



Jump by dragonjek
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One night...

*Women around the world experienced a sudden mutation in their genes.
The muscles of their arms, legs, and torsos grew unusually well-developed and
they gained superb reflexes.
However, their breasts remained soft.*

*They have taken their resentment and anger from being repressed in the past and
unleashed them upon men.*

*This overwhelming power has left men defenseless and at the bottom of the social
pecking order.*

*However, a group of men unwilling to succumb have gone to live and train in the
mountains.*

*They have created a sect of martial arts called the Patriarchy in the hopes that one
day they can set the world right again.*

*For many years, men of the Patriarchy have not been able to pass the preliminary
rounds...*

That is, until one year, when a star of hope was born!

Jack Hoff, abandoned in the mountains by his parents as a baby boy, was found and raised by the Patriarchy.

In his eyes, women are only ferocious, violent, and fearsome targets of revenge...

This commitment has led to his extraordinary talent within the Patriarchy!

Now, carrying the hopes and dreams of the Patriarchy upon his shoulders, Jack Hoff participates in this year's Tourney of Supreme Warriors on his own, to meet face-to-face with the toughest women in the world!

Will the goddess of victory smile upon him or will she cower in fear?

Really? This is the world you want to go to? Well, I guess it's up to you, in the end. Here's **+1000 CP** to help you make the choices that will define your next ten years spent in this world.

Oh, you've been pre-registered for the Tourney of Supreme Warriors, by the way. Have fun.

Location, Age, & Sex

You may start on any location on the planet Earth, although Jack Hoff's first fight in the Tourney of Supreme Warriors will take place in Hong Kong. You may be of any age. Your sex, however, might require you to pay up. You may optionally choose to either have a pre-established history in this world, or to simply appear in it as a drop-in.

Male (Free):

You are biologically male, and were untouched by the mysterious event that made women so powerful. You are a normal human being, and if you want to be able to fight against opponents as powerful as women, you need to be willing to fight dirty. Winning fairly is no longer on the table for you. You might want to look into the techniques the Patriarchy has been working on.

Female (-200 CP):

You are biologically female, and as such were affected by the empowering event. You've become the dominant sex in the world, supplanting men in economic, legal, and governmental standing. The world is your oyster.

Perks

Male Perks

Palm of the Cloth Cleaver (-100 CP):

The secret technique of the Patriarchy sect. As men cannot compete with women blow-for-blow, they must take the advantage in other ways—namely, by targeting the clothing of a woman and damaging that. You'll find that when you damage someone's clothing, they will always react modestly—in addition to emotionally unbalancing the target, they will always endeavor to cover themselves as best they can, even if it reduces their fighting capabilities. Additionally, regardless of how finely made or solid an article of clothing may be, you will always be able to damage it to some extent with simple strikes.

This technique can also be used to damage makeup, even completely removing it from someone's face with a few punches.

Man in a Woman's World (-200 CP):

To fight against a woman is to oppose a terrifying beast, capable of utterly crushing a man without really trying. To triumph, one needs to have skill and perfectly directed will. This is what the Patriarchy focuses its training on, dividing their focus only to teach those techniques that are most effective at bringing down woman-kind specifically. You'll find that when you're fighting either a woman or an otherwise superior opponent, your technique, focus, morale, dedication, and willpower all increase; hopefully, the increased skill will be enough to overcome the difference between you and your opponent... or at least keep you from losing too badly.

Should you fight someone who is both a woman and superior to you—such as an ordinary man might encounter fighting any of the ladies of this world—you'll find the effects of this perk doubling.

Soul-Sucking Heart Smash (-400 CP):

In a fight against a creature as powerful as a woman, there can be no holding back and no blow too low. You have a peculiarly keen understanding of what people want—this doesn't help in other social situations, but it is very effective at finding out what will flatter someone the most, what you can say to get under their skin,

and what will make them actually feel strong emotions in response to your words. The easiest form of this is to flirt with them.

