

LEWD RWBY TUMP

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Welcome to the World of Remnant! This is a world stuck in an endless struggle between two immortals for the fate of all life on the planet. Lifetimes ago the Gods abandoned it, in their absence humanity and faunuskind evolving back into and into existence and starting an eternal battle with the Creatures of Grimm. It is a world of bloody evolution where the Four Kingdoms are under constant threat of collapse. It is a world of girls fighting beasts and criminals with weapons that are also guns no matter how improbable it seems.

And it's a world of porn.

So... so much porn.

Be it in steamy nights of love and passion, caves filled with Grimm that want to ram their dicks of darkness into every hole in your body or fantasies involving collars and the local catgirls, the opportunities to satisfy your lust are almost endless. Perhaps that is simply a side effect of a world with four female main characters that could each individually keep a hentai series going all by themselves. And lucky you, you get your own chance to enjoy all the pleasures Remnant has to offer.

This Jump leads you into a version of RWBY that while having the same plot is much more sexually charged, heavily affected by all sorts of pornographic material that has been made for the series. Take these **1000 CP** and enjoy yourself!

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Tone

Before you can go skirt hunting, let's get one thing out of the way: what kind of hentai experience are you here for? See not everyone has the same tastes and lewd stories can range from wholesome and vanilla to stuff that even the God of Darkness would keep away from.

This is where the Tone comes in. Depending on your choice here, the kind of 'Lewd' that this world is leaning towards will be changed accordingly. Do note that this doesn't mean a world is guaranteed to remain that Tone if you actively work against it.

Light (200): So you didn't like how bleak things got after the Fall of Beacon? No worries we have you covered. This option is for all who want to relax and have some fun in what is supposed to be a world on the edge of the apocalypse. Sure Salem still needs to be stopped and whatever other Villains are around but in general things are more hopeful and calm than they normally would be. Trauma is less lasting, solutions easier to come by and even the bleakest seeming hearts might be reformable with some gentle guidance and loving.

Normal (Free): This is the kind of Tone the canonical RWBY series is going for. Sure things went downhill quite badly after Beacon but it's not like this series is only depressing. There are Villains but there are also Heroes who overcome the challenges before them. And when they are not doing that there will be a lot of sex.

Dark (+200): Things can always be worse. So much worse it makes the Fall of Beacon look tame by comparison. Its like behind every corner is an excuse to violate and ruin a brave Huntress and evil is rewarded in its vile desires time and time again.

Do note that depending on the Tone Drawbacks and Scenarios will be affected, potentially offering greater rewards but also greater risks if you fail. Even with Scenarios that have no specific notes for how **Dark** makes them harder or more threatening you can expect the Rewards to be more potent (by a rate of 1.5 to 2). Just be careful not to bite off more than you can swallow. Drawbacks that have a **Tone Modifier: Dark**, attached to them will automatically have it selected if you take the drawback, though giving you additional CP.

-Safeword Modifier (200): Worried about the consequences that could come for you at this Tone? Alright I hear you. This seems contrary to everything this Tone represents but I can put some work in. By paying me CP, I can arrange for you to have some additional securities and freedom to choose.

Tone Modifier: Dark is no longer automatically selected when you take a Drawback. You can still take the higher level but no longer are forced too at **Dark**. Scenarios of any kind and at any Tone also no longer come with permanent punishments as a result of failure. You can select them as well but for any Scenario that doesn't have that risk you will only be able to get the **Normal** rewards where listed. Alternatively

you can PAY **200 CP** you got from somewhere in this Jump Document on every Scenario you select this way. This will allow you to get the **Dark** Rewards.

Location



Now just what corner of this literally godforsaken world are you going to call your home? You may pick so here, starting your Jump in a place within your chosen location. Alternatively you can leave it up to the whims of fate. Roll a 1d8 for **+100 CP** to determine your starting location.

1 Vale: Where it all began. Located in the north east part of Sanus Vale it is bordered by shallow waters and steep mountains. This is where the members of Team RWBY would come together, uniting at Beacon Academy run by Headmaster Ozpin. Beneath the Academy is where the Relic of Choice hidden away.

