passing you by.



Instigator

Beauty Magnet [100]

The average person is, well, average. Most people you would usually meet would be quite normal in character and appearance. At least that is the case for other people. You on the other hand bump into the above average on the regular. You'll be seeing those one-in-a-hundred beauties on every corner, and even those one-in-a-millions aren't an uncommon sight when you go out. All the better for selecting your targets.

Fun Times [100]

Some creatures change or possess others as part of their nature, whether to feed or hide. Others do this for more nefarious purposes; revenge plots or wicked schemes. And a few just do it to have a good time. Like a mischievous, fun-loving fairy, you have an unnaturally strong instinct for honing in on those who would be the most interesting to target or those who would actively desire it. You have an innate sense for who would be the most entertaining to watch if changed, possessed, swapped, or so on.

Adjustments Made [200]

Changes made to your body are rarely going to be on the small side. Whether your body is being changed or if you are entering a new body altogether, even the smallest differences in weight and size can lead to massive problems with balance, grabbing objects, and so much more. For you though, you take to your new forms like a fish to water.

Those normal adjustments people would have to consciously think about for days come to you as if by instinct. You might have a brief stumble at first, but at most you'll just break stride.



Devil On Their Shoulder [200]

Just because you are an instigator doesn't mean you need to get down and dirty with the business *personally*. Your skill is getting other people to get involved in these acts of TSF. Your honeyed words could encourage them to make use of a special item that they found or you supplied, or maybe even convince them to willingly be the recipient of an act of TSF. Those resistant to the idea will naturally need more convincing, but bit by bit you could chip away at them, until their will starts to falter.

Incuming Memories [400]

All that we are are thoughts and memories, desperately snatching life from the jaws of time. Memories make a person, so to truly take another person's place in the world you would need to obtain their memories too. Rather than fumbling around the place like an idiot, after assuming the form of another person you have the ability to gain all of their knowledge and skills too. It just requires a bit more of an... 'intimate' touch, shall we say, to get the process started. The initial pleasure will bring with it bits and pieces; small flashes of their life. It is only at the climax that the memories will be released and come flooding in.



Target

Favourable Changes [100]

Being changed is a gamble, no guarantee you come out looking good. But you can stack the deck. Even as an ordinary plain guy or gal, after being changed you are going to look like a supermodel. However attractive you are in your normal form, you are going to be multiple times more so after the change. Sadly not an effect that stacks with each subsequent change, but still nothing to scoff at. You can even ensure the transformations of others initiated by you have this same guarantee.



Refitted [100]

You are likely going to end up being changed in some way during the course of this jump. Especially if a target for a TSFer. There are those who, once changed, are left in drooping, ill-fitting clothes, or torn too-tight shirts. That's not so much an issue for you. Whatever ends up changing you also tends to change the clothes you are wearing. They could change to be fitted for the opposite gender, different sizes, and even open up holes for ears and tails that might have miraculously appeared. At the very least you won't need to keep a wardrobe on hand.

Spirit Bait [200]

Certain people have a greater spiritual presence than ordinary people. Shrine maidens, mediums, and so on will often act as beacons to spirits and ghosts. The same is true for you. Your spiritual power, your aura, your 'scent' is particularly potent. It draws spiritual and supernatural beings to you like moths to a lamp, ones who might like to take or borrow a body for a brief stint. Just make sure that they're willing to give your body back after they are done, or direct them to other people. It would be all too easy to end up with your body spending more time under the control of a different soul than under your own.

It's Better This Way [200]

A change doesn't have to necessarily be a bad thing. Even something as unfortunate as having your body taken for a joyride can have unintended positive side effects. You will find that the changes wrought upon you actually often end up as a net positive, socially at least. You may wake up to new friends who enjoyed that different side of you from last week. If you change genders you might have people coming together to show you how to live as the opposite sex, giving tips and tricks, and taking you out to parties. Change can introduce new flavours into your life, and into others.

Sticky Skin [400]

Just because you were the subject of unwitting change doesn't mean that you didn't enjoy it happening. On the contrary, when did you say you wanted it to end? Your body has the strange ability to prolong any TSF related changes made to it, past when the original instigator would have cancelled its effects. You can't depower *this* magical girl by knocking her transformation device away. Even would-be possessors and the like would be forced to remain in your body until YOU decide they can leave.



Bystander

Friends With Benefits [100]

Friends help each other. What's a little bit of intimacy between friends after all? You will find that your friends have somewhat looser morals than most, fewer inhibitions when it comes to more sexual relationships. While by no means are they suddenly becoming sex maniacs, they are still much more willing to have one-off flings with you. Should they find themselves with a different body or appearance, those inhibitions seem to vanish altogether.



Temporary Fix [100]

With other TSFers about, causing chaos, changing people and so on, it is entirely possible that your own friends or loved ones would be on the chopping block. It may be a laugh if one of your friends takes over your girlfriend's body for a bit, but you don't want that to be permanent. At that point they might as well have died. Fortunately you will find that when those around you get messed with in such a way, it is always a temporary thing. On the longer end it may go on for a month or so, but usually the whole thing will be over in a week at most.

I've Got A Bad Feeling About This [200]

Millions of years of evolution have left us with instincts geared towards avoiding danger. You should make sure to pay attention to your own instincts, they may be trying to warn you about something. That alley looks rather creepy. You should avoid that weird old man. That kid looks like he has bad intentions. These instincts would serve you well at avoiding trouble from any would-be TSFers, or other creeps. Maybe you could send a 'friend' in to 'test' the waters.

Omnipresent Bystander [200]

A bystander is just that, a bystander. The chaotic shenanigans may not directly affect you, but you will be present to see them happen, and to experience the events that come after it. And these events seem to crop up around you all the time. You will discover that these kinds of incidents ensue around you a lot. Far more often than probability would dictate they do. Sometimes it may feel like you can't go a month without people on the train suddenly swapping bodies, your boss inexplicably changing gender, or your friend revealing themselves to have become a magical girl. May you live in interesting times.

Mate-shaped [400]

You may not have had much luck with human women, but inhuman women are another matter entirely. It's debatable as to whether this could be considered a complement, but monsters and other supernatural or otherworldly creatures seem to identify you as prime mate potential. Or at least a good lay if they don't want a long term commitment. If you aren't currently the ideal gender for them, well... that can be fixed easily enough. Be wary that people approaching you at the bar aren't hiding fox ears under their hat, or worse. You might not be *personally* involved with the TSF, but that doesn't mean you can't have fun with the after-effects.



Items: *You may choose to discount any one 100CP, 200CP, and 400CP item. 100CP items are free on discount. Suitable options can be imported into the items if they fit.*

Toys [100]

Children play with toys, but adults? They buy 'collectables'. Within a small glass cabinet you have accumulated a large variety of expensive models, comics, cards, and figurines. Any one of them is worth more than most would be comfortable admitting. You could look at them, give them to others, play with them, or whatever it is you do with these things. They also work as quite good references for practising with transformative powers. Quite uniquely the figurines act as suitable targets for body-swapping type abilities.

"Toys" [100]

Humanity invented tools to help them. Millennia of generations has only made these better and more efficient... and also more enjoyable. The sex industry has had a long time to expand their market, invent new toys, anything to make the experience more pleasurable. Stored within an discreet plain tin is a selection of various sex toys and tools for yourself to use. There is a whole range, including items for both sexes. Maybe hide it under your bed, no-one checks under there.

Streamer Setup [100]

Time is fleeting, moments passing by that can never be recovered. But with the right equipment, snapshots of time can be captured for later viewing. That's really just a fancy way of saying you can record yourself or others with a camera. Maybe you want to preserve a memory, show off to friends, or post something to the internet. To that end, you have acquired a proper streaming set up. An expensive camera, a high quality microphone, and video editing software are just some of the things you've bought.



Convention Flyer [100]

A simple envelope with a flyer inside. Pull out the flyer and you'll find out about an upcoming convention at a time and place that are convenient for you, focused on a theme or franchise of your choosing. Not only are the event and attendees high quality, but there are lots of people doing cosplay, and the cosplays are so good you'd think everyone's transformed into the characters themselves, so it's no surprise there's also several cosplay contests being held. Everyone will see this as normal, so why not show up in character yourself?