Once they are full of emotion, you can absorb their confused feelings, and transform it into fighting power, temporarily giving you a powerful boost that can allow even an ordinary man to land a powerful blow on a woman, and that scales proportionally with your own power. However, once someone has succumbed to this technique, they won't fall for it again, so it is best used as a finishing blow, lest they endure the attack and you have nothing else to fall back on.

Strength is Relative (-600 CP):

Despite having the strength to easily snap Jack's arms without even trying, none of the women Jack rapes put up any actual resistance when he violates them. From now on, you'll find that when it comes to forced sex, people just sort of don't use the powers they have to fight back against you. Once you start making things sexual, your opponent just sort of... stops using their abilities against you. An ordinary human with this perk could rape Supergirl, and she wouldn't just break free with her super strength. They will never find it strange that they don't really fight back against you with all they have.

This only applies for non-violent sex; if you start injuring them, this restriction on their powers completely disappears.

Female Perks

Modern Femininity (Free, exclusive to Female):

You have a well-developed musculature, even if you might not show it, and are significantly stronger than even the most powerful man could hope to become, even if they were to spend their entire lives lifting weights. You can break bones without even trying, and easily land from falls from the third story of a building. You also have an incredible ability to endure injury, to the point that the fists of a male fighter barely even sting.

On Top of the World (-200 CP):

There are certain benefits to upending the social hierarchy. From now on, when compared to an equally qualified (or even slightly more qualified), you will be given preference for purposes such as hiring, getting a raise, getting a promotion,

and so on. In legal matters, the law is slightly more likely to believe in you than your opposition. None of these benefits are large, but over time they add up.

Single Sex Superiority Sanction (-400 CP):

The defining trait of this world is that for some reason, one of the sexes has been vastly empowered beyond the other. Now you can bring this trait with you in the future. At the beginning of a jump, you can decide to give any single sex of your choice a large power up, making them undeniably superior to their counterpart in terms of their physique. This will doubtlessly cause a lot of social upheaval, although unless you tell anyone you're responsible, it is doubtful that anyone would ever point to you as the cause.

Know Your Place (-600 CP):

What's with these men recently getting uppity and challenging their betters? They've got to know those wimpy man-muscles can't compare to your feminine girder-benders. Well, if they didn't know before, they will now. You emit an air of superiority—and what's more, so long as you have real strength backing it up, people will genuinely believe that you're superior to them. Although this is most easily used for getting rid of the competition so they don't bother even trying to match up to you, this also lends you the aura of a *domme*, allowing you to more easily dominate others in a sexual environment and making people more eager to please you in bed.

General Perks

You receive 2 discounts of 50% for each general perk tier of 200, 400, and 600 CP. You receive 2 perks priced at 100 CP for free.

Punch Out (Free):

You fulfill the minimum requirements to have won the preliminaries of the Tourney; you're great at fighting! This alone won't be enough to carry you to first place in the Tourney of Supreme Warriors, but you're still good enough to defeat the average black belt, even if they were as tough and as strong as you are. You may optionally choose to be well-versed in any single martial art of your choice, or you can use an original fighting style.

Punching Pretty Faces (Free):

People in this world look good, even after they've just taken a fist to the face dozens of times. Now you share in that; you are easily in the top percentile of beauty by the standards of this already-beautiful world. No matter how injured you are, it will always manifest on your body in such a way that allows you to retain your attractiveness. If you ever scar, it will only be in a way that complements your appearance, and never detracts from it.

Furthermore, your own attacks will no longer mar the beauty of those you are fighting, keeping the faces of those you punch from becoming a swollen and bruised mess. You may optionally negate this effect if you would prefer.

Rape Isn't So Bad? (Free, -100 CP to keep):

In this world, rape just... doesn't seem to be a big deal? They don't even try to fight back, and ultimately the victim cares more about whether you're good at fucking them than they do about the fact that you're forcing them in the first place. Hell, it seems more like a bonding experience than anything else, considering examples like Katie inviting Jack Hoff on a date or Fuuka & Karen asking for his help winning a lottery.