2 Mistral: Located on Anima, Mistral has the most territory of all four Kingdoms with a vast array of ecosystems. Beneath Haven Academy is the Relic of Knowledge stored and its Headmaster is the cowardly traitor Lionheart.

3 Atlas: The self proclaimed greatest Kingdom, Atlas is located in the cold continent of Solitas. Once known as Mantle, it has since become the most technologically advanced Kingdom. It is the location of the Schnee Dust Company and Atlas Academy led by General James Ironwood, both floating in the City that levitates thanks to the power of the Relic of Creation.

4 Vacuo: The desert Kingdom on the western end of Sanus, Vacuo is known for its harsh environment. Long ago its Oasis used to be flush and peaceful but after years of war, ecological disasters and mining it became a Kingdom where only the strongest survive. That being said, if you can survive here you are usually welcome here. Its Shade Academy hides the Relic of Destruction and its Headmaster is Theodore.

5 Menagerie: The closest thing to a safe haven for the local faunus population, Menagerie is a small continent south of Anima. Two thirds of Menagerie is practically uninhabitable, making the Settlement of Kuo Kuana the only real recluse for Faunus

who just want to be left alone. Ghira Belladonna has become the Chieftain of this Island after stepping down as the leader of the White Fang.

6 Wilderness: Never mind starting in civilization then. You are in the middle of untamed wilderness. Perhaps between Kingdoms with a village a few miles away, in the middle of the ocean or even on the dark continent west of Mantle and north of Sanus. Grimm might be right at home here but all who are not better beware the dark creatures lest they end up dragged into some dark cave.

7 Ever After: Wow you REALLY took a wrong turn while falling through the world. You start in the Ever After, a world beyond Remnant filled to the brim with creatures that can be strange and dangerous. It will be possible for you to go back to Remnant by journeying to the Tree, even if you are an Afteran. Keep in mind though that the Tree is not a place you go to but 'a place you know', requiring you to accept it as a place of new beginnings and for you to overcome some sort of mental or emotional hurdle.

8 Free Choice: Lucky you. Pick whatever location you like.

Race

All kinds of beings walk the face of Remnant. Pick one of the below Races to be.

Human (Free): The most common race on Remnant, humanity are a creation of the brother Gods. Gifted with Destruction, Creation, Knowledge and Choice, they were once their worshippers and have since their first destruction evolved back into existence. Now their day to day life is marked with struggle... and a lot of lust.

Faunus (Free): Then there is the other major race on Remnant. The Faunus are a species of humanlike people with a singular animal trait on their body. This Faunus Trait can be anything from Cat Ears, Bull Horns, a Scorpion Tail or a Horse Cock. You are one of them now, at the mercy of human racism. You could try and take a stand against such treatment, peacefully or violently... or perhaps get to locking a collar around your neck and submit like the good pet you are.

Grimm (Free): Remnants iconic, soulless creatures of darkness and enemy to all life. In these lands they are just as famous for deflowering Huntresses and overpowering warriors through the power of brute force and cock. You are now one of the Creatures of Grimm, though you retain your intelligence and need not be a mindless beast controlled solely by its instincts to defile all that is good and proper.

Android (Free): The field of AI is quite advanced in Remnant. Robots are about as common as Grimm and especially in Atlas a mainstay of the Kingdoms defence. Why there is even a very special real girl with a soul inside of her. You are now one of the artificial intelligences present on Remnant. Are you going to be a masterpiece of technology, or a discarded sex bot?

Origin

There is so much you can be Jumper. Someone who guards entire Kingdoms. One who will be the scourge of civilizations. Or maybe even just a random civilian who wants to get their dick wet. Pick one of the below Origins at your leisure.

Hero (Free): It has always been a dream of yours to be a Huntsman or Huntress. To save the world and all people in it, taking a stand against the forces of darkness. It is an honourable pursuit no doubt and you could be anything from the last member of a legendary warrior bloodline to a handsome blonde just wanting to prove himself. Over your journey to become a Hero you will be able to forge bonds that last a lifetime with the same ease as you could talk a handsome barmaid into bed. Be careful though, there are many who take offense to a Hero in this world. A Huntsman could find himself defeated and killed and for Huntresses fates much worse than death await, as a criminals plaything or a Grimm breeding sow.