Succubi Suit [200]

Despite what it is called, the origin of this outfit is unclear. Whether it belonged to a demoness or not, it lives up to its name. This is a revealing set of clothes made from a very soft and smooth feeling fabric. This outfit will reshape itself to fit the body of whoever puts it on, highlighting their best features and buffing up any parts that may be lacking. The faint lingering magic imbued into the fabric gives it, and the wearer, an almost otherworldly charm that could put those who view it under their charm. People are far more open to *suggestions* while wearing this. The cloth appears to be all but painted on to the wearer so closely does it stick to the skin, allowing one to see every crease and fold on your skin. Not an outfit to wear in polite company, though it would work well as some underclothes.



Costume Closet [200]

This may be far more mundane than other closets offered in this jump, but by no means does that mean it isn't valuable. It's a veritable treasure trove to certain people. This walk-in closet is filled to the brim with dozens of different costumes and cosplays of various characters. You could clothe a small village with the number of different items in here. These costumes range from cute to risque, from generic to specific. A small fortune has been invested into accumulating this collection.

Adventurous Armour [200]

At first glance this looks to be a fairly traditional set of armour seen in all kinds of medieval and fantasy worlds. It is only on closer inspection that one might notice that the metal that makes up the majority of this outfit is notably more elastic and bouncy than metal has any right being, not to mention the fact that it leaves quite a few openings for enemies to strike at. Despite all that, it still serves perfectly well as a set of armour. It is very good at turning away cold steel.

Meatsuits [400]

To avoid getting the police called on you, it would be best to make sure no-one else happens to open this closet. Arrayed in neat rows inside the small room are a dozen or so vacant bodies. Each one of them is alive, but nothing is going on in their heads. No soul calls these bodies home. They may have been victims of a nasty TSFer, or created in a lab by a mad scientist. It is unclear where they came from. Either way, whatever made them the way they are ensured they are also in a perfect stasis. They are optimal vessels for any souls or creatures in need of a physical body.

Cash [400]

You have found yourself with a sizable inheritance fund. Some great grandpa who was a successful businessman passed away months ago. Your name was in their will, and so you have all of a sudden acquired an impressive amount of wealth, set to trickle to you slowly over a few years. Enough that you don't need to worry about getting a job for the next few decades at least, even if you spend carelessly. This, of course, frees you up to do other things with your time. Supposedly there is a shady market for TSF stuff you may be interested in splurging out on. You certainly have the spare income to have fun with that now. It's best not to question how the money still ends up in the right accounts even after you switch bodies or lives.

Apartment [400]

While no sterling mansion, this is nonetheless a comfortable little home for you to live in. It is a quite typical upmarket apartment, with a good kitchen, several bedrooms, a living room, and a nice bath. The rent required for this place has been taken care of automatically so you won't need to worry about a landowner banging on your door demanding money any time soon. It wasn't a written requirement anywhere on the website, but this apartment block seems filled with a disproportionate number of attractive people.

Black-market Phone [600]

Not a phone bought from a black-market, but instead a phone that can connect directly to the black-market. The phone has all the normal functions a phone might have, but one of the apps will take you to a flamboyantly styled virtual shop. The items that this app deals with are quite special. This is a black-market for exclusively TSF related items, TSFers trading interesting bits and bobs, pieces of information, and crazy inventions. Every few days the app will advertise an interesting item that might pique your interest. Once payment is made a faceless courier will deliver the goods within a couple of working days. Your own items can similarly be sold in this way.



TSF Powers: *It is time for you to choose the TSF ability that you have gained in this jump. Given the primary focus of this world, you will receive a 400CP stipend for this and the TSF Items section alone.*

General Options

Source [Free]

Before you start to choose what kind of power you have, you can also choose what the source of this power is! These kinds of powers can originate from all sorts of things. Could it be that it comes from some kind of science experiment? Perhaps it is magic? Maybe aliens gave you this ability? Or maybe it was innate to you without any outside interference. It could even be something completely different from any of those options, such as the blessing of an eldritch god. It's up to you. This is more flavour text than anything.

Mix and Match [Free]

There are a good number of different powers down below, however there are a whole host of different variations that still remain. While you cannot change the core power that is granted to you, you are able to change the theme or aesthetic of what you gain. Maybe you wish for your slime form to be some variant of nanomachines? Maybe only certain things trigger it? You choose. Furthermore, should you purchase more than a single TSF power you have the option of mixing the powers together in any way you wish. You may entirely combine powers, mix together some of their effects, chain together the sequence of events, and so on. This fusion can extend to the TSF items below as well.

One Time Only [Free]

The TSF Powers listed below are very freeform and without cost to use. However sometimes too much freedom can make things lose their shine. If you wish, you can choose to make it so that you only have one single complete use of a TSF power below each jump. That means only a single swap of bodies or gender, only a single possession or parasitism target, and so on. In exchange for this limit, you will be able to purchase the power for only half price, including upgrades.

Upgrade [200]

By default your ability will start at the base level of power; tier 1. While still potentially potent abilities, they are generally slightly more limited in scope and versatility. With an Upgrade, you can increase the power of a single power to that of tier 2. The specifics of each upgrade are written by each power, but as a general rule they are all more powerful or allow greater freedom. If there are multiple possible upgrades, you may choose which option to upgrade to.

Share The Fun [200]

There is lots of potential fun to be had with these powers, but sometimes it's nice to have the company of your friends while you mess around. Friends can be a temporary fancy if you're never the same person for long. You have the rare ability to share your gift with another person. Specifically, you can share one of the TSF Powers you have purchased with someone of your choice. Once shared, you will need a few weeks before you can share again. If you have bought multiple powers, you can choose which one to share.

Retroactive Changes [200]

The changes enacted by TSF are usually small-scale and interpersonal. Yet it takes surprisingly little extra energy to make changes on a wider scale. When using one of the TSF powers or items you can choose to extend the effect to the rest of the world. More specifically, you can 'rewrite' history so that from the perspective of the rest of the world whatever has changed has always been that way. Joe was always Jane. Xiao Mei never existed in the first place. Mitsuha had started becoming tomboyish since puberty. A very useful, if scary, power to have.



Make It Stick [200]

Often most of the various TSF changes are of a temporary sort. A possessing ghost can still leave and return to normal, a skinsuit eventually becomes normal again after being taken off, and so on. If you want, you can make those changes a bit more permanent; properly permanent, the kind of thing permanency that can't just be undone by someone else's exorcism or magic. Transformations don't just wear off, and changes don't simply fade with time. People will have to cope with the new normal. Of course, only having one extreme or the other isn't very fun either, so you can also take a bit of middle ground and designate just how long someone is stuck with their change.

Natural Phenomenon [200]

Generally TSF events are the work of someone, usually a bad actor of some sort. But this is not always the case. Sometimes things just... happen. Reality itself glitches and everything goes askew. Sometimes these events are simply natural worldly phenomena. If you want, you can make the same apply to the purchased powers below too. Rather than you specifically being in control of them, you can make them strange unique natural events. Perhaps sometimes entire buildings of people will suddenly astral project? Maybe sometimes during puberty teenagers will start randomly swapping gender? What if sometimes couples just wake up in each other's bodies? While you are no longer in control of the power itself, the specifics of the event are up to you.



Specific Powers

Ranma Special [100]

Maybe one of the most mundane of TSF abilities, but one that is well known and loved, with plenty of chances for fun shenanigans. You can swap your gender at the drop of a dime, transforming into the form your body would have taken if you were born this way. If you wish this change could be based on a specific trigger such as contact with water.

>>Upgrade: Shapeshifter

Your ability to change forms is not limited to merely switching between two genders. Rather than that, you have gained the power of freeform shapeshifting. You can change your body freely in whatever way you wish, provided that you remain within the bounds of humanity. You can look like whoever you want, or mix and match to your leisure.

>>Upgrade: One (Change) For All

Originally this power was limited to just yourself. Not so much anymore. You now have the ability to enact this type of change not just on your own body but on those of other people as well. With a touch or the snap of your fingers, you can change the gender of anyone you want. Make those macho men into delicate young women, or middle-aged women into handsome young men.