This perk freely affects the whole world for this jump, but if you want to personally benefit from its effects in future worlds, you need to pay CP. You may purchase it twice to be able to affect entire jump settings instead, which you may toggle off if you'd prefer it not to take effect.

Food Preparation (-100 CP):

You're such a good chef that they should invent a fourth Michelin Star just for you. But your real talent is in enhancing the effectiveness of the ingredients you use—specifically, the potency of foods that could be considered aphrodisiacs.

Memories of Friends (-100 CP):

Perhaps you're also from Wummy's tribe, or could it be that you simply have similar traditions? Regardless, to your people, the animals that you hunt and eat are considered friends that gave their life to you so that you could live, and as such it is traditional to take trophies from hunts to remember them.

While wearing such a trophy, you will benefit from a little bit of that animal's spirit and powers; an amulet of jaguar teeth, for instance, might make you stronger,

while a token carved from deer horn could make you faster. You can only benefit from one such trophy at a time.

Shadow Clone Jutsu (-100 CP):

No, no, you aren't actually creating a double. Instead, you're just so good at cooperating with other people that it seems like you're nothing more than duplicates of the same person. You could perfectly coordinate attacks with an ally with no prior preparation or training, both of you instinctively knowing how to behave to fight together in the most efficient and competent way, making you more powerful than you could ever hope to be alone.

Threats and Braggadocio (-100 CP):

Normally, there's a point at which making threats only makes you look like a fool, but for some reason you never seem to reach that point. All attempts at intimidation you make will be taken completely seriously, and even if someone decides you fight you despite that, they will be emotionally shaken from your actions.

Vampire Heritage (-100 CP):

You are a vampire. This doesn't leave you particularly vulnerable to sunlight or turn you undead or anything, but you do need to eat blood to survive now, and are biologically immortal once you've reached adulthood. Your physical stats are high enough that even without martial arts training, you could still beat a trained fighter of your own sex, and you are able to turn other people into vampires (if you want to, it isn't an automatic thing—but doing so does provide the new vampire with access to **The Succ** and **Vampiric Hunger**, if you also have those perks). Oh, and you can extend your nails into long claws, strong enough to lacerate flesh in combat without breaking. You also have wings, but they aren't capable of sustaining flight.

Anywhere Works (-200 CP):

It doesn't matter where you are, it's always a good time to get it on. Your environment will never negatively affect your sexual activities; even if you were fucked on a toilet, it would be just as comfortable (and just as sanitary) as if you were doing it on a bed.

Compensated Collateral (-200 CP):

Sometimes fights result in damage to the surroundings, and if you're a small business owner that can be devastating. How fortunate for you that your opponents in combat will always be willing to foot the bill for whatever collateral damage may have ensued from any fight you're in, even if most (if not all) of that damage was caused by you.

Mating (-200 CP):

What is the greatest purpose behind finding a mate? That's right, it's the babies. And now, you'll be guaranteed to have them when you finally find someone strong enough to deserve being your partner. You are capable of controlling your own fertility, letting you guarantee a pregnancy with a worthy partner, or guarantee that someone won't be able to conceive with you no matter how much they try. Furthermore, any pregnancies you have or cause are guaranteed to be safe and healthy, with no possibility of a miscarriage.

The Succ (-200 CP): [Requires Vampire Heritage]

Did you know being bitten by a vampire is a very erotic experience? When you bite someone to suck their blood, you experience heightened sensitivity to pleasure (and pleasure alone) across your body, allowing you to experience greater sensations than you could hope to know otherwise; while biting someone, they also benefit from this increased sensitivity. In bed, it's basically a guaranteed orgasm.