Villain (Free): Decided to take on a more villainous pursuit than? You do not want to protect or are out to do what you do because of some innate goodness. No. You want to dominate selfishly and conquer all before you. Maybe this is due to some tragic past filled with abuse and spite. Maybe you even simply wish to perish yourself and don't care how many join you in your grave. Or maybe you just are a criminal who wants to do good business. Many rewards can come to one who is successful at defying law and light... and many threats. You could become a trophy to an even greater monster or be locked away by Heroes who can't deny what kind of lust you fuel within them.

Pervert (Free): Well Vanilla is a flavour too. Though it's up to debate if your tastes will be quite as tame. You are simply someone who lives in this world. A normal civilian, trying to stay as far away as possible from Grimm, Huntsman and what not. Still who's to say you can't enjoy yourself? You can do more than just survive, especially when your path can cross with sexy and vulnerable beauties that seem to be everywhere in this world.

Stranger (Free): Oh so we aren't even going to bother fitting in then? Remnant is home to many things but you somehow manage to be even stranger. Whether or not you were simply 'Inserted' as if this was some sort of wish fulfillment fantasy or are from the Ever After, this world will have something to keep you entertained.

Perks

General Perks

You receive an additional stipend of **+400 CP** that can only be used on General Perks. Furthermore you receive one discount of your choice for a single **100 CP** and **200 CP** Perk.

RWBY NSFW (Free/100): This is why you're here isn't it? Well let's get it out of the way. This version of the RWBY world is specifically more lewd and sexually charged in nature. Everyone seems to be more attractive on average and the already attractive ones could leave someone salivating. Bodies are shown off more, fanservice is more present and everyone just thinks a lot more sexual. 'Porn Logic' and 'Porn Physics' also are commonplace, sexual diseases and unwanted pregnancies being a non factor and your favorite kinks showing up regularly in some shape or form. This even offers some safety, people who should usually crush their partners' pelvises on accident with their fists that can punch through war machines will do no unwanted damage no matter how much force they put in as long as the act is sexual. As an added note everyone will be at an age of sexual maturity, both physically and mentally. If you want to be able to apply this 'Eroge' effect in future worlds, pay **100 CP**.

Colour Scheme (Free): Colours are a bit of a Theme in this World. They are meant to represent the vast variety among the people of Remnant, in particular when contrasted with the Grimm. As a result people tend to have a theme with colours associated with them. Be it red, white, black, yellow or a different colour, you may now have a similar theme for a colour of your choice, guaranteed to look great with it. This also concerns the colours of your body if you want natural green hair or purple eyes for example. The only thing you can't do is make your skin some non-human colour like blue but other than that... show them your True Colours Jumper.

Aura (Free for Humans and Faunus/Unavailable for Grimm/Free only for Androids of the 400 CP Tier/300/600): Every living thing, from humans to Faunus and even animals, have a Soul. Only the Creatures of Grimm are soulless and as such can't make use of this power. For you though? You are now, thanks to the physics of this world, able to use your soul as a powerful tool called Aura. This has a variety of uses.

To begin with Aura at default works as a sort of energy shield against attacks and damage. You won't suffer direct harm while it's active, but you will still feel sensations like pain and heat while your Aura is up. It requires training to always subconsciously have a cloak of Aura on. It can even protect you from climate conditions, like walking through a snow storm, though particular extreme conditions will damage Aura like combat damage would.

Aura can also be used to amplify your abilities, like your defence and strength making you essentially superhuman. In addition to that just possessing Aura gives you a minor automatic healing, able to fix small wounds like scratches in seconds.

All tools and equipment are capable of being used as conduits for Aura, allowing a user to be capable of sending out crescent shaped energy slashes from their blade for example. Furthermore it can be used to enhance these things, allowing you to, for example, even use a loaf of bread as an effective weapon. Dust usage is also enabled by Aura.

Those already possessing Auras may also unlock someone else's Aura. Doing so however takes a toll on the user, potentially weakening their own Aura for a while. Users with particular advanced experience in utilizing Aura may also be capable of other 'higher-tier' techniques. Examples would be to use Aura consciously as a shield, create shockwave like attacks, gain extrasensory perception and even sensing and identifying other peoples Auras.