Mirror Mirror [100]

Originality is hard. Copying someone else's work? That's easier. A power that is often born out of jealousy, you have the ability to copy the form of someone else. Once copied, you can transform either yourself or someone else into that form. By all accounts the target of this ability would become an exact twin of the original template body, from their looks all the way to the way their talk. If you want, you can instead make this a shadowed mirror, with the recipient of the change becoming a 'pallet swapped' version of the original.

>>Upgrade: Double The Fun

The problem with turning person A into person B is that you need person A to be there in the first place. Getting more of B requires the loss of A. What if you want more of B without losing A? That's where this power comes in. Instead of simply copying and pasting someone's image on to someone else, you can clone them wholesale. This clone, like before, can either be a perfect clone or a reversed mirror of them. However, as a creation that you made, this clone as recognises you as their highest authority. You are their god, and so everything you say goes.



Shrinkage [100]

This is certainly one of the more interesting types of possession abilities and one that involves no small amount of work on your own part. You are capable of shrinking your body until it is no bigger than a finger. At this point, you can then attempt to reach your target. By entering into their body, either via the mouth, the ear, or other entrances, you will soon find yourself miraculously in control of their body. While in control of their body you are nonetheless still in control of your own miniature one inside of them and can continue to move it around inside their body at your leisure.

>>Upgrade: *Super! Small*

Smaller creatures are naturally more susceptible to damage. Kicking a rat is always going to do more than kicking an elephant. The same should hold true for you when shrinking. But for some reason the universe has gotten a bit muddled. As you shrink smaller, your speed and durability will actually increase. At minimum height you'll be several times faster and harder than normal. The chances of your target blocking you or hurting you when you go after them will drop significantly.

>>Upgrade: *Parasitism*

A more visceral and physical takeover, when you shrink down in size, you take the form of a small parasitic creature of some kind. It could be a snake, a bug, an eel, or something else. Either way, when entering into the body you are capable of taking over your host using your biological abilities. This usually involves hooking up to the nervous system or brain. Like some other options, this kind of physical presence within their body allows you a greater degree of control over aspects of it. You have root access to their brain, and can mess with it as you wish.



Monster Girl Mayhem [200]

Changing genders is cool enough, but it can also get a bit mundane. While the other gender can seem like a different species altogether, they aren't actually. Let's change that a bit, shall we? Instead of just turning into an ordinary girl (or boy), you are capable of instead changing into a species of monster girl! Which kind of monster girl? Any kind you want! You might even be able to change into multiple different kinds of monster girls. Naturally that means some inhuman features, an in-built level of sexiness that would be surprising for something that isn't strictly speaking human, and some minor species-specific abilities. Long story short, you are a nerd's wet dream.

>>Upgrade: Monster Girl Virus

Monster girls are cool enough, but they also tend to come with a trait that is pretty special in its own right. Their very existence is infectious. Some species of monster girls are able to convert normal humans into more monster girls. And this is a trait you share. You can infect people with the monster girl virus, turning them into a monster girl of your choice. And then, they are able to go on and spread the virus by themselves without your presence being needed. You can choose if the virus only spreads certain species of monster girls or if it is entirely random.



Fusion HA! [200]

On the scale of the two extremes of changing others and changing yourself, this would be slap-bang in the middle. You change both others as well as yourself, for you have the ability to fuse bodies with another person. Your bodies will melt together like liquid, recombining to form a body that is a combination of traits of both of you. The exact manner in which you fuse is liable to affect the prominent traits that emerge from the fusion, so it is entirely possible for the fusion of the same two people to have two entirely different results. You can choose how much control the fusion target has of this new singular body.

>>Upgrade: *Three's A Crowd*

Why stop at fusing only two people? Why not three, four, or five? Your ability to fuse with other people has lost its previous limit on how many people you can fuse with at once. You can sequentially fuse with more and more people as long as you want, each time adding their various traits and strengths to yourself.

>>Upgrade: *Stable DeFusion*

Once you have combined with other people, you can obviously also uncombine if you wish. Your fusion ability has stabilised to a far greater degree, and so consequently you have more control over your ability to fuse and defuse. To this end you have gained the ability to control who keeps which characteristics once you separate again, such as deciding who keeps their bust size or hair colour. If taken to the absolute extreme, you could effectively choose to swap bodies with the victim.



Going Ghost [200]

Another common power but one with far more potential for abuse. If the Ranma Special was all about having fun with your own body, this one is all about having fun with others. You have the ability to enter a spirit body-like state. Whether this be from astral projection or your body physically turning ghostlike is up to you. In this state, you can enter the bodies of other people in order to possess them, hijacking control of their body.

>>Upgrade: Fragmentation

The funny thing about a spiritual body is that it is much freer in form. While in spirit form, you will find that you have much more control over your shape, to the point where you are actually able to split your spirit into multiple parts. Each of these parts are still innately your own soul, and so you have full control over each segment. Using these split parts, you are able to possess multiple people at the same time, or possess someone remotely while keeping your own body.

>>Upgrade: Player Two Online

You may be able to hijack another person's body, but who wants to do *everything* for someone else. Sometimes it's nice to let them take the reins while you act as a mere spectator, posing suggestions as you will. You can choose how much control you have over your target's body, ceding control of the rest of it to the original occupant. If you wanted, you could fade into the background entirely, becoming a voice in their subconscious. They would follow your suggestions without even realising that it wasn't their idea in the first place.



Virtual World [200]

With the age of technology came a new avenue for transformations to occur. Certain TSFers hold the power to inhabit or influence technology in strange ways. The lines between virtual and reality can start to blur. One of the simplest examples of this would be the ability for someone to possess and control pieces of technology, taking the phrase 'living on the web' to the next level. Naturally the place they exit doesn't have to be the same place they joined. Some have also discovered that other people can make great exit terminals, provided they are in some way next to a screen. After all, what is the brain but a biological computer?

>>Upgrade: Character Editor

Rather than just bringing reality into the virtual world, you've learned to inject a little bit of the virtual world into reality. A person is but the sum of all their choices, and those choices can happen in places other than the real world. When someone makes a choice online, you can make reality reflect that in turn. A man who chose a female character in a game might suddenly find themselves sporting an impressive rack of their own. Someone who lied about their age may suddenly find themselves losing or gaining a decade. Apply that kind of power to a character creator and you might find some very colourful characters popping up.



Hollow Body [200]

If someone were to open you up, they would find that, despite seeming for all intents and purposes like a functionally normal body, you are an empty shell of skin. You are capable of opening up to expose this hollow, allowing other people to enter in and wear you like a suit. You have full control of who is controlling your body while like this, and either way are able to exhibit the strength of both of you combined. Whatever size or shape of the one inside of you, as if by magic there will be no sign of them beneath your skin unless they actively try pushing against your skin. If you wish, you can even force whoever wears you to assume your form even once you have been removed or conversely take on their form once worn by them.

>>Upgrade: Hollow Finger

Rather than, or perhaps as well as, having a hollow body, you have a strange 'hollow finger'. This finger is not literally hollow but instead is capable of turning other people into a hollow skinsuit that can be worn by you or other people. You could activate this effect by poking a hole in them or tracing a line across their back, or something else along these lines. You can control whether they are still aware in this empty state or if they are an inanimate empty skin. Like with the hollow body, whoever wears these skins will assume the form of the victim.

>>Upgrade: Skin Printer

An alternative to the Hollow Finger, you don't turn someone into a skinsuit so much as use them as the basis to create an entirely separate skin. Like a snake shedding its outer most layer, they themselves will be fine but will leave behind a wearable skin that will make any who put it on assume their form, however different in size and shape they might have been before. This does mean one could have two or more versions of the same person walking around.



Spiritual Change~ [200]

Transformations of the flesh are on occasion accompanied by changes to the mind. The soul changes to suit the body just as the body changes to suit the soul. Rather than enacting a physical change on someone, you are able to enact a mental change on them instead. Much like a sliding scale, you can nudge someone to become more masculine or feminine depending on your personal preference. A demure princess could become a more brash tomboy, while a jock could suddenly find themselves enjoying small treats and getting shy at any attention.

