

Kyonyuu Princess Saimin



Welcome, Jumper, to a land full of magic and intrigue and... very large breasts. Yup, this is one of *those* worlds, but I'm sure you knew that already. There isn't much that is known about this world, but it's very likely a rather standard fantasy setting like those often depicted in Japanese VNs, Manga, and Anime. What little we do know is that at some point in the past, King Burkan Crusch, leader of the Kingdom of Crusch, destroyed Faran's native kingdom, Arabat. Years later, the prince without a kingdom, Faran, after living most of his life in squalor, encounters the assassin Kuzaha, another survivor of that attack, who recognizes and confirms his origins. She, who is also bitter about the fate of their kingdom, saves Faran from a group of assassins and gives him a magical artifact that provides Faran with the power to change his destiny and take revenge on the Royal Family that took everything from him.

You start with +1000 CP.

Location, Age, and Gender:

You find yourself in a rented room in one of the Inns inside the Capital City of the Crusch Kingdom, a day before Faran's grand entrance and his taking of the throne through mind-control. The rent and board are paid for the week; anything after that is on you.

Choose your Age and Gender freely as long as it isn't anything too absurd.

Origins:

Choose one of the following options. Any of these can be taken as a Drop-In, for good or ill.

Usurper:

Why bow to a king when you are the one meant to rule? You are a creature of pure, unadulterated ambition. You might be a silver-tongued prime minister whispering poison into the sovereign's ear, a charismatic rebel leader gathering a fanatic army, or a noble without a homeland clawing their way back to power through any means necessary. You understand that in this fantasy world, power is the only currency that matters. You start with a moderate grasp of manipulation, grand strategy, and the commanding presence required to cosy up to your betters. All to more easily backstab them... or take over their very minds.

Royal:

Born into wealth, pristine privilege, and immense responsibility, you sit at the apex of the kingdom's hierarchy. You might be a sheltered princess burdened with a legendary holy affinity, a pragmatic prince trying to hold a declining nation together, or the haughty heir of an archduke. You start your journey with access to the finest magical tutors, luxurious accommodations, and the immediate respect (or envy) of the elite. Just be on your guard—your glittering status makes you a prime target for political marriages, sinister assassination plots, the occasional kidnapping attempt, or maybe even the attention of a mind-controlling usurper-wannabe.

Assassin:

The shadows are your true home. Whether you were raised from childhood in a ruthless underground syndicate, serve as the hidden blade for a pragmatic noble, or operate as a lone-wolf mercenary in the slums, you are a professional purveyor of death. Society might shun you in the daylight, but they secretly rely on your edge when diplomacy fails. You begin this Jump with a deadly grace, possessing the agility to scale castle walls, the knowledge to slip deadly toxins into a royal goblet, and the stealth required to vanish completely before the body ever hits the floor.

Race:

We've only seen humans in the story so far, but given the nature of a world such as this, and how other works by the same art studio might or might not be part of the same continuity, you can decide if other races are also present. If you do, you have the choice to be any race comparable to a human, like an Elf, Dwarf, or Halfling, with the various standard merits and demerits of that race.

Perks:

Standard discount rules apply.

General Perks:

No discounts here.

Immaculate Adventurer (Free/100 CP):

Historically, the medieval era was characterized by mud, manure, and rampant disease. Not here. Thanks to the unspoken rules of lewd fantasy, you are permanently blessed with "anime hygiene." No matter how long you spend trekking through a swamp or fighting in the bedroom, dirt and grime easily flake off you with a light dusting. You never develop bad body odor, your teeth remain perfectly white, healthy, and straight without modern dentistry, and your hair naturally falls into an aesthetically pleasing style every morning. Furthermore, you are completely immune to mundane medieval plagues, lice, and mundane infections. Even your clothes seem highly resistant to permanent staining or tearing, only taking "dramatic damage" when appropriate. This perk is free for the Jumper, and everyone in this world already benefits from it, but can be purchased for 100 CP if you want it to apply the same way to everyone in future settings.