Superlative Stealth (-200 CP):

You're really, really good at hiding. Honestly, you're a little too good at hiding, it's sorta scary. Like, you could hide in the middle of a match between two other people engaged in one-on-one combat match and nobody would ever notice unless you actually interfered in the fight. Not the combatants, not the referee, and not the onlookers.

If purchased with **Shadow Clone Jutsu**, you know how to instantly and stealthily switch places with your someone so as to take a blow for them, then switch them back to where they were so quickly that no one but the switched individual would notice that you meddled in the fight.

An Extension of Your Body (-400 CP):

I mean, if you train to use a weapon as a part of yourself, then doesn't it make sense that it's a part of your body, and thus permissible in "unarmed" combat? Well, the judges think that makes sense, so it's fine now. Well, everyone does—from now on, nobody will raise a fuss if you bring weapons to an unarmed fighting match. At least, as long as it's a melee or thrown weapon. Something like a gun just isn't acceptable for a ninja, although a bow might work.

As a matter of fact, you can now interchangeably use perks and abilities that would only benefit unarmed or armed combat, treating yourself as unarmed even if you're wielding an axe, or treat your hand as a sword—since your weapons are like an extension of your body, it's all the same, right?

I'll Be Your Concubine (-400 CP):

When you offer your body up as the stakes in a wager, people are far more inclined to take it, even if you are clearly benefitting more from the possibility of winning than they are. You're just inordinately desirable, and people find themselves yearning after your body such that they'd be willing to take such bets if that's what it meant to spend a night with you... even if they're risking being your eternal wage-slave.

Murder is the Best Solution (-400 CP):

You find that when you are striking to maim or kill, your attacks are somehow more effective at making their way past your opponent's guard. You become more accurate, or perhaps they become sloppier... either way, if you needed to kill someone for stripping you in public, you could easily do so.

Swimming Across a Fucking Ocean (-400 CP):

I don't know what they feed you in your tribe, but maybe you should share? You have found the boundaries of humanity and your sex, and have surpassed them. You could fight, and even defeat, someone with a genuinely superhuman physique, and swimming across an entire ocean to go see a friend to play is a casual activity for you.

Unbound (-400 CP):

Danielle may have been bound for 50 years, but you'd never experience such a sorry fate! Whenever you are subject to bindings or some form of imprisonment, events will always conspire to help you break free. Perhaps you'll get in a fight

with someone whose specialty is destroying clothing when you're bound in an enchanted harness, or maybe an earthquake will damage your cell. You might be enchained for a long time, freedom will always come for you in the end.

Channeling the Spirits (-600 CP):

This is dangerous—both to you, and to others. By performing a short ritual of your people, you can allow your body to be possessed by the spirit of one of your gods. This will give a notable enhancement to your speed and strength, while making you glow with the supernatural powers that are possessing you. However, this is a double-edged sword; the human body wasn't meant to sustain such powers, and your body will slowly fall apart from sustained use. You can only safely use it for five minutes at a time; after that, continuing to channel the spirits will risk crippling you.

Defeating Dirty Deeds (-600 CP):

When they can't win of their own accord, people who are small of heart tend to resort to dirty tricks to achieve "victory". However, such dirty tricks just... don't work on you. Attempts to destroy your clothing and defeat you via modesty don't work. Attempts to deceive you are seen through. Sand thrown in your eyes is blown away by the wind. If they can't beat you fair and square, then they can't beat you at all.

Mystic Chop of the Yin Yang Lotus (-600 CP):

Through your mastery of the ways of Yin and Yang and the Five Elements, you have developed a special technique that completely ignores any and all attempts to block it. This strike is perfectly suited to piercing through your enemy's guard; attempts to defend against it, deflect it, redirect it, or even hide behind a shield, a wall, or an impenetrable barrier will fail to provide any protection against your blow whatsoever. It will absolutely strike your opponent without fail... if they try to defend against it. Someone who just dodges will be untouched by your blow, and if they leave themselves open to your attack, your attempt to injure them will fail. Indeed, for all that it is the perfect move for hurting an opponent through their defense... that's all it does. If they don't defend, it won't hurt them.