>>Upgrade: Memory rewrite

Rather than only messing around with someone's behaviour or outward personality, you can instead go much deeper. You are capable of rewriting someone's memories themselves, inserting fake pasts and removing parts you want gone. A person is but the sum of their memories, and you have root access directly to core of their being. A particular favourite of TSFers is adding in a long standing love for TSF and the like.

>>Upgrade: Mouldable Mind

Where before you were simply messing with a sliding scale of femininity, now you are working with a fully three-dimensional map of their psyche. The whole of their personality is at your disposal, ready to be shaped to your pleasure. If before they were still at heart the same person, now you are capable of moulding them into someone who is wholly unrecognisable from their former self. They can be whoever you want them to be. All it takes is a little bit of fiddling.



Slime Ball [300]

In many ways the powers of Slime Ball are very similar to the power of Going Ghost. With both of them, you undergo a transformation in order to possess the bodies of other people. In this case you turn into an animate liquid akin to a slime. However while the spirit body is able to phase into bodies, this slime takes a more 'invasive' approach. You flow into their bodies through any available orifice and takeover from the inside. While you are more likely to be noticed and avoided, being a slime has its own advantages. Being that you are physically inside the body of the victim, you are able to alter the bodies of those you are possessing, growing muscles or boobs, engorging cocks, and more.

>>Upgrade: Personality Powers

There are some interesting things you can do with slimes. Just as you insert yourself into their body, so too can you eject something else out of them. Their personality. To be more specific, it is more akin to their soul being pushed out of their body by you in the form of a colourful slime. Generally this slime is inanimate, but if inserted back into a body that body will quickly absorb the personality into itself. With careful precision, you can insert specific parts of someone's personality into another.

>>Upgrade: Slimy Brethren

In effect this is a similar power to the Fragmentation of Going Ghost. A long known classic ability of a slime is that it can split its body into multiple different bodies, each controlled by or under control of the original mind. In this same vein, you can split your slimy body in order to take possession of multiple people too. But the true fun begins here, because as a slime you are able to convert your host body into that of a slime too. Assimilating and converting them from the inside out, you will quickly have another slime under your command. Whether they are loyal to you, think of you as their mother/father, or something else entirely is up to you. Who could say no to a harem of technicoloured slime girls who can mix and match their bodies as they like?



The Old Switcheroo [300]

One of the more chaos inducing powers on offer, this is the ability to swap people's bodies around. This can be used on two or more people at the same time and from a reasonable range as well. The targets will instantly find themselves in the opposing target's body, as if their minds had simply swapped places for no reason. The potential for chaos for such an event, especially used on a large scale, is obvious to everyone. Want to bring karma to a beautiful but black hearted belle, while also helping a poor and scarred kind old woman? Easy as a flick of the wrist. And that is merely one example.

>>Upgrade: *Magician's Box*

Swapping people's bodies around is fun, but there is even more fun to be had if you get down to a more precise level. On top of being able to swap people's bodies, you are capable of freely swapping only specific body parts. Give a flat girl a massive rack, or swap two people's heads. The body parts merge entirely naturally with the new body, and there are no biological negative repercussions of such a swap. Become an artist of the flesh, or a Frankenstein designer.

>>Upgrade: *Lingering Touch*

One and done is all well and good, but maybe you don't want it to be that simple. Maybe you want the chaos to continue before it has a chance to settle down? You now have the ability to infuse a longer lasting effect on those whom you have swapped. Specifically, you can add a sort of trigger to make it so that they can and will swap again. What you tie this to is up to you. Maybe you'd like the classic headbonk to initiate a swap? Or perhaps a bit of romantic kissing? It's up to you.



Excuse Me, I'm A Scientist! [400]

Ever heard the term 'idiot savant'? That is what you are. More specifically, you are a brilliant professor in a very narrow field of science, though one with broad applications. As you may have guessed by the theme of this jump, that field is the field of moulding the human mind and/or body. Your inventions are downright fantastical in nature, and tend to revolve around changing someone's body. You could invent compounds that change men into little girls, VR helmets that let you transfer someone's mind between bodies, and so on. This may have a slower startup than other powers, needing a fair bit of set up for the initial creations, but there is much you have the potential to do.

>>Upgrade: Mad Magic Methods

Those inventions that were said to be downright fantastical? Now they are *outright* fantastical. Previously there was at least a veneer of there being science to your creations. Not so much anymore. The things you could create have very little basis in reality anymore and have long reached in the realm of pure magic or reality bending, bodged together with spare parts that don't have any right working together as well as they do.



Sentai Warrior! [400]

A lot of people transform for fun, or as part of a prank. But there are a select few that transform as part of a sense of duty. You are a magical girl! A protector of innocence, love, and justice! Wielding a special staff, amulet, or other object, you are capable of changing forms into a cute defender of justice by just saying the specific activation phrase. In this form you are stronger, faster, and can use magic to smite the enemies of righteousness. Your magical girl form is vastly different from your base form, to the point where others would struggle to reconcile the two even after seeing you transform personally. You can be a magical boy instead if you wish.

>>Upgrade: Dark Magic!

Where there is light, there is darkness. Just as there are magical girls who stand to fight evil, so too are there those who walk alongside the abyss. You are a Sentai Warrior who has fallen to the dark side. With this fall, your powers have changed in turn. No longer a force for good, your magic is now darker. Corruptive. It is capable of changing others, making minions out of mud or converting hapless bystanders into sexy slaves. Men can be made into scantily clad demonesses, women might become dominatrixes. If you manage to capture another magical girl, you might even be able to steadily convert them to your side in a short span of time.



TSF Items: Like the TSF powers, these are various items of power that enable and facilitate TSF events of some kind. Owing to their object nature, people other than the owner have the potential of using these items. Also like before, the aesthetic of each item and transformation can be changed if you wish, as long as the core of what it does remains the same.

TSF Detector [100]

Rather than deal with the chaos of figuring out who swapped with who, or who became who, or who changed who, it is far simpler to just be able to know what is up. To this end, this device was created. Imbued with a strange power, this item is capable of detecting the presence of TSF events in your vicinity and feeding you back the details. This could take the form of a crystal that glows specific colours depending on the event, a camera that highlights people while providing the details of TSF, or some other means of identification.

Stick Of Change [100]

At first glance, to other people this would appear as if it were a mere child's toy. A fancy pink stick with a glass ball at the end and two cute little wings. Spare a moment's prayer for any that would pick this toy up though. This is the wand of a magical girl, and so it decrees that any who hold it must become a girl. Anyone who holds this wand will be turned invariably into a young girl in a colourful and bright outfit. On the bright side, at least they'll be able to use magic while holding the wand?

VR Helmet [100]

True virtual reality has been the dream of many people for decades. Practically since the concept was invented. Finally it has been realised. These VR helmets can be placed comfortably on one's head, leaving everything below their eyes exposed. Plugging straight into the computer, this will allow someone to be transported into a fully realised virtual world. But such a connection to someone's mind is ripe for abuse. Installed in this helmet is a backdoor, put in there by its creator. You have access to this backdoor, letting you interfere with the connection between people's minds and their bodies. A simple code has already been written that would allow you to overwrite the connection with a different mind entirely. A mind that enters the virtual world doesn't necessarily have to leave via the door they entered, if you catch my drift. If you wish, you can make it so that VR helmets are a known quantity in the world, so that this doesn't stick out quite as much.



The Claw! [100]

An odd robotic claw, this innocent looking device was supposedly originally owned by a small doggie, though the veracity of this claim is up for debate. Intended for use by a rather ugly species of purple creature, this claw could pull out the ectoplasm, or soul, of a person, leaving behind an empty vessel ripe for possession by other beings. If released, these ectoplasmic souls could seek out and possess bodies of their own, and this is not limited to just returning to their old one. A clunky method of possession for sure, and one that usually relies on the possessor to have other means of entering a soulless body.

Little Changes [100]

Most items will bring about a total change all by themselves. Some items, however, bring about only partial changes on their own. One needs the full set to finish the full transformation. This is one such set of items. What exactly this set takes the form of is up to you. It could be a set of jewellery, some kind of spray can, or even an innocent set of clothes. Whatever you choose, this set of items can be used to bring about a much more gradual and controlled transformation. Maybe you want to only change your head? Or perhaps you wish to grow an impressive bust while keeping everything else the same?