Blessed Chests (Free/100 CP):

The people—well, mostly the women—of this world have a couple of very distinctive features: They tend to have divinely large breasts and are quite attractive. This is the norm for this world, but you can also benefit from this freely for this jump. For 100 CP, you can bring this aesthetic style with you in future jumps. And since you're paying precious CP for it, these changes also come in with a number of Quality of Life additions like the removal of discomfort and back pain caused by walking around with dozens of extra pounds of weight, as well as nudging physics just a tiny bit in order to remove the possibility of such glorious fun bags ever getting in the way or becoming a detriment in any way. Note: The increase in breast size is not static or proportional but will be calibrated to your preferences in future worlds.

Convenient Common Tongue (100 CP):

It is truly a miracle that everyone everywhere speaks the same language—which just so happens to perfectly translate to your native tongue. This perk grants you immediate fluency in the "Standard Fantasy Language" of whatever world you visit, including reading and writing. You'll never struggle with confusing dialects or localized slang, allowing you to seamlessly negotiate with guild masters or read the quest board on your very first day.

Hentai Protagonist (200 CP):

Given you've chosen to come here, you'll need this. As any self-respecting Hentai Protagonist, you are Handsome, or maybe even Beautiful, whichever you prefer, a 10/10 on most people's scale of reference and at worst a 9/10 for anyone with 'peculiar' tastes that you don't fit. Not only that, your body is very fit, your 'instrument' is impressive, and when it comes time for night-time activities you are like a savant in the art of lovemaking as well as a stallion that can go all night and greet the rising sun with a big smile on your face and a dozen satisfied waifus with hearts in their eyes (or is that the effect of your brainwashing?). This perk also provides a measure of porn physics as well as immunity to any kind of STD or unwanted pregnancies. Here, I'll also throw in the fact that your cum now smells and tastes quite deliciously and your musk smells pleasant and has a mild arousing effect. Have fun!

Inheritor Aura (300 CP):

There are so many cool and powerful artifacts out there, Jumper. Power-granting eggs, super serums, legendary swords, impenetrable armor, and so much more. Unfortunately, not all of them are so easily acquired or even used. That's a problem for other people, however. This Perk makes it so you now possess a powerful level of plot armor that works to help you get your hands on any such object, even if doing so goes against destiny, fate, or the plans of the Gods. Not only will you more often than not stumble your way into possessing the Excaliburs and Omnitrixes of a given setting, you now exude an aura of compatibility and ownership to such items. A super-soldier serum that would normally kill 99.99% of people injected with it and come with serious drawbacks for the 0.01% that could survive the power it offered would work on you 100% of the time and your compatibility would nullify any and all negative effects. Excalibur would pop out of that rock in a moment and it wouldn't even foist the burden of ruling a country full of peasants covered in pig shit if you didn't want that responsibility.

Artificer's Hand (400 CP):

Everyone in this world seems to stumble into magical artifacts by fate, prophecy, or sheer dumb luck. You'd rather just make your own. You possess genuine, practiced mastery over the creation of magical artifacts and enchanted items, understanding the theory and craft well enough to bind lasting supernatural effects into items like rings, blades, jewelry, or trinkets of your own design, rather than relying on what fate happens to hand you. Simple enchantments come easily and quickly. More ambitious relics, such as the kind capable of granting powers rivaling something like Masir's Egg itself, are within your reach too, but demand time, materials, and effort befitting their power, same as they would for anyone else in this world skilled enough to attempt them.

Usurper Perks:

Just a Background Character (100 CP):

Nobles, monsters, and arrogant heroes tend to overlook the little guy. You possess an almost supernatural ability to blend into the background and be completely ignored by anyone who considers themselves "above" you. Unless you explicitly draw attention to yourself or attack, and as long as there are other people around for you to lose yourself in the crowd, powerful enemies will prioritize other targets, and arrogant aristocrats won't even register your presence in a room. It really helps with eavesdropping and against getting dragged into someone else's drama.

Seeds of Treason (200 CP):

Every empire has cracks; you just know exactly how to widen them before driving in the dagger. You possess a silver tongue and an uncanny charisma specifically tailored for manipulation. You instinctively get insight into ways to manipulate people after only a few short interactions, allowing you to easily stoke the grievances of the peasantry, fan the ambitions of greedy merchants, or sow paranoia among a king's closest advisors. Your lies are seamlessly interwoven with the truth, making your insidious suggestions sound like reasonable logic.