Shadow Ambush (-600 CP):

You've mastered a secret technique of ninjutsu that allows you to project your shadow and your ki in such a way that it makes people think you're going to attack

in the opposite direction than you actually are. Aim high, and even the most skilled of fighters will think that you're aiming low; make a swing with your right fist, and anyone would think you were about to hit with your left. Laugh as your enemies try to defend themselves from your attacks, only to leave themselves open!

Vampiric Hunger (-600 CP): [Requires **Vampire Heritage**]

Did you know that vampires don't actually need to suck blood to drain energy? All they need is contact. When someone comes into contact with you—even a fist blow only felt through a harness—you can draw upon their energy enough to revitalize yourself and allow your wings to grant you flight. But if you can actually injure someone and expose their blood to the air, you can perform a deeper draining, one which actually heals you in proportion to how much you injured them.

If you actually bite them, this healing is strengthened; to assist with this, subtle, invisible changes to your teeth and jaws have been made, which make biting someone in the middle of a fight a viable combat option that won't risk pulling out your teeth. It also becomes harder for your teeth to break or be knocked out of your mouth.

Items

You may purchase items here. You receive one discount for each price tier. If you already own a similar item, then you may import it into this item for free, adding its new properties to your existing piece of equipment. Any items that are lost, stolen, or destroyed are returned to you in perfect condition after a week. Any modifications to items will be retained across jumps and when returned to you.

Groupies (-100 CP):

It looks like you've attracted an audience! Whenever you get in a fight, a bunch of local people will gather to watch you duke it out with your opponent. They seem to come from nowhere, and might not all be aligned with you, but they'll watch the fight avidly, and whoever's winning is sure to get some cheers... although a good performance by an underdog is appreciated, too. These viewers will never actually interfere in the fight... even if it might be better for them if they actually did.

If you don't want an audience, however, they just won't appear.

The Perfect Cig (-100 CP):

This cigarette never runs out, isn't a carcinogen, and the smoke never interferes with other people unless you want it to. It always has the perfect rush of nicotine you want, but doesn't cause addiction.

Unbreakable Clothing (-200 CP):

With some dude running around punching the clothes off of girls, maybe it would be nice to invest in less fragile clothing? This set of clothing is completely immune to all forms of damage... but this immunity functions through it becoming selectively immaterial when subject to a source of harm, so its invincibility provides you no form of protection. But it *is* impossible for someone to rip it off of you, and attempts to harm you or forcibly remove the clothes from you will only result in the clothing turning incorporeal in your attacker's grasp. These clothes can only be removed willingly.

Trophies of the Hunt (-200 CP):

This is a special necklace. When used with the **Memories of Friends** perks to hold trophies of past hunts, it is capable of holding two blessings at once, rather than just one. However, in exchange for this, those trophies also become more fragile. You'll have to be careful in combat if you don't want a stray blow to destroy them, which would ruin the trophies. Notably, the trophies themselves are not part of this item, and so are not returned to you when destroyed.

Ninja Arsenal (-400 CP):

This is a supply of weapons that you can pull out of any pockets or hidden spaces on your person, even if a weapon shouldn't reasonably have fit there. You can fit four weapons; by default, this is a chain mace, tekkō-kagi claws, a sword, and a handful of shuriken. However, if you prefer you may select 4 other weapons to have available on your person at all times.

Restaurant (-400 CP):

You have a restaurant of your very own! This place focuses on a type of cuisine of your choice, and employs only the highest-quality chefs. Although it isn't a

particularly big restaurant, it's very popular and you are ensured a steady stream of clientele. It will reliably make you the equivalent of \$200,000 a year.