Living Ride [200]

You have come into the possession of a rather interesting transportation vehicle. For one thing, it's a living creature. For another, it's also strangely feminine in shape. The method for driving it is similarly unique. You simply enter into the creature via its mouth or some other hatch, enter the central cockpit, and pilot it like it's some kind of mech suit. A very curvy, kind of affectionate mech suit, with full tactile feedback. This could take the form of a car, a plane, or something else. On the bright side, fuelling it is fairly easy.

Suspicious Liquid [200]

This light silver briefcase contains a set of two dozen carefully preserved vials of strange purple liquid. This is a special compound developed by an enthusiastic mad scientist with too much time on her hands. Upon drinking this mixture, the person's body will immediately start to undergo a great degree of change, accompanied by clouds of steam flowing around their body, as their body morphs into that of the opposite gender. Sadly this does not affect the clothes of the victim, so make sure they have a spare set available of the appropriate type. There is also a decidedly limited number of potions and no guarantee one can change back. The solutions are not necessarily limited to purely mundane gender swapping, and could leave the user as a catgirl, with overly large assets, or any number of other changes.

Transference Catalyst [200]

A small but useful tool, this is a magical object of some form. It could be a bracelet, a stone, a flower, or something else. It does not reveal its power when on the floor or held by someone. Rather, only when two or more people are in contact with it at once will it activate and transfer the souls of the holders. The default ability will swap the souls of the two people, effectively swapping their bodies. The second, more insidious ability will only transfer the initial holder's soul into the body of the second person, allowing them to steal their body. Which of these abilities activate can be decided by the holder. A certain world has a strange hat that when thrown has a quite similar power to the latter.



The Malfunctioning Teleporter [200]

Teleporters. Finicky things. Everyone's heard the horror stories of them going wrong. People entering one end and a malformed blob leaving the other end. This teleporter isn't anything that bad, but it certainly has its own quirks. Whether as a result of poor craftsmanship or intentional design, this teleporter is known to do odd things to travellers. By oneself nothing happens. It's a normal teleporter. But once more than one person enters things start getting funky. Features can get swapped around mid journey, people's traits switched between each other. In more extreme examples the two or more people may exit in the wrong body altogether, or fused into one person. With a bit of fine tuning, maybe these errors can be controlled?

Viral App [200]

You have come into possession of a memory stick holding a very interesting computer virus. This virus only does one thing: it installs an innocent looking program on any device it infects. The program it installs can vary from person to person, choosing whatever is most appealing to the target. The only commonality of this program is that it has some kind of character creator as part of it. That is where the trap lies. Any details chosen when filling this in will be reflected in reality, transforming the victim the second the options are finalised. This virus also appears semi-sapient, going out of its way to target specific people rather than simply causing chaos everywhere.

Deck Of Cards [400]

From the outside, this would appear to be a deck of regular looking cards. Each of the cards has a character printed in high quality on the front, with a small title and text explaining who they are. One might mistake them for some kind of game. It is only when they are used will these cards show their true effect. By tapping someone with a card, or otherwise 'activating' the card, the person affected will turn into the character on the card. You can decide what characters are on the cards, if they are just generic forms such as 'witch' or 'elf', or if they are specific characters. Interestingly this deck also comes with several blank cards. If these are used on someone, it can capture them and convert them into a new usable card.



Familiar Crown [400]

This is an interesting item of clothing, one whose origin was in no small part influenced by the magic of a land of plumbers and mushrooms. This item is filled with an incredible magical power. Anything that wears this crown will instantly be turned into an attractive young woman, whose general aesthetic and appearance is up to you to decide. Blonde princess is a classic. Anything the slightest bit sentient can be transformed in this way as long as the item is placed on them. For safety purposes, this will not activate without clear intent for objects of sufficiently dangerous size. Should the item be destroyed or otherwise magically vanished while still being worn, the transformation is liable to be rendered permanent.

Change Camera [400]

By all appearances, this is a totally ordinary camera. However on closer inspection one will notice that there are additional options along the side of the camera that seem out of place. Once a photo of someone is taken, the person holding the camera is able to do various things with these options. They could use the Possession option to possess the body of the selected person, or the Change option to transform their own body into a copy of them, including clothes. There are also options for Body Swapping or Memory alteration. This is quite the versatile camera.

Skin Weapon [400]

The exact form this weapon takes is not yet decided, whether it be in the form of a gun, a knife, or some other type entirely. What is set is the effect this weapon has: those struck by it will have their body turn into an empty skin. This hollow skinsuit can then be worn by other people (or indeed other creatures or objects), which will then turn the wearer into the person whose skin it is. In effect, this forcibly applies the Hollow Body perk to whoever it is used on. The effect can be undone by tapping the empty skin with the pommel of the weapon, leaving a confused but healthy person lying on the floor.

Suit Suite [400]

Open this door, cross the shadowed threshold, and enter into a whole other world. Well, not a literal new world but rather a very spacious warehouse of some kind. This warehouse is adjourned with row after row of hanging racks, each carefully labelled. Upon these racks are an uncountable number of skins of different fictional characters. As you might expect, wearing this skin will allow you to take on the appearance of the character. The warehouse seems to extend towards infinity but some strange magic in this space ensures that you will always swiftly arrive at the area you are aiming for. All the better for finding the skins you want.

Book Of Magic [400]

Perhaps a quite vanilla method by which TSF effects can be achieved, but still a classic which can be used with relative ease. This is a leather bound grimoire filled with details on a plethora of magical spells, potions, and creatures. All the information inside this book is orientated towards magical maladies and effects that involve TSF. The creatures listed are known for being able to directly use or facilitate the use of these and similar powers. The book is aimed for both beginner mages and veterans, such that anyone with even a modicum of magical potential can use some of the things inside this book, and magical potential is not something you lack.

TSF Note [600]

There are many objects of great TSF power in this world, but there are few quite as potent as this one. This small little book has the power to make all your (TSF) dreams come true. The way the book works is simple, and it is this simplicity that gives it such power. All you need to do is write down within the book what TSF thing you wish to happen, and lo behold the results. This could be changing another person's gender, expelling your own spirit for possession, changing someone's appearance, or more. The book itself originated from another realm filled with yokai, humans, and magical creatures that sealed themselves away, falling through a strange Gap to appear before you.



TSF Academy [600]

With the emergence of TSFers, it should come as no surprise that some sought to gather and teach these people. On the basis of helping TSFers master their newfound powers, the TSF academy was founded. This large university grounds serves a dual purpose of teaching its students various mundane subjects such as science or literature, while also acting as a place for students to learn about their abilities. There are various different classes split into multiple different categories of TSF, each of which is led by an experienced TSF teacher. The majority of the student population are actually normal people who have voluntarily chosen to go here with the knowledge of the shenanigans that are to be expected, in exchange for a reduced educational fee. TSF Academy is a rather chaotic place, class rivalries leading to all sorts of strange incidents happening as students and even teachers mess with each other. To be honest, not much studying actually ends up getting done here. Hopefully it shouldn't be long before the mad science division can figure out a way to start to replicate these powers, otherwise the student intake in future worlds will likely dip quite dramatically.



Pink Bomb [600]

The final weapon created by a particularly crazy mad scientist. This is, as its name suggests, a bomb. A rather potent one at that. If detonated, the blast radius could cover a significant fraction of a city. But this is a bomb made by a mad scientist. It doesn't explode into flames and death; instead this device releases a wave of pink reality distorting light. This light passes through inorganic matter like it doesn't exist, only targeting organic matter. Having been bullied by men for much of his life, with only a few women who showed concern for him, this scientist decided to do away with men entirely. Everyone hit by this wave of light will be changed instantly into a female version of themselves. Luckily the original scientist was stopped before he could follow through with his plan, sparing the world the chaos that would follow. But now the device is in your hands. What will you do?

Companions:

Import [50-200]

While this jump revolves around change, may you'd like to bring something familiar with you. For 50CP, you may choose to import an existing companion into this jump, allowing them to choose an origin and gain 600CP to spend on perks and items in the above document, including gaining the stipend. For each subsequent 50CP you spend, you can double the number of companions you are importing, up to a maximum of 8 companions for 200CP.