Shadow Cabinet (400 CP):

A successful coup is never a solo endeavor. You have a remarkable talent for identifying and recruiting highly competent, morally flexible individuals who feel slighted by the current regime. Disgraced generals, brilliant but shunned mages, and exiled nobles naturally gravitate toward your banner. Once they swear loyalty to your cause—or you force the issue with mind control—they become fanatically devoted to your vision, utterly immune to bribery or interrogation by the current authorities.

Hypnotic Dominion (600 CP):

How you acquired this power—be it a forbidden artifact or your own insidious ambition—is irrelevant. You have mastered an absolute form of mental subjugation alongside a scheming proficiency on par with the protagonist Faran. A single, piercing gaze and a short verbal command is all it takes to weave complex hypnotic suggestions directly into the psyches of your targets. The scale of this control is staggering: you could command a Queen to prostrate and debase herself before you as her rightful master, all while forcing hundreds of her loyal nobles to stand frozen as glassy-eyed spectators to the usurpation and debasement you inflict on her and then her daughters.

While your dominion is grand and extensive, a newly dominated mind can still fight back. A victim's trance can be shattered by extreme systemic shocks, such as agonizing pain or a command that violently clashes with their deepest moral core. Additionally, those possessing monumental willpower, vastly superior magical reserves, or specialized abjurations may resist your gaze at first. Do not despair, for conditioning is a process. Through prolonged exposure and repeated subjugation, your suggestions will inevitably calcify in their minds. Over time, their original personality will be entirely overwritten, leaving behind nothing but a perfectly obedient puppet.

Royal Perks:

Noblesse Oblige (100 CP):

You have been bred for greatness, and it shows in your every movement. Your aura of majesty commands any room you enter. You always know the right fork, the right address for a dignitary, and the truth behind a flickering smile. Commoners grow eager to please you, rivals treat you with grudging respect, and little escapes your notice. That same upbringing taught you how a household runs. Staff, ledgers, and disputes hold no mystery, and neither would a small barony's accounts, should the need arise.

Refined Pedigree (200 CP):

Your Highborn status and life have contributed to making you one of the most desirable members of your sex, and dangerously good at using it. So much so that anyone who would normally target you with nefarious or violent intent would very easily decide that owning and using you sexually is a much better idea compared to risking the deterioration of your beauty by actually hurting you. You might have to suffer under their lusts, but that can also work to your advantage if you're willing to make the most of it. Little by little, your 'master' will start seeing you in a better and better light the more time they use your body, and soon you'll be valuable enough in their eyes to the point where your opinions and suggestions carry almost as much weight as their own. This also acts as protection against outright violence from your 'master' and them getting bored of you for as long as you play your role under them.

Royal Bloodline (400 CP):

Your position above others has been ordained by the Gods and the blood of Kings and Emperors flows within your veins. Fate itself bends the knee to this divine decree. Anything you rule tends to prosper: smoother governance, healthier harvests, happier and more loyal subjects, outcomes better than they have any right to be. That blood runs just as deep in you personally. You start as the physical and magical peak of your race, the finest specimen it can produce, and grow from there. This is raw power and potential, not experience or knowledge, so you may not swing a blade like a master or cast like an archmage right away, but any tutor who examines you will wonder if the old stories are true.

The Sovereign's Decree (600 CP):

A true ruler's power lies not just in their own strength, but in those they command. Those who swear fealty to you gain a permanent boost to body and magic, and a direct command from you makes them much more resistant to exhaustion, fear and foreign mind control until the task is done, once a week to start, faster as your power grows. This also makes you a master of the political game. You read true intentions with ease, spot lies and hidden hostility, and carry a sixth sense for danger, from poisoned tea to an assassin behind the curtains. None of it was simply inherited. Trained by the realm's finest, you carry the full competence a true ruler is expected to have. You are the anchor for your people, with the mastery to prove it.

Assassin Perks:

Shadow Step (100 CP):

The light is for heroes; you belong to the dark. You possess an innate mastery of stealth that borders on the supernatural. So long as you are in a shadow or out of direct line of sight, your footsteps make absolutely no sound, your breathing is silent, and your killing intent is completely masked. You can effortlessly scale vertical castle walls, walk across creaky wooden floors without a squeak, and slip through crowded rooms entirely unnoticed.