Sealing Harness (-600 CP):

Vampire Queen Danielle was sealed in one of these for 50 years before Jack Hoff accidentally freed her. This is a straightjacket and a gag-like face mask that glows with magical light. While someone is wearing this, they are completely incapable of using their own powers and abilities, and are restricted to the physique of an average human being, regardless of how strong they may have ordinarily been. It is only by using the power of other people that they might be able to free themselves; otherwise, escape is impossible for those so imprisoned. So make sure not to use it on someone who might have the power to harness the clothing-destroying powers of someone else, okay?

Martial Arts Sect (-600 CP):

You receive your own group of martial artists, formed around a central theme of your choice. Although the fighters in this sect are very skilled, being easily capable of going toe-to-toe with the best martial artists in the world in terms of pure combat prowess, in regards to power they are rather mid. In this world, that makes them at the very peak of what a human male is capable of, which still pales in comparison to women. In future worlds, their power will scale upwards to be appropriate to stronger settings, but without decreasing when you go to weaker worlds.

You start out with a few hundred people in this organization, but you may recruit more; people who join can be brought with you on your chain as followers. If you're displeased with the power level of your sect, you can make individuals within it stronger by training them; however, any given individual in your Martial Arts Sect will only be able to grow to be half as powerful as you are from this training alone, although there is no such limit upon their skills.

Companions

A Sect of Your Own (-50 CP):

It would be a shame to go to a new world on your own. If you have any existing companions, you may import them into this world, granting them an origin of your choice and 600 CP to spend on perks and items. If you'd rather create an

entire new character from scratch with their own background, then you can do that too; they receive the same origin and points. Although normally **50 CP** per companion, you can get a full set of 8 companions for only **200 CP**.

Recruiting the Locals (Free):

As long as you can convince them to come, you may freely bring any of the locals of this world with you as companions. Fuuka and Karen may be considered to only take up a single companion slot between the two of them, if you so desire.

Antarctic Analyst (-50 CP):

This deceptively petite woman is a resident at McMurdo Station in Antarctica, engaged in a long-term, 3-part study of Adélie penguin society, illnesses, and the effects global warming has upon the penguin population. One day she was so caught up in her research that she didn't realize her vehicle ran out of fuel, and she was lost in the Antarctic wilderness. She prayed desperately for help, and her pleas were heard by the Great Penguin God, who was moved by her love for penguin-kind and granted her amazing penguin powers, such as resistance to cold, the power to lay eggs, the ability to swim really fast, command and communicate with penguins, and super-penguin strength (which winds up being a bit higher than women can naturally reach in this world, which is truly incredible by the standards of the tiny Adélie penguin!). Unfortunately, this process also seems to have super-charged her libido, and she'll quite happily hump anything that is even remotely phallic in appearance.

Blonde Birdy (-50 CP):

This busty blonde in a skintight leotard is the inheritor of her legendarily skilled grandpa's dojo, where masters of combat gather to compare their abilities. She adores cats, cute animals, kids, and now you. She sees you as an unpolished jewel, and will constantly push to better your skills, motivating you gently with her excellent cooking and encouraging smiles. Although her excitement to participate whenever you practice grappling is certainly something to behold.

Canadian Contraption (-50 CP):

Nobody is quite sure who decided to combine a sex doll with logging equipment, but the result is definite effective at its jobs. Except for the seams in their synthetic flesh and the digital imagery visible in their eyes, they almost perfectly resemble a living human... until their limbs unfold to reveal the tools that make

them an unrivalled lumberjack, allowing them to decimate the population of forests (and, as mandated by new reforestation laws, plant new seeds in their place). As it turns out, equipment that shears apart trees is also quite effective in combat, even if they do have to be careful not to kill anyone. Although they have breasts (which have anti-tree missiles installed in them), their genitalia are replaceable and customizable, and they have a few different models stored in their torso cavity in case a partner wants to have more “exotic” fun.