Canon Character [100]

This option is mainly relevant to those who have picked the Familiar Place setting, but the other settings could use this too. You may have grown close to someone from this world, and have decided you want to bring them with you on your chain. For only 100CP each, you can choose to make them into a companion.

Character Creation [100]

The flipside to the above option, rather than picking to bring along an existing character, you have chosen to create a new companion altogether from the ground up. By taking this, you can choose to design a person who will be in this world. Their personality, looks, and even powers are up to you to decide. To this end, you have 600CP to spend on a build from this document to give them whatever perks, powers, or items you wish. This includes the TSF power stipend.

The Pervert [100]

Everyone has a pervy side in them. Everyone has kinks. This person is no different. On the surface they appear to be a perfectly ordinary, albeit attractive person chatting with friends. What most people don't get to see is the side of them that is overwhelmingly turned on by the idea of being under the control of someone else. In particular, they squirm in their seat at the thought of being possessed, at someone piloting their body like a meatsuit. Should they find out that you, their close friend of several years, were able to do anything along that vein then they may not be able to help themselves.



The Unfortunate Bait [100]

There are those that seek TSF, there are some that cause TSF, and then there are those that just end up wrapped up in all of it while going about their life. Whether they like it or not, this person has ended up embroiled in the world of TSF. They are a magnet for TSF events, scarcely going a month without something happening to or around them. One memorable event had them possessed, fused, and changed by no less than four different people in the span of an hour. At this point they've learned to roll with the blows. Just by hanging around them you are sure to find yourself involved with a TSF incident in no time.

The Side-Bro [100]

You aren't the only TSFer to enter this world. Far from it. When you made friends with this person, you weren't aware that they had powers. It was only after numerous random women kept approaching you for a good time that you discovered that your friend had the ability to possess other people and was entirely willing to use it for a quick fling. A combination of curiosity, loose morals, and an addiction to sex has led to them developing a habit out of using other peoples bodies for sex when the mood strikes them.



Fighter For Justice! [100]

When the monsters and the villains come out to cause chaos, the fighters for justice need to emerge to beat them back! Where there is light, there is dark. Where there is dark, the light shall rise up to meet it. This person was one of those people chosen to fight back against evil. A magical girl fighting for love and justice! Using their signature device and chant they can transform into their Magical Girl form, complete with outfit and magical powers. What both their original and magical girl form looks like is up to you. Want them to be a classic magical girl? How about a magical girl (boy)? Magical boy (girl)? By default they are resistant to effects that might attempt to steal their bodies or affect their minds, though not totally immune.

Pointy Tail And Wings [100]

Sometimes it's nice to stick with the classics. You've made a deal with the devil. A pact between you and a succubi has been imprinted on both of your souls. This succubi takes the form of an incredibly attractive young woman, one that seems to hit every single one of your buttons. Horns and pointy tail are optional. A creature of lust and love, this succubi is always looking to gain your affection and your attention. With her demonic magic she is capable of casting a number of sexually themed spells, ranging from simple lust spells and invisibility charms to mind control and possession. While in public she is perfectly capable of blending in with the crowd, albeit with a few wolf whistles from passersby, but once alone she likes to move around in a very revealing and skintight black swimsuit.



The Hivemind [100]

This is a creature you may have mixed feelings about. Strictly speaking it is a type of monster, a predator that preys on helpless people. Taking the form of a blue slime, this silent monster can quickly engulf and then absorb its victims with surprising speed. The slime can then mimic both their body and personality. In a way, the victim doesn't so much die as become a part of the slimy hivemind. By some twist of fate, this particular member of the species has fallen in love with you. It seeks to please you, and would express great anger *and* hunger at anyone that slights you.

A Cat Will Do [100]

While many of the TSFers in this world are human or humanoid, this is a rare case of the power being inherited by an animal. A simple house pet one day awakened the ability to merge with other creatures. Initially it quickly learnt that it could acquire food whenever it wanted by taking over the body of its owner. Things changed when, while seeking more food, the animal merged with their owner mid-sex. The pleasure the creature experienced led to an instant addiction and left the pet permanently in heat. The frequent mergers with humans has left this pet with an unnaturally prolonged lifespan and full sapience. Now the animal wanders the world looking for women to merge with, in order to mate. Said fusion leaves the target with animal features such as ears and tail, but in turn the personality of the animal is influenced by the target while conjoined.

Gahi Who? [100]

When a Youkai comes up to you wearing the skin of another, you can usually be safe in the assumption that you aren't going to like what they are after. Usually they come because they are hungry. The same is true for this youkai, but their species is a bit different. Rather than humanity, they feed on the ideas of humanity. Artwork specifically, and the feelings poured into them. These Youkai will devour sheets of paper with carefully drawn characters and can then spit out a perfect replica of the skin of that character. Anyone who wears these skins (usually the Youkai in question) will take on the form of the character. These skins are only temporary though, and the length of time they last is dependent on how much care was put into the art and characters. The Youkai wear them to blend in with society, their true form being that of an inky black octopus. Aside from the quirks of being an excitable youkai with a fondness for eating paper, this particular one is very friendly and has acquired a taste for your doodles.



Ditto Ditto! [100]

You've made an interesting little friend here. It's a ditto! The pink gelatinous pokemon that is. How it ended up in this world is something of a mystery. That isn't the only oddity about this pokemon though. Most Ditto transform themselves, and while the same is true for this one too, it only does this as a means of facilitating the transformation of others. This Ditto likes to climb onto other people, wrap them up entirely, and only then do they initiate their transformation ability. This leaves the unfortunately wrapped up victim transformed with them. If the Ditto is feeling mischievous, that transformation may not end when they remove themselves from their target. With little prodding they would be amiable to transform either you or other people. They can transform solo, but find this quite boring.

Fae Friend [100]

Fairies are known to be pranksters and this one is no exception. While generally this palm sized belle is incredibly friendly and surprisingly innocent, she nonetheless has a trickster streak a mile wide. Not that you'd think it with her adorable looks and cute voice. The fairy dust that she sheds is stored for later use, and can be used to transform people in a variety of ways by sprinkling it over them. If she's in need of a larger size, or someone has been particularly annoying, this fairy likes to fly quite literally into people's heads (usually through their ears) and pilot their bodies like a weird meat mecha, the person in question fully aware during the event. Nothing a little brain fiddling can't fix.

Space Cop [100]

The TSF police have been alluded to, but here we finally meet one of their ilk. A police officer decked out in the latest stellar armour, this officer is charged with preventing the unlawful use of TSF and punishing those that would commit those acts. All in the name of making sure the peace is kept. She's a bit new to the force, so quite inexperienced, but her bombshell body more than makes up for that! Somehow. Equipped with several high-tech devices for detecting and preventing TSF incidents, she is ready for action! ... As long as she doesn't drop it mid-way. She can be a bit of a clutz at times.

Queen Of Koopas [100]

Thank you Jumper! But our princess is in another castle! Not to worry, she'll be back soon though. No cell could keep the Queen of Koopas down! Remember that Familiar Crown option earlier? Well this is the iconic character that that particular item usually revolves around. Bowsette is here in all her glory, and she's here to stay. Clad in a spiky black dress and wearing an interesting golden crown, this woman is the splitting image of Princess Peach, albeit with a more wild nature. She likes to play with fire, which is appropriate since courting her can sometimes feel like that. On that note, she has apparently decided that you are her princess. She also gets jealous easily, so don't be surprised if you end up getting 'kidnapped' once seen chatting with other women. She's oddly protective of her crown, though it is as of yet unclear if anything would happen if you were to remove it.



Got A Friend On Me [100]

Meet the latest super heroine on the streets: Rubber Girl! Her body has all the elasticity and malleability of rubber! She can occasionally be spotted patrolling the streets atop the roofs of buildings, standing out in the form fitting bodysuit that she calls a superhero costume. But this busty blonde hero has a secret: she's actually hollow inside. How else would her insides be able to handle all the stretching and twisting she puts them through? As a living costume, she constantly yearns to be worn by someone. She finds the thought incredibly romantic in fact, and a tiny bit exciting. Whoever wears her would share in her stretchy powers, while also adding their strength to hers; a crime-fighting duo of one.