Worth Your Weight in Blood (200 CP):

In the treacherous underworld of lewd fantasy politics, a mere thug is quickly discarded once their usefulness ends, but a true professional is treasured. This perk ensures that whoever holds your contract views you as an indispensable asset. Your superiors will possess a deep, inherent appreciation for your lethal talents and firmly believe that your results are worth almost any price. This reputation isn't luck. You have a genuine talent for infiltration: forging a plausible identity on the fly, talking your way past a suspicious guard, or slipping into a household's trust long enough to learn its secrets and walk back out unnoticed. Furthermore, this professional respect provides a buffer against the unpredictable nature of your work; should a contract unexpectedly go awry, your master will instinctively view it as an unavoidable complication rather than a reflection of your incompetence. They might use the pretext of your fiasco to extract a couple of sexual favors, but that's just the price of failure.

Critical Exploitation (400 CP):

In a world of armored knights and power-granting magical artifacts, striking hard is less important than striking smart. You possess an instinctual ability to perceive the physical and magical vulnerabilities of any target. When you strike at these weak points—whether it's a gap in a warlord's armor or the exact magical node powering a golem—your attacks completely bypass the target's physical durability and magical resistances, multiplying your damage output exponentially. That instinct comes backed by real, practiced killing skill, enough to drop a trained guard in a silent scuffle without needing a lucky opening. And since your entire way of fighting is allergic to fighting fair, you also have encyclopedic knowledge of toxins, poisons, venoms, and paralyzing agents. You can easily forage local flora or harvest monster glands to alchemically synthesize lethal concoctions that are completely odorless and tasteless. Furthermore, your prolonged exposure to these substances has granted you an ironclad immunity to all mundane and magical poisons, ensuring you never accidentally fall victim to your own tools.

Deadly Machinations (600 CP):

A true professional understands that a knife in the dark is a crude instrument, and death is not the only currency in the underworld. A contract may demand a rival's absolute humiliation, the economic ruin of a prosperous town, or the systemic collapse of an entire kingdom. When a simple assassination is insufficient for your grander designs, your mind becomes the ultimate weapon. You possess a terrifying genius for shadow orchestration, uniquely suited to setting complex, devastating chain reactions into motion with minimal direct intervention. You are a grandmaster of indirect destruction. You know exactly how to seed venomous rumors that will irreparably shatter a noble's reputation before you ever set foot in their domain. You can expertly fund and direct fractured bandit factions to choke off a city's supply lines, starving out a populace without ever drawing your own blade. You even possess the uncanny foresight to seamlessly place a volatile magical artifact into the hands of the exact pawn who will unwittingly use it to tear down the empire you despise. The board is set, the pieces are moving, and your hands remain immaculately clean.

Items

Standard Discount rules apply.

Usurper Items:

Forged Credentials (100 CP):

A magically adaptable set of travel papers, guild cards, and noble writs. No matter who is inspecting them, these documents will always appear completely authentic, displaying whatever identity, rank, and permissions you currently need. You can walk past border checkpoints, bluff your way into high-society galas, or claim a false aristocratic lineage without arousing any suspicion from magical or mundane verification methods. Be careful, though; while these forgeries are perfect, using them recklessly, like passing yourself off as the nephew of someone who has no brothers or sisters, is still going to get you caught.

Shady Contacts (200 CP):

You've walked these dark alleys before, haven't you? You are well-versed in the habits and traditions of the underworld and can easily navigate it. Not only that, your time spent among the thieves and smugglers has allowed you to build a rather impressive network of 'acquaintances' that can be tapped for various needs. From information to black-market dealings, none can say you're not connected.

Assassination Contracts (400 CP):

This pile of unassuming papers is an Usurper's best and bloodiest friend. Just write the name of an enemy and place enough money on the magical circle on the back, and you can be assured that an assassin will receive and accept your contract on that target's life. The more money you're willing to pay, the stronger and more effective the assassin hired will be, even if their existence and power are only possible through Jumpchain Fiat. With enough capital, even Death can die!