That being said, Aura alone does not make you invincible. Continued damage or attacks far outweighing your Auras capabilities will be able to eventually break it. Using your Aura repeatedly also puts it at risk of decaying, to the point where the user can be left weakened and without Aura until they are able to rest. Aura being completely depleted is visually represented as a coloured sheen glowing along the length of a person's body or with coloured particles flying off the body, indicating that they can now be physically injured. Aura flickering means it is close to being depleted.

Still, it is a versatile tool that has helped humans and faunus alike over the years and now you as well.

Should you be a Grimm but still want to use the power of one's soul, you need to buy **Anomaly of the Species**, specifically for 'Aura' to get this Perk.

For an additional **300 CP** you may gain exceptionally large reserves of Aura like Jaune or Hazel, around three times as much as the average Huntsman and replenishing similarly fast. This will affect any other spiritual energies or reserves as well.

For **300 CP** you may also gain a great deal of Mastery when it comes to manipulating your Aura like Ren and Fox. This mastery will also translate to similar soul based powers and energies.

Semblance (Free with Aura/200/400/600): The greatest weapon humanity has in the battle against the Grimm is the light of their soul. But Aura is only a fraction of the soul's true potential. You will know exactly just what that means as you have unlocked your very own Semblance. A Semblance is an extension of Aura and a superpower unique to the individual. With time and training a Semblance can evolve and grow in both power and versatility.

Depending on how much you are willing to pay, you will get a less or more useful Semblance.

For **Free** your Semblance offers a minor benefit that might be very situational. Ren's Tranquility being able to mask his and others he touches emotions count.

For **200 CP** the benefits your Semblance offers are more noticeable. You could be capable of absorbing a certain type of element to increase your own abilities like Nora or without having to intentionally try to alter probability like Qrow.

For **400 CP** your Semblance is truly powerful. It might be offering an incredible amount of combat utility like Adam blocking energy without damage to himself and being able to empower himself, or incredible versatility like the Schnee Glyphs.

For **600 CP** your Semblance is well and truly overpowered. You could easily focus your entire fighting style around it and it alone makes you a match for Maidens or similarly powerful beings. Neo's illusions after she entered the Ever After counts.

-Semblance Drawback (Lowers Price of Semblance by 100/200): If your dream Semblance is a bit too pricey here is a way to make a better deal. See not all Semblances offer completely useful effects. If you are willing to make your Semblance suffer some sort of drawback you can lessen the amount of CP you need to pay. That being said, the price can never be less than **0 CP**.

For **-100 CP** the Semblance has some sort of niche requirement. Maybe you are unable to absorb energy unless you block an attack, leaving actual damage useless and harmful to you.

For **-200 CP** the issue you have because of your Semblance is much more severe. It might be uncontrollable for you at first and make you suffer some side effects like Qrow with his Bad Luck.

-Hereditary (100 on top of base price): Like the Schnee Semblance, your own Semblance can be passed down to your children. You can freely control to what extent they inherit it.

-Dust Integrating (100 on top of base price): Your Semblance is naturally good at integrating the properties of Dust and similar resources into itself. If your Semblance usually can only clone itself, now it can also make these clones freeze whoever touches them after you use Ice Dust for example.

If you like, below are a list of Example Semblances you can pick:

-Cock Blocker (Free): The user can, upon touching someone else, block their ability to orgasm. This effect lasts only as long as they touch the other person or until they willingly let them.

-Ghostly Pervert (100): The user is capable of taking on an intangible state, allowing them to glide and flow through objects and walls. They are able to retain this state as long as their aura lasts but being in it will drain it steadily. They can not affect the physical world in this state.

-Would You Kindly? (200): The user's voice can work as a psychological trigger for all who hear it. Upon hearing the words 'Would You Kindly?' the listener becomes more suggestible to things the user asks them too. Inhibitions are lowered and all but

the strongest of wills will consider their advice anything but a polite and reasonable request or good advice.