Room For Two [100]

Strictly speaking this may not be a companion in the normal sense. Other companions are people you might bring with you. This person? They are you. Kind of. More specifically, the two of you are sharing your body. Through a series of weird events they ended up losing their body and came to reside in yours. As the owner of the body you generally have priority control over it, however with concerted effort on their part, or lapsed concentration on yours, they can take control of it too. As a side benefit of this merger, the two of you are capable of switching between your bodies forms at will, though they will have priority control when in their form. Overall this companion has become quite happy how things have ended up, and shows no inclination to find a way to separate. They also have a bit of a mischievous streak; be careful about waning attention, lest you find your hands wandering without your say so.



Drawbacks:

Unquenchable Thirst [+100]

Certain animals go into heat for extended periods of time, but are otherwise ambivalent in-between. Humans are different in that they can be willing to engage in sex at any point in time past a certain age. For you that switch has been set permanently in the up position. You will find yourself nearly always slightly horny. Masturbation or actually engaging in sex will calm you down for a few hours, but afterwards the fire in your pants will begin to return.

Interference [+100]

To be denied gratification at the last moment is truly awful. The build up of anticipation only for it to fall through always leaves a hole in your heart. Unfortunately you are going to have to get used to that feeling. To make a long story short, you are going to get cock-blocked. A lot. Something frequently gets in the way for you just as you are getting to the best bit, whether it be roommates walking in just as you are about to finish masturbating or someone urgently calling your lover just before release.

Embarrassing Bodies [+100]

Slipping over and splitting your pants? Water being spilt on your white shirt to make it see-through? Having someone fall face-first into your crotch? Embarrassing moments for anyone, that will have people chuckling at the side and talking about it with friends for weeks. You are sadly quite accident prone, and will routinely find yourself getting into all sorts of embarrassing incidents.

Ugly Bastard [+200]

Everyone has heard of the infamous Ugly Bastard. Caricatures of ugly humans who take it to the absolute extreme. Morbid obese, squinty eyes, smelly, covered in sweat and warts... Everything about these people seem handcrafted to be as unpleasant as physically possible. You are one of those ugly bastards. The only way you would be able to escape from this is when you are transformed or in a different body. Even with that, you can expect to spend a reasonable amount of time in this form for one reason or the other. There is no escaping it forever.

The Train Incident [+200]

Thousands of arrests are made every year for cases of molestation across Japan alone, let alone the rest of the world. Many more cases are left unreported. Most people will have heard of the infamous train groping. You might want to avoid any trains for the foreseeable future, since you are liable to join that number. You will encounter an abnormally high number of incidents of people touching you inappropriately. Some may be molesting you in public. Others might be bullies making fun of you. There might be overly handsy friends, or a very drunk partner. Be ready to have very little personal space.

Uncomfortable Skin [+200]

It is unfortunate but some people, like you, are simply uncomfortable in their own skin. You, unlike them, can quite easily change that. Regrettably this relief doesn't tend to last very long. You just can't stay in one form for very long before you start getting that itch. You will feel prickly, unhappy, and itchy to change again. The longer you go without changing form or body the worse this feeling will become until it is nearly unbearable.

Uno Reverse [+300]

Most of this jump is focused on you as a TSFer and what you will be doing in your time here. But as has been mentioned, you aren't the only TSFer in this world. There are others, and one of them has become very focused on you and those around you. They will devote a not insignificant amount of time towards attempting to take either your or your friends and/or family's bodies in order to have fun with them. If one avenue doesn't work they'll try a different one. If nothing seems to be working they might start calling in favours from other TSFers. You'll have to worry about the safety and sanctity of you and your friends' bodies for the next decade. Not so fun when the shoe is on the other foot.

They Know [+300]

It is perhaps no surprise to learn that the government is at least vaguely aware of the TSFers at some level no matter what world you are in. Even if not immediately aware, they will quickly learn of them. The information they have learnt has also made them aware of you, and your connection to these TSFers and their power. They may not know who you are *specifically* but they know of your general description, and they are snooping around for more. They are attempting to track you down. If they find you, they are going to attempt to capture you, study you, and more than likely perform horrible tests on you in the name of finding out more about your abilities. Even if you do survive, you aren't going to enjoy your time with them. You'll have to be extra stealthy now.

Scenarios

If you wish, you can take any and as many of the following scenarios as you wish. As a reward for completing them, you will be able to discount any TSF power or item that you wish. You can only do this once, however many scenarios you take.

Student Transfer

Somehow or other, an awkward young teenage boy has stumbled onto an artifact of phenomenal reality warping power. It appears to be a gadget of some kind, though the origin of it remains a mystery. It only takes a little bit of playing around with this gadget for the boy to discover just what it can do. Transforming people, swapping their bodies, possessing them, and even messing with their minds. All of these and more are possible with just the click of a button. Sure it runs out of power after a few dozen uses, but it only takes a night to recharge. Naturally he uses this device with all the restraint and responsibility of a horny teenage boy surrounded by attractive young women. With only a few close friends, he is quick to share his secrets among the group. An isolated boy and his group of misfits, gifted with more power than sense, each with their own desires and issues, all brewing together into a volatile concoction that is ready to blow up at any moment. And this is the point that you enter the story. It is too late for you to prevent this young man from getting the gadget, so now all you can do is work to reduce the fallout from their actions. Or maybe you don't want to do that. Maybe you want to stir the pot even more. Maybe you wish to make the resulting explosion echo all the greater. You have one of two objectives here:

The first is simple enough, though potentially quite hard to accomplish. You have to guide this young man and his friends into a happy ending where the world at large doesn't end up suffering from their actions, while the group itself manages to work through their issues healthily.

The second is arguably more 'fun', though definitely less morally righteous. You are to ensure that as much chaos is generated from this event as possible. Get each member of the group to give in to their darker desires, let them experience the true joy and potential of being a TSFer, and teach them the good and bad that comes from it all. You can even arrange for some poetic, karmic justice to be waiting for any cruel acts they take part in, if you want.

Mass Mysteria

Not long after you enter into this world, you will be caught slap-bang in the middle of a localised but wide reaching TSF event, in a place with many people, such as a school, shopping centre, or festival. Without any warning, every single person caught in this range will collapse on the ground. Their body will, at least. Somehow the souls of every single person caught by this event have been separated from their bodies. Now all of them float above their original bodies, looking very confused.

A few, in their confused panic, immediately return to their body and wake up. They are confused, scared, but otherwise unharmed. Those that hesitate a little longer start to notice something. It only takes one person discovering that they can return to a body that is not their own for everyone else to start finding this out too. Very quickly, the whole thing devolves into a panicked scramble as some people rush to return to their bodies while other people rush to steal the bodies of other people. Those with their bodies stolen then have to try finding new bodies of their own. Some souls get pushed into bodies against their will, while some bodies end up with multiple souls occupying them at the same time, all fighting for dominance, the original owner desperately fending off their own limbs. Some souls remain unstable even after entering their vessel, and so transfer from body to body at a single touch. The longer these ghostly souls remain out of a vessel the weaker they feel, which only intensifies the rush to find a suitable body.

Fifteen minutes after the event started it is over. Everyone has either found a body or vanishes into the wind. Numerous abandoned vessels dot the area, the heart still beating but with no lights behind the eyes. And that is only the beginning of the chaos. Because now everyone has to deal with the aftermath. They have to deal with the backlash from those who had their body stolen, with the people who even still have to fight for control over their body from their unwanted passengers. That doesn't even cover those that managed to slip away from the carnage once they'd acquired the body they desired, leaving their victims lost and helpless. Hopefully you have managed to regain your body without any fuss. Or maybe you were just there to make everything that much more chaotic?

Cosplay World

Usually, TSF events are small scale or contained. The more drastic or world-wide changes are incredibly few and far between, even on the scale of the multiverse. It is just your luck that you have inserted into one of the few worlds where something like that takes place. This world was normal right up until the moment you stepped into it. But no sooner had your foot touched the ground than did every single person in the world change. Without exception, every human in the world (and a few unlucky animals) suddenly and randomly had their body change into that of a fictional character. There was no rhyme or reason to this change, no discernible pattern as to who was changed into what. It was a small mercy that pregnancies and the like appeared to carry over. To those that would research this event in the future, this fact was one of the central pieces of evidence behind the theory that there had been some kind of guiding intelligence to the change.