Masir's Egg (600 CP):

The magical artifact that kickstarted the entire debauched plot. The power of this unassuming dark egg-shaped artifact is vast and powerful. It's also very lewd. Once every 10 years, this artifact is capable of granting a random power to the one who activates it. The list of powers it can grant is endless but mostly skewed towards the lewd. That doesn't mean they can't be used offensively or otherwise, but they certainly shine in that specific role. Mind-control, tentacle materialization and control, a Tinker power centered on high-tech sex toys, and other powers of a similar nature are all possibilities. Unfortunately, once someone receives a power from the Egg, they are barred from gaining another the same way unless they want their previous one to be substituted with the new one. The powers that are granted also have the mild side effect of increasing the user's libido.

Royal Items

Bottomless Coin Pouch (100 CP):

A king shouldn't have to worry about petty cash. This silken pouch contains a modest sum of the highest denomination of local currency—usually gold or platinum coins. Every morning, the pouch magically refills itself to the top. While it won't let you buy an entire kingdom outright, it provides enough daily wealth to live in absolute luxury, bribe guards, or lavishly fund an adventuring party without ever needing to check a budget.

Royal Vestments (200 CP):

An entire wardrobe of the finest aristocratic clothing, tailored to your exact measurements. Whether you prefer a militaristic prince's uniform, a flowing princess gown, or an archduke's overcoat, you just need to focus on what you want and then start sifting through. All of these clothes are woven out of rare materials and with high-tier defensive enchantments. They are as tough as steel plate armor, regulate your body temperature in harsh weather, and automatically repel dirt, blood, and wine stains.

The Sovereign's Signet (400 CP):

A heavy gold ring bearing your personal crest. This ring is a localized artifact of authority. Stamping it on any contract makes the contents magically binding to whoever signs it, ensuring absolute compliance with both the letter and the spirit of the text. The resulting stamp is also impossible to forge, as the real one radiates an unmistakable magical aura that cannot be replicated. Furthermore, wearing the ring projects a protective aura that nullifies low-to-mid tier mental manipulation and scrying attempts targeting you, ensuring your mind and your secrets remain your own.

Kingdom (600 CP):

Why settle for a dusty heirloom when you can possess the crown jewel of civilization? You are the absolute, undisputed monarch of a sprawling, fiat-backed kingdom roughly the size of Germany. This grand territory boasts diverse, resource-rich geography—from fertile agricultural plains and dense, monster-hunting forests to towering mountain ranges brimming with precious magical ores. It is populated by millions of loyal subjects, complete with a functioning aristocracy, a standing army, and thriving merchant guilds.

What truly sets your kingdom apart is its advancement, at least compared to an actual medieval setting without magic. Your cities feature paved roads, highly efficient aqueducts, and widespread magi-tech conveniences like magical streetlamps and climate-controlled storehouses. The Capital houses prestigious academies and a highly organized administrative bureaucracy that practically runs itself, ensuring your realm never succumbs to mundane plagues, famines, or economic collapse. In future Jumps, you have a choice: you can seamlessly integrate this massive landmass into the local geography—complete with a magically fabricated history that establishes your kingdom as a recognized, formidable superpower—or you can keep it safely tucked away in a pocket dimension, accessible only through specific, heavily guarded portals you can open at will.

Assassin Items

Shadow Silk Garb (100 CP):

A sleek, form-fitting set of dark clothing that seems to absorb light. When worn in the shadows, this suit actively blurs your silhouette, making it incredibly difficult for standard guards or low-tier magic users to focus on you. It also muffles the sound of your movements, ensuring that even if you accidentally step on a dry twig or a creaky floorboard, the noise is suppressed to a mere whisper.

The Venom Synthesizer (200 CP):

A compact, beautifully crafted mahogany box filled with vials, a mortar and pestle, and an array of strange alchemical tools. This kit dramatically accelerates the brewing of poisons and antidotes. Any toxin brewed using this kit has its potency doubled, and its shelf-life extended indefinitely. It also comes with a hidden compartment containing three doses of a localized "Truth Serum" that forces the drinker to answer three questions with absolute honesty.

Dead Drops (400 CP):

What is an assassin without contracts? What is a hired killer without anyone to hire them? You don't have that problem anymore as you'll now be instinctively aware of several Dead Drops no matter where you are. Through these Dead Drops you will be offered various well-paying jobs, ones that will require you not only to murder someone but will often have secondary conditions that will make things more 'interesting', the completion of which will reward you with either more money, power, connections or even potent items of power depending on their difficulty. These contracts will always send you against people that you'd consider acceptable targets.