-Bimbo Batch (400 with -200 Semblance Drawback): The user, upon pointing at someone and saying 'Bimbo' can command their Aura to affect another person. Upon contact with the users Aura, the targets will find their mentality altered. Their intelligence will be lowered and they will find it hard to think of anything but sex. This will also affect their body, making it more endowed. The downside of this Semblance is that the user themselves will also have their mind and body altered. They are still able to deactivate the Semblance by themselves and the effects will be over when the user's Aura levels are depleted.

-Paraselene Heart (400): The user can emit an energy of silver light at all times. This energy can freely be shaped into objects or imbued into already existing Items. Anyone who is struck will have their energy, stamina and willpower weakened bit by bit, all the more effective with longer contact. However its true power lies in connecting the Hearts of the affected to the user of the semblance. This isn't mind control, more being able to understand what they think and feel and being able to perfectly mediate and understand their worldview and being capable of arguing with it, without being vulnerable to being infected by their worldview. Also allows to induce happiness and pleasure.

-Aura Administrator (600): The user can, through focusing on someone else's Aura, assume complete control over it, down to the individual's soul. They can turn their semblances off and on at their leisure and harden the target's Aura to effectively function as spiritual bondage of their own soul. Doing so does drain the users own aura reserves, but they can also act as a parasite, draining someone else's Aura to reinforce their own.

Fighting Skill (Free/200/400): It really would be for the best if you could somehow handle yourself in a fight. For **Free** you can have about as much combat skill as Jaune Arc did at the end of Volume 1. Nothing impressive but at least you won't embarrass yourself and have a foundation for your own combat style. If that isn't enough you can upgrade this Perk of course.

For **200 CP** your skill is roughly equal to Ruby Rose during Volume 1. A fair bit above the norm and though there are some above you, you are still a force to be reckoned with, your specific combat style natural to you.

For **400 CP** you are among the most skilled Huntresses in Training Beacon has ever seen, equal to Pyrrha Nikos in her prime. All by your lonesome and using just your skill you could give Maidens a fight and take on an entire team.

Wizards Gift (100/200/400): Really Ozma is far too generous with his small supply of magic. In the past he gave away considerable portions to create the Four Maidens and make Qrow and Raven his spies. If you want to try the same thing, this Perk allows you to transfer some of your own power to others. While this perk works best with magic, other powers are also applicable.

The way this transfer can happen comes in two ways. The first is using a set amount of your raw power to design what the other receives. Small amounts of power would let you give someone the ability to transform into a small bird, while using larger portions would allow you to make something like a Maiden. You can design some specifics of the ability, like say connecting it to a locking mechanism or how it can be passed down, or let the power work on its own to try and take on a shape fitting for the recipient.

For **100 CP** this Perk functions identically to how Ozpin gives away power, meaning you will not be able to reclaim what you give away.

For **200 CP** there is an additional layer of security. You can at will rescind whatever you hand out. Useful when one of your spies runs away or a transferable power you made falls into the wrong hands.

For **400 CP** there is an additional benefit. You can naturally regenerate the power you give out. By default it will take a decade but this time can be shortened considerably by having sex with whoever you gave power to.

Ideal Grimm Slave (100/200/400/600): Is the temptation of getting fucked raw by the Creatures of Grimm too great? Quite a lot of women can meet an unfortunate end indulging in these desires you know? Grimm may be inclined to fuck and ravish all of creation in this world but they may still be quite lethal and dangerous. A risk you no longer have to tolerate. If you surrender to Creatures driven by evil, destruction, darkness and a desire to violate, you will be taken alive by them. In return they will use you endlessly, until they are satisfied. As a bonus this allows you to handle all that comes with being a Grimm's Slave. You will only ever be bruised and not find yourself losing an arm (unless you want to for some reason) for example, no matter how rough your new owner is. At the same time you are perfectly capable of surviving on whatever you can eat, even if it's only a few droplets of cum every day. Naturally your beauty will not degrade as a result of this treatment. If anything you might even look hotter sullied, owned and defeated like that. This does allow you to control your own pregnancies too, making it possible or impossible to impregnate you but if you are pregnant the pleasure you feel will be even greater and the 'father' will actually accept whatever was bred into existence, making sure to actually care for them.