The chaos that this event caused cannot be understated. Let alone people having to deal with being in wholly different bodies, just the very act of verifying who someone used to be becomes something of a challenge when those discontent with their life try to pretend to be others. Arrests for public indecency and violence spiked massively in the events following the change, made all the harder to deal with by the police and army now sporting bodies unfamiliar and often weaker than before.

There is no real objective to this scenario, nor any mission to be carried out. You simply need to deal with living in a world that has been turned on its head for every living human. For as much chaos as this caused, it can't be denied that a sizable portion of the population soon embraced and came to enjoy the changes wrought.

Call To Justice

There are several options in the above document that involve becoming a magical girl or boy. Now it is time to answer that call with action! The world is being attacked by the forces of darkness and different magical girls across the globe are rising up to fight them! Giant and tentacle-y monsters have begun appearing out of nowhere on a large-scale. Their intentions are unclear but that of destruction. Every time they appear they begin to destroy the surroundings. Normal mortal guns do little against these creatures and even the sharpest blade chips on their slimy scales. Only magic can combat magic here.

Those innocent civilians that are caught by the creatures are perhaps worse off than surroundings, turned into black spandex clad women who are forced to do their bidding by the dark magic that suffuses the monsters every inch of flesh. Simply killing the monsters only removes the brainwashing but not the physical changes. Only certain magical girls are capable of using the purifying magic necessary to restore the victims to their original selves. Unfortunately, the forces of darkness seem to have dark magical girls of their own, serving as generals that direct the great mindless beasts to maximise their damage. Rumours speak of the more effective magical girls coming face to face with the demon lord herself. Those magical girls never appear again after the fight, though suspiciously these happenings often coincide with the appearance of new dark generals shortly after.

As you might expect with two clear sides to this war, you have two choices as to what you need to do: Join the forces of light to fight off the evil and vanquish the demon lord or join the forces of darkness to defeat the magical girls and claim the world for your own. A simple enough goal in either case, that belies the difficulty of such a task. If you don't haven't bought any magical girl powers of your own, then I guess you'll just have to come up with some way to 'acquire' them. A magical girl is a chosen warrior, but nothing says you can't 'choose' the magical girl.

Alien Invasion

Oh no! Aliens have invaded! And they are here for our... Er, actually, what are they here for? That part is a bit unclear currently. What is known is that with their true bodies in no way suitable for fitting in among humanity, they have instead opted for taking over the bodies of young men and women in order to blend in. With their true bodies taking the form of small little slimes, it is easy enough for them to move around undetected and invade the body of whoever they want to target. To make matters more confusing, half of them are moving with clear purpose, and the other half seem content to go at it like rabbits. It would appear that, when they came to earth, they were not fully prepared for the full impact from the sensory feedback they would have in a human body. The feelings of pleasure gained in a human body in particular seems to have a tendency of driving them quite mad, like a man dying of thirst coming across an entire oasis.

Those that haven't yet been driven mad are still working towards the as of yet unknown objective. They are capable of scanning the memories of their host within moments of taking over, ensuring that no-one is the wiser about the replacement. The targets of their takeover have been widespread and seemingly at random. They have replaced as many random civilians as they have high level politicians and generals.

Your goal is to find out what insidious plot they are hatching and put a stop to it! You aren't going it all alone, mind you. One of the aliens has become a turncoat and betrayed their bosses. In fact, they were the one to alert you of the alien presence in the first place. Unfortunately, they'll still need some kind of disguise themselves, so hopefully you can find a willing volunteer to serve as their host. They are currently making do with an unfortunate young woman who was simply in the wrong place at the wrong time. Together the pair of you can work to convert more aliens to your rebellion, and defeat the invasion before the people of earth are aware it was taking place in the first place!

Fallen Kingdom

At some time during your stay in this world, you close your eyes for just a moment. When you open them again, you are greeted by large white marble pillars sprouting from clouds among a glorious blue sky. In front of you stands a woman of unearthly beauty, with glorious feathery wings and a shining halo. Rejoice, for you have been summoned to a world in need of a hero! The Goddess Of Light explains to you that the Demon Lord had forged an artifact of foul purpose and magic before he was slain, imbued with the divine power of the Dark God Of Lust. When the demon lord was defeated, this artifact had vanished.

Recently, however, it was found by a band of despicable bandits who at first thought it little better than a pretty trinket. This changed when the Princess Knight was sent on a commission to capture this group. In the fight, the artifact activated and the bandits found themselves possessing the bodies of the Princess Knight and her retinue of adventurers. The bandits found themselves gaining all the memories and skills of those they had stolen from, while retaining their previous morals and personalities. They hatched a dastardly plan, and soon managed to ambush the unsuspecting queen of the kingdom to steal her body too. Having taken the bodies of both the Queen, Princess, and royal knights, they suddenly found themselves in control of an entire kingdom! But their ambitions don't end there. There are still many other kingdoms in this world, with many other queens, princesses, knights, and mages for the taking. And who better to meet with these powerful and beautiful women than the fair queen herself? With every body they steal they grow more powerful, in both kingdom and personal power.

You have been summoned shortly after they have taken the body of that first queen, to a kingdom to the east. Your job is to take down this group of bandits before they can create their dream kingdom of hedony and lust, built off the stolen bodies of countless powerful women. Every day you waste, the opposition you face will grow more powerful and more numerous. If you can take down the bandits and destroy the artifact, the Goddess Of Light will be able to use her power to reverse time in order to prevent this from ever having happened. To help you with this task, she has provided you with a divine artifact of her own; an outfit that will repel the evil powers of the dark god. The fact that it takes the form of a copy of her skin is just a coincidence. This skin may grant you protection from the evil artifact, but it also will make you a prime target for the bandits. Should you get captured, they may well have time to figure out how to bypass the protection of the Light artifact.

The End: *Your time in this world, however chaotic it might have been, has come to its end. It is now time for you to decide what you want to do from here on out.*

Stay Here - You've grown fond of the life you've gained here, whether one you earned or one taken forcibly. Either way, you are content to stay in this world. Your chain comes to its end.

Go Home - Something about this whole thing has made you homesick, or maybe you have simply achieved all that you wish to achieve, gained all you wish to gain. You will be heading home to your original world when the jump ends, to do what you will.

Move On - While fun and more than a little chaotic, this was ultimately only one stop of many on your journey. You will be continuing on your chain to another world, another adventure, keeping everything you've gained from the document above.

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The Bad End - *Unfortunately things did not go to plan in this world. Being killed is usually a chain ender, but isn't having your body stolen forever, your consciousness suppressed without end no different from death? There is some leeway in this. Should your form be stolen for more than a year, with no intention or hope of ever getting your body back, you will be considered to have lost your chain. Losing your body a few days before the jump end in a spat of bad luck isn't going to end your chain. 1-Ups can act to prevent this, and merely having your body swapped doesn't count for the purposes of a fail.*

Jump by Lone Valkyrie



Changelog:

v1.4:

- Added Image Work
- Added Item – Convention Ticket
- Added Source options for TSF Powers
- Added option to make TSF permanent
- Added option to make TSF a naturally occurring event instead of a power
- Added option to downgrade TSF Power to one-time use for half cost
- Added TSF Power – Mental Changes
- Added TSF Power – Twinning/Cloning
- Added TSF Power – Virtual World/Character Editor
- Added TSF Power – Monster Girl Transformation/Virus
- Added TSF Item – Deck of Cards
- Added TSF Item – Little Changes
- Added TSF Item – Living Ride
- Added Companion – Living Skinsuit
- Added Companion – Body Sharer
- Added Scenario – Body Shuffle
- Added Scenario – Student Transfer
- Added Scenario – Call to Justice
- Added Scenario – Cosplay World
- Added Scenario – Alien Invasion
- Added Scenario – Fallen Kingdom
- Changed VR Helmet wording so that they can fit in in a setting
- Changed Skinsuit Upgrade
- Changed Fun Times perk to include finding those who desire TSF stuff
- Increased TSF Stipend to 400CP