Poisonous Fang (600 CP):

You now hold in your hands one of the most fearsome instruments of death that has ever been created in this world. Made out of extremely strong materials, this dagger is virtually indestructible and so sharp it can cut through enchanted metal plate armor as if it were made of soggy paper. But that is merely the beginning. Its construction includes a handle that acts as a container for liquids and minuscule channels that spread any such liquid it is filled with all over the blade, all so that any slash and stab forcefully injects it into the flesh of those you injure. Then there's the enchantment anchored to the darkly glowing runes visible on the blade, which increase the virulence and lethality of any poison that the dagger contains.

Companions

Companions cannot purchase more companions.

Create/Import (50-200 CP):

You can Create or/and Import any of your friends into this jump. 50 CP for 1 or 200 CP for 8. They get their own customizable build with 600 CP to spend on things like perks and items, get to take Drawbacks that only affect them, plus half the CP from the Drawbacks taken by the Jumper that affect the entire setting. You can take this multiple times if you have more than 8 Companions.

Export (Free/100 CP):

If you can convince them, you can take anyone from this jump with you as a Follower for free. For 100 CP a pop, you can ensure that they'll agree and also get their own customizable build with 600 CP to spend on things like perks and items. They also get half the CP from the Drawbacks taken by the Jumper that affect the entire setting, since that means they suffered through them already. The only difference compared to the Import option is that they can only spend the CP they gain at the end of this jump. You can take the 100 CP version of this to future Jumps as long as you always pay the price for each person you want to turn into a Companion with the same rules.

A Royal of Your Own (100/200 CP):

Every kingdom worth conquering has at least one royal member worth taking, and for 100 CP you gain one as a Companion that possesses their own customizable build with 600 CP to spend on things like perks and items from the Royal Origin. They are naturally striking, raised by the finest, and willing to follow you for reasons of their own, be it ambition, disillusionment with their own bloodline, genuine affection or something else. Alternatively, for 200 CP, they aren't merely willing. They're yours, mind, body and soul, whether you made them that way, toppled their kingdom, broke their will through prolonged domination, or simply earned their undying love. What remains is someone whose devotion is absolute. You may take them, or choose a canon character from this setting instead to receive the benefits. This option may be taken multiple times.

Drawbacks:

Take as many as you can endure.

Self-Insert (+0 CP):

Want to take the place of one of the characters? As long as it makes sense for your Origin, go ahead.

Supplement (+0 CP):

You can use this document as a supplement to another jump.

Crossover (+0 CP):

You can combine this setting with another, even one that doesn't have its own jumpdoc.

Early Retirement (+0 CP):

As long as you don't have any other Drawbacks that require you to stay longer, you can decide to finish this jump at any point once the main plot is concluded or sufficiently derailed.

Wider World (+100 CP):

With this toggle, the plot and locations seen in Kyonyuu Onna Senshi Dogeza Saimin and Kyonyuu Elf Oyako Saimin will take place and can be found in the same world of Kyonyuu Princess Saimin.

Extended Stay (+100 CP):

For each purchase of this, your time here is extended by 5 years. You can take this as many times as you want, but all other Drawbacks also last until the end of your time here unless you have some way to resolve them.

Ugly Bastard (+100 CP):

You definitely lost the genetic lottery and find yourself with a face and body that only a mother would love. A 3/10, but only if someone is very generous. They generally won't be.

Frustrating Resistance (+100 CP/+300 CP):

A random 10% of the people you'll encounter in this jump will possess a rather annoying resistance to any powers you might have. For another +200 CP, this resistance becomes full immunity to any of your supernatural abilities. This can be taken multiple times, up to full 100% resistance/immunity.

It's still hard? (+200 CP):

Get ready to hear that phrase quite a lot. Your libido is off the charts and the more you go without having sex—and no, masturbation isn't going to work—the more you'll feel the pressure. Go without for long enough and even your mental faculties will start getting impaired more and more.

Targeted (+200/+400/+600 CP):

Who did you piss off for this? There's now a standing contract on your life, and you can expect both thugs and professional assassins to try to cash in on it at least once a month. Getting rid of it requires quite a bit of investigation in order to find out who's willing to pay to see you dead and dealing with them. You can take this three times for more CP, but at the 400 CP level the bounty on your head is large enough to attract some of the deadliest assassins available in this world, while for 600 CP these

Assassins also gain the **Critical Exploitation** perk, making them at least an order of magnitude more dangerous.