Egyptian Ecclesiast (-50 CP):

Once the High Priestess of Amun, this tall and sharp-featured woman was mummified in the 10th Century BCE, but malice on the part of her subordinates saw her improperly prepared for burial, and all of the parts of her soul were confined within her *Khet*, her physical body, instead of moving on to the afterlife of *Duat*. So she stayed, unconscious but not quite either dead or alive, until the mysterious event that empowered the women of the world; the surge of energy brought her fully back to life, which considering the Egyptian feelings on the sanctity of the dead, she feels quite ambivalent about. Still, she is devoted to her beliefs and her nation, and seeks to reestablish the faiths of ancient Egypt in the modern day and reestablish the nation of Egypt (as she considers the Egyptians of the modern day to be rather feckless).

But she was never meant to be a true leader, only to direct others under the direction of someone else; if you were to overpower her, she would surely declare you to be her new pharaoh and serve you with the same loyalty she did in her first life. But that will be hard to do, as her time being dead has inured her to pain and damage, she wields the bandages she is still wrapped in like expert weapons, and she is well-trained in ancient Egyptian martial arts, that were so secretive that no written records existed of them.

Sensuous Spider (-50 CP):

This barefoot woman specializes in a particularly brutal form of Taekwon-Do, using her muscular thighs and carved calves to knock down her opponents with lightning-fast kicks from every direction. With you, however, she will tease and tempt, dancing around you until either your control breaks, or you break *her*. By the end of it, one of you will be worshipping at the feet of the other.

Werewolf of Wollongong (-50 CP):

If a world has vampires, then *obviously* it must also have werewolves—creatures that, even when not transformed, still have a tail and fluffy ears. They can only reproduce normally, and aren't contagious; this really thrills this carefree party-goer, because she loves having fun and would hate for contagious saliva to make her miss out on making out (or more exciting things!). They're partway through getting their bachelor's degree in digital art—not the most exciting thing, but they always thought it would be neat to work on animated films. Her dedication to her work belies her otherwise-scatterbrained behavior, and they tend to hyperfocus on a task for hours at a time. They don't really have any martial arts training, and only joined the Tourney of Supreme Warriors because they thought it would be neat to travel across the world and meet other people.

Ninja Twin (-100 CP):

You have a twin! Well, a sort-of-fraternal, sort-of-identical twin. They look exactly like you, except they have differently-colored eyes and hair. Still, if you had the right perks, you could probably pretend that they were your flawed clone or something. They have all the perks you purchased in this jump, as well as the **Ninja Arsenal**. Which is because they're also a ninja. But not a very sneaky one, unless you purchase **Superlative Stealth**.

Drawbacks

Take drawbacks to receive extra points.

Setting Fusion Toggle (0 CP):

Do you like the idea of this world, but dislike the characters? Or maybe you'd like to see the characters in this world if they were wizards, or pirates, or aliens? You can turn this jump into a supplement for another jump and mix the two settings together however you feel is appropriate, although remember that you have to keep the CP of each jump separate.

Sealed Away (+100 CP):

This drawback makes you start 50 years in the past, and you must remain in this world until the time when the jump would normally end. Like Vampire Queen Danielle, you were sealed up in a **Sealing Harness**. It perfectly seals away all of your perks, powers, alt-forms, and items. Until 50 years have passed, it will be impossible to remove or damage this harness; once 50 years are complete, the

harness will disintegrate into nothingness, leaving you free to do as you wish for the remaining 10 years.

Highly Shreddable Clothing (+100 CP):

For some reason, your clothing gets torn apart really easily. You're guaranteed to flash the goods to someone at least once a week, and are guaranteed to get stripped if you get into a fight.

"Can she... speak?" (+100 CP):

Like Wummy, you only speak/understand a language that consists of grunts and yelling. Unlike Wummy, nobody else knows it, so you'll have a fuckton of difficulties communicating with anyone else, and will have to learn other tongues from scratch. Hope you're good at languages.