The benefits of this Perk only exist as long as you do not fight back. The second you do, all protection is gone. The same does not apply for when you want to run away so feel free to try as many times as you want. If your owner catches you, they will simply fuck you hard and might make sure to secure you more properly next time. If you are ever escaping that fate you also find your mental recovery to be quick, only taking a few months at most for the most brutal of violations. If you want this Perk can also be shared with other slaves in the same situation as you are in.

In future Jumps this Perk retains its usefulness against similar evil, horny creatures, like hentai rape goblins.

If you pay **200 CP** instead this Perk works on 'less mindless beast' rapists too.

For **400 CP** this Perk gets another benefit. You can actually use sex to tame Creatures of Grimm. Mind you this will take a long while, especially for a properly powerful Grimm, but you could actually stop them from being a threat to life at large. They will simply 'chill out' thanks to all that post-nut clarity. While you are their toy they are also unlikely to cause more trouble for other people... well unless you happen to want to recruit a harem for your Grimm Master. Having more working at once would speed up the process by which a Grimm is tamed and you can even increase the likelihood that a certain type of slut finds its way to your Master.

Alternatively you could also use this Perk to dominate a Grimm. Like with the previous levels you do not retain the protections when fighting a Grimm, but if you dominate it in bed you could tame it as well, turning it into your loyal beast.

You can decide whether or not Grimm in the process of being tamed also become more intelligent to the point where they may not be entirely mindless anymore. They may be a follower or a companion at your leisure moving forward either way.

For **600 CP** the above mentioned benefits also apply to intelligent rapists in general, allowing you to perhaps 'tame' them or at least soften them.

Rainbow Love (100): Remnant is a rather inclusive place. What else do you expect from a world that is all about being colourful in the face of darkness? Love and sexuality of all sorts, as long as everyone is legal and consenting, are accepted when it involves you. No one will bat an eye at your lesbian harem or at being a student dating your hot milf of a teacher. At the same time you are always appearing as a viable romance option for anyone else, preference and orientation a non factor if you are involved. Though actually making a relationship work is still up to you.

Beach Episode (100): Come now why not take a break? Don't lie, you wanna see what these girls look like in a bikini. After certain important events happen you always get a brief period of leeway and relaxation. Nothing important or fatal is going to happen in these periods, only fun. They don't last that long and eventually the plot will come back for you again but after the next milestone you are always ensured another break.

Now that's a Katana (100): No need to explain this one is there? Well might as well. You have control over what you have in your pants. At will you can manifest a futa cock if you are a woman or even chose to have a pussy as a guy. They will both work like they should with balls and womb attached unless you choose otherwise.

Certain Assets (100): Are you unsatisfied with the length and size of certain bodyparts? With this Perk you can choose to enlarge sexual characteristics by a decent amount. You can pick this multiple times and no matter what happens the size won't get in the way of anything.

No Taboo (100): Isn't it annoying when moral purity stands in the way of fun? So what if the busty blonde is your half-sister you both could have such a good time

together! There is something special about such a forbidden fruit and you can tempt someone else into biting it. As long as everyone is off legal age and consenting, things like fucking your own sister will feel more tempting and fun.

Mind Fuck (100): There are only THREE HOLES in a persons body where a dick is supposed to go so stay away from that cat faunus's ears! Being freaky is one thing but this goes a step farther. When it concerns something sexual you can do things that the human body simply shouldn't allow. As in you can shove your dick into someone's ears and cum directly into their brains. Fortunately there will never be any side effects from this, to use the previous example only an orgasmic trance that the ear fucked woman will eventually snap out off.

Drunken Charm (100): What is it about a drunk uncle that can seduce so many a maiden? You might find out as whenever you have a 'buzz' going, your own charisma and seduction skill will increase. This is somewhat proportional to how drunk you are, a full on blackout bender leaving you with perhaps an entire team worth of Huntresses in one bad. Unfortunately you won't be able to remember the night at that stage. This doesn't help with the other side effects of alcohol.

Embodiment of this Word (100): Have you ever thought a person is the embodiment of a certain thing? Like say purity, defiance, strength or justice? Ask Blake, she might give you some interesting insights. If you don't want someone else to make that judgement though you can use this Perk. Pick one word. Upon meeting you people will immediately tend to think this one word as being most fitting for you. This is purely a first impression however and it is up to you to keep it up. It also gives you a rough idea of what you should do to keep up the word as it is... or what to do to change it into something else.

Good Luck, Bad Luck (200): Bad luck just seems to follow you around, but not in ways that would make you depressed like Qrow. No, your 'bad luck' is much less severe and much more fun. You and attractive individuals around you are much more accident prone. You could end up with your head buried in someone's boobs while tripping and in trying to stop your fall tear off someone else's skirt. Even if you yourself aren't directly involved you are likely to see happy accidents like an attractive girl getting drenched in her white shirt. As long as you don't actively harass someone and it really was an accident you will also never have to fear punishment.

Favorite Student (200): If only all of Beacon's students could be like you. You are simply the ideal student. When it comes to classwork you always excel, getting perfect grades and having more than enough time to spare after homework. Any teachers you may have also naturally like you, seeing potential in you. They will even feel tempted to give you 'private lessons' that are likely to be as lewd as they are effective. Becoming a teacher assistant is likewise easy, especially when your teachers need assistance in a different way after dealing with rowdy students all day.

Favorite Teacher (200): On the other hand maybe you want to be an aspiring Huntresses favorite teacher. You now have everything you need to excel at just that,

knowing all the tricks to be a good, beloved and most of all effective teacher. Your students will have an easier time understanding your lessons, allowing you to make even a problematic huntress learn something new. Additionally your students naturally grow to trust you, even developing crushes on you if you let it happen. This can be even more useful as the more sexual a lesson of yours is, the more effective the teaching itself will be.

Bad Bull Charm (200): Adam turned out to be a complete and utter psychopath... but let's not blame Blake too hard for falling for him. Tale as old as time, the brooding bad boy with an implied 'body count' is like catnip for girls. Now you can also be any girl's first very bad decision! You carry with you an air of edginess and mystery and morally bad actions, as long as you can give a somewhat reasonable explanation for doing them, will be ignored. Girls will default to thinking they can change you for the better and it would take a severe amount of proof of the opposite before they would try to cut ties with you. This also makes any dark or traumatic backstory you may possess serve to make you appear more attractive and increases the desire of others to 'fix' and 'save' you.

A King's Morals (200): There is a fable about a King who grew to be indecisive. It may or may not be related to a certain immortal and depict one of his many moral conundrums. Rest assured you will never suffer quite as many, hopefully, for you can always tell exactly how moral and just an action is. This furthermore makes you more decisive in general, able to give just advice. And when you actually have to make an awful decision you will know it was the best one you could have made.

Edge of Aura (200): Aura is a very useful power. Thanks to it practically everyone has a built-in 'HP meter', able to avoid serious damage to themselves as long as they have aura. That being said, attacks too strong for Aura to handle can shatter it in one strike, maybe even cut off your arm while they are at it. In case that you don't want to go too far during a fight, you can always choose to only knock your enemies out. They will not be injured or crippled any more than you want them to be no matter what you do.

Military Doctrine (200): Only the finest of soldiers can climb the ranks of the Atlesian Military. Discipline and loyalty are rewarded for those who can commit. You are a natural soldier, easily able to integrate yourself into military structures while keeping polite and disciplined. Even the strictest of Generals would shed happy tears at your stance and salutes alone. Becoming a favoured soldier is easy for you and if you can back up any of that boot worshipping with actual skill you can find yourself not only getting the attention but respect of your fellow soldiers and superiors. With enough time you could even become a General yourself... or be the one Ironwood finally manages to relax around.

Dust Worker (400): Dust is the by far most important resource in all of Remnant and an ever versatile one too. It is the backbone of most technology and societal progress and a very valuable thing to bring against the Grimm. You are an expert when it comes to using this magical seeming resource. You know exactly how to get

the most out of Dust, how to refine it best, weave it into clothing and apply it to machinery. This kind of knowledge will also work for any natural resource similar to Dust in future Jumps. As a final side note you know of course how to use Dust in the bathroom, making a piece of Fire Dust work for harmless temperature play or a Dust powered dildo simply working better.