Sore Thumb (+200 CP):

There's just something weird about you. Maybe it's the color of your skin, or you just have one of those faces, but you can expect people to immediately see you as the odd one out in any situation you might find yourself in. Stealth will also be a lot harder to pull off as eyes seem drawn to you.

Lead Feet (+200 CP):

You're abysmally bad at stealth. I hope you didn't pick the Assassin Origin.

Obligatory Power Loss Drawback (+300 CP):

Any Perks or Powers gained in previous Jumps are now locked for the duration of this Jump. If this is your first jump, feel free to enjoy the free CP.

Obligatory Item Loss Drawback (+300 CP):

Any Items or Properties gained in previous Jumps are now locked for the duration of this Jump. If this is your first jump, feel free to enjoy the free CP.

Obligatory Companion Loss Drawback (+300 CP):

Any Companions, Followers, or pets gained in previous Jumps are now locked for the duration of this Jump. If this is your first jump, feel free to enjoy the free CP.

Obligatory Warehouse Lock Drawback (+300 CP):

You cannot access the Warehouse or any ability that provides a similar service, like Inventory/Hammerspace/Pocket Space abilities. Unless you also take the **Obligatory Item Loss Drawback**, you will be allowed to start the Jump with some of your items already equipped or in your pockets—but only as many as you can carry—and you can still import properties into the jump.

Limp Dick (+300 CP):

I mean... Are you sure? Do you really need CP that badly? Well, alright. For 300 extra CP, for the entire duration of your stay here, you will suffer under the worst illness a man can have: Impotence! If female, you can no longer get aroused or be able to find pleasure in anything sexual, even as all your bits continue working as intended. I'd tell you to have fun but...

RPG Overland Travel (+300 CP):

You know how in most RPGs, when you or your party go to travel a long distance, you always get those random encounters? Good luck, because that's going to be your experience too now. Whenever you travel to a destination more than five miles away, you can be sure that you'll have to deal with either a monster or bandit attack. Weirder encounters or even positive ones are also possible, but attacks will be a lot more common. And if you're traveling further? You can expect one of these at least twice a day. Yes, this happens even if you can fly at hypersonic speeds or teleport.

Heavy is the Head (+400 CP) (Restricted to Jumpers who bought the Kingdom Item):

Being a monarch isn't all it's cracked up to be. Sure, you get to order people around and enjoy the constant bowing, but it also comes with the greatest curse known to civilization: endless paperwork. Your position at the apex of the kingdom brings a mind-boggling amount of actual, tedious work. You

are buried under mountains of administrative duties—signing off on budgets, drafting legislation, mediating noble disputes, passing judgment on criminals, managing foreign diplomacy, and organizing the military.

The buck stops entirely with you. Millions are counting on you to steer the nation toward a brighter future, and you **will** feel the weight of their expectations. To make matters worse, this Drawback actively ensures there is a constant stream of crises, famines, and diplomatic "situations" demanding your attention and intervention. You cannot permanently delegate these responsibilities; the prosperity—or ruin—of your kingdom at the end of this ten-year stay will determine the state it will be in your next Jump, and while you will be able to improve things later, the inhabitants won't forget things so easily, for good or ill. Get to work, Your Majesty.

Dungeon Break (+400 CP):

At some point in the first three years of your stay, mysterious dungeons start appearing all over the place. Some are larger, some are smaller, but all of them house dangerous and powerful monsters that, if not culled, will break out at some point in a massive wave of destruction and death. Culling the monsters periodically will prevent such Dungeon Breaks, but to completely stop the monsters from spawning, one needs to destroy the Dungeon Core present in each one, hidden in the deepest level and only accessible after all Floor Bosses are defeated. Of course, they also contain treasure, and the materials harvested from the monsters can be very valuable, so not everyone will agree to destroy the Dungeon Cores. Unfortunately for everyone, there's a deeper conspiracy behind these Dungeons. Do you think you have what it takes to get to the bottom of things and maybe even save the world?