Social Ineptitude (+200 CP):

Maybe it's due to being raised in the mountains far from other humans, or maybe you're just bad at socializing, but you're bad at... people. What about people? Just about anything. Oh, if you have **Soul-Sucking Heart Smash**, you can still figure out how to provoke emotions in them, but outside of that? You just don't get people. You'd never realize someone likes you unless they explicitly spell it out for you, you can't recognize innuendo, you never get a hint, you can't tell when someone dislikes you, and generally have the social grace and awareness of a hippo on a hockey rink. You put your foot in your mouth like you were trying to kick out your own teeth.

"I will avenge my clothes!" (+200 CP):

This guarantees that events will conspire so that you accidentally—or purposefully, your choice—tear the clothing off of someone else at least once per week. This is guaranteed to happen in combat, however. But worse than the potential consequences of that, the people you strip will seem to become more powerful in proportion to how little clothing they have.

Wage Slave (+200 CP):

You are in debt to China Doll Chun-Lan, and have to work at her restaurant to pay it off. For the next 10 years, you will be working 8 hours a day, including weekends and holidays (although as long as you have a doctor's note, you do get (unpaid) sick days). You will have to put up with Chun-Lan's abuses, and will be required to

put in another 4 hours of unpaid overtime per week. Nobody will ever pay attention to the work violations or underhanded deals your boss performs.

A World Where Men Are Weak (+300 CP):

Maybe you aren't a man, but now you will know how they feel. All of your perks and abilities from past jumps are stripped away from you, reducing you to your Body Mod.

Mass Empowering Event (+300 CP):

Women aren't only stronger than men now; they also have super powers, ranging from barely above peak human to mountain-crushing levels of ability, with a variety and versatility of powers that you might expect to see from Marvel or DC Comics. You do not receive any of these powers, even if you're female yourself.

Final Choices

Ten years have passed, and you have a new set of experiences to enjoy... or perhaps to dread remembering. Regardless, all your drawbacks are removed, and you carry all of your purchases along with you as you make one final choice in this document. Do you

Stay Here?

I mean, I'm sure it's great if you're a woman... but unless you've overturned society, being a man here isn't going to be very fun for you.

Go Home?

Does the blatant sexual inequality in this jump make you yearn for the more modest sexual inequality of your own world?

Keep Going?

There's still places you haven't gone, things you haven't done, people you haven't fucked, and sights you haven't seen. You continue the chain.

Notes

Thanks to the people of QQ and Reddit for their suggestions, and to Dr. Squid for the Blonde Birdy and Sensuous Spider companions.

Changelog:

- Version 1.2
 - Rewrote Vampiric Heritage to be less dismissive of the vampires, and it now gives you wings. No idea how I missed that she had wings, they're pretty obvious.
 - Added the ability to grant The Succ and Vampiric Hunger to those you turn into vampires via Vampiric Heritage.
 - The energy you drain from Vampiric Hunger doesn't only revitalize you, but also allows you to fly with those vampire wings.
- Version 1.1
 - Assigned perks to each sex, placing all the former Patriarchy Jackoff perks under Male, and making new perks for Female, along with assigning Single Sex Superiority Sanction to Female. General perks still get discounts, although only 2 discounts per price tier.
 - Did some rephrasing to the sex choices.
- Version 1.0
 - Added OC Companions
 - Reduced the price of Companions
 - Spelling and grammar corrections
 - Reworked the Patriarchy item
 - Removed the Origins section, condensed the origins into a single perk list with 3 discounts of each tier. Moved the mention that you may be a drop-in to the Location, Age, & Sex section.
 - Renamed The Patriarchy to Martial Arts Sect, and reworked it.
 - Added the Punching Pretty Faces perk
 - Expanded on Superlative Stealth.
 - Switched Shadow Clone Jutsu and Superlative Stealth's prices
 - Explained that The Succ only enhances the perception of pleasure
 - Broadened Man in a Woman's World by making it super-effective against women, suited to the methods of the Patriarchy.
 - Added an actual ending section
- Version 0.5

- Created jump