High on Dust (400): If you want to skip the middleman and use Dust directly, you wouldn't be the first person to do so. Hazel is rather infamous for ramming Dust directly into his body, something that would be very painful if not for his semblance. You might make it work without one, as you are naturally better at utilizing Dust in combat to its maximum efficiency. Furthermore you are resistant to the negative effects of Dust, able to implant yourself with it at no risk to yourself. In future Jumps this will also apply for similar kinds of resources.

Anomaly of the Species (400): The biology and makeup of certain races seem rather absolute. Faunus only have one animal trait for example. They aren't your common catgirl fetish excuse. But isn't it limiting? Besides no single human is the same, all kinds of deformities or mutations are possible. Why should your biology not be allowed certain 'enhancements'? This Perk allows you to bend the rules of your species biology in one regard, something that shouldn't be possible being so now. For Faunus this would allow you to have more than one Faunus Trait, or maybe even have your trait(s) be from a mythological creature like a dragon or kitsune. For Grimm, they might be immune to the Silver Eyes or even be capable of having Aura. These are but two examples of what kind of anomaly of your kind you could be. In future Jumps as you gain new alt forms or races you will be capable of making a similar change. This Perk can be bought multiple times, every time you buy it being able to make an adjustment to what should be 'hard rules' of your biology.

Extension of ourselves (400/600): You may have caught on to the fact that the weapons you can encounter here are far from ordinary. There is a reason for that beyond simply it being cool to be able to shoot with a melee weapon. Weapons are as much an extension of an individual as their semblance and soul is. What someone fights with can say a lot about them. This Perk ensures no matter what you take into battle it will never fail you. Choose one kind of item, no broader than 'weapons' or 'sex toys'. All items fitting that description are now capable of scaling to your overall power. They will never lose the reason they are useful in the first place, meaning a sniper rifle will always shoot faster than you can walk to your target and punch them for example.

For **600 CP** instead this kind of fiat backed scaling to your own level can apply to any and all items.

Remnants of Magic (400/600/1000): Before the Gods disappeared from the world, Remnant was a world that thrived with magic of all kinds. In the years since, only a fraction of that arcane might remains within select individuals. Why do you think it's called Remnant? By taking this Perk you are now one of the select few individuals

capable of wielding magic, though to what extent is decided by how much you want to spend.

For **400 CP** you receive as much magic as Ozpin has. You can create energy blasts and shields but in terms of raw power you are severely lacking.

For **600 CP** you are now on par with a Maiden, with magic powerful enough to make entire Academies shake as a side effect of your clashes and conjure mighty storms. You may decide if you simply have magic on such a level or are one of the four Maidens. In the case of the latter, you would have a connection to one of the Vaults that keep one of the Relics sealed. Spring has Knowledge in Mistral, Winter Creation in Atlas, Summer Destruction in Vacuo and the Fall Maiden is needed in some manner for the Relic of Choice.

For **1000 CP** your power surpasses even the Maidens. You rival a member of the original humanity like Salem or Ozma in their prime. In modern day the only one who would match your power is Salem herself but beware... strength does not bring victory.

Divine Curse (600/1000): Immortality may sound nice on paper, but really it is a curse. A curse the gods have bestowed upon two very important figures in this world. By taking this option you may share in one of their curses, if you desire a way to live longer that much.

For **600 CP** you have Ozma's Immortality. Upon being killed your soul will reincarnate into a likeminded individual. Your souls will slowly merge bit by bit till you are the dominant personality. If you don't like the implication a body can be created ex nihilo as well. This will only work once per Jump while you are on your chain, effectively functioning as a one up instead of true immortality.

For **1000 CP** this can instead be Salem's Immortality. You no longer age, need no sustenance and can recover from any sort of damage, down to complete obliteration. The only way you can be killed is if 'the world stops turning', meaning you must pick a planetary body of your choice to function for this clause. As long as it isn't destroyed, you will keep your immortality. For better and for worse.

Race Perks

Human

The First Step (100): Everything has to start somewhere and do you want to spend the rest of your life wondering what could have been? What if you had tried to apply or what if you had simply asked out that hot girl before she walked to her final battle? I thought so. This Perk gives you a situational kind of boost to your bravery. You will always have the courage to 'start' something, no matter how many times you were burned in the past. This also comes with an ability to motivate yourself and keep going after