Fantasy Setting Woes (+600 CP):

Normally, this would have been a pretty normal fantasy setting straight out of countless Japanese manga, anime, or Hentai, just with a bit more lewd elements. Not anymore! Before the first year ends, a Demon Lord will make their presence known. Their power and armies are strong enough to threaten the entire Continent if not the World and, unless defeated, will ultimately spell the end of everything. Without your intervention, the world is doomed, so go on! Be a hero! Because if you don't, you'll be trapped here forever until you deal with them, or they deal with you!

Mind-Controllers Galore (+600 CP):

Given the nature of this world's destined plot, especially if you took the **Wider World** Drawback, you can't be surprised that you're not the only one with access to powers capable of hypnotizing and mind-controlling people. With this Drawback, you ensure that such people are a lot less rare and quite a few of them seem to feel the need to target you for one reason or another. Be it because they want to dominate you or watch the despair in your eyes as they take your Companions, you won't like it if their plans come to fruition. While this Drawback doesn't strip you of any Perks or Items that might give you resistance to such powers, it does target any such immunities you have access to and lowers them to the level of resistances while also removing any level of mental defense from your Companions or anyone you care about in this Jump. Be careful and keep a strong mind because if the end of the Jump catches your mind enslaved, it will mean the end of your Chain.

Notes

Jump by Cypmaster

-Convenient Common Tongue lets you hear any language as your native one, and when you speak, people hear the Language native to them unless they initiated the conversation in another language; then it's that one. Same for writing. Does not work for intrinsically magical languages unless it's one that people also actively converse in.

-Inheritor Aura: Only direct negative consequences of taking such items are nullified. Getting Excalibur and ignoring the responsibility that comes with it will be fine with the sword itself but might piss off both Merlin and the people that had been hoping for the promised King. Same for other such artifacts. The perk doesn't discriminate on **how** it manages to get such items in your hands; A powerful suit of armor might belong to someone and they'll definitely ask for it back no matter the sequence of events that saw it ending up in your possession. They might even get violent if you refuse. And sure, the plot armor might work on your behalf to see that you keep the armor but you'll still have to deal with the consequences. So... be careful what you wish for!

-Artificer's Hand: Binding the kinds of supernatural effects that you're already capable of, like the healing effect of a spell you can already cast easily, is a lot easier than enchanting an effect you are incapable of. Studying the effects of spells and powers that other people are capable of, can also help speed up or reduce the cost in rare materials and reagents to bind that specific effect to an item.

-Shadow Cabinet: Yes, people you brainwash while having this perk are a **lot** harder to deprogram/free of your influence than before.

-The Sovereign's Decree: The cooldown becomes irrelevant once your power, political or personal, reaches the planetary level.

-Royal Vestments: No, you can't sell these. The entire wardrobe allows you to take out up to 8 people's worth of clothes at a time, but they will still be tailored to the Jumper's measurements.

-Forged Credentials: basically, these can only fail if you try to pass off as someone you're obviously not. People are rarely so dumb that they'd believe you to be the King just because you showed them some official-looking papers.

-Kingdom: Even when placed inside the pocket dimension, the weather and conditions inside this place are what you'd expect from a mid-European country like Germany, so 4 seasons, rather fertile soil, and stuff like that. The resources that can be extracted from the forests and soil replenish after every jump, and any damage that gets caused, like pollution and environmental damage, is removed at the same time. The people here are considered Followers and are not NPCs. You can decide on things like the presence of an afterlife or not, but only if you have the kinds of powers that interact with that layer of reality. This doesn't mean you have any authority over any of that, however, unless you already have it from somewhere else (Perks, Authorities, etc.). The Kingdom doesn't auto-update to future worlds' levels of technology, but it does keep any upgrades and/or advancements you

introduce. Multiple bought instances of this Item (For example, maybe both Jumper and a Companion buy a Kingdom each) can either be kept separate or merged to increase the size, wealth, population, etc. in a linear way.

-Companions: Mind-control is explicitly allowed to 'convince' people to come with you.

Changelog

-1.0: Initial Release

-1.1:

- Added several new Drawbacks.
- Corrections and clarifications.

-1.2:

- Changed a few Perk descriptions to be more in line with suggestions from the community. Mostly those of the Royal and Assassin Origins.
- Added the **Inheritor Aura** and **Artificer's Hand** perks to the **General Perks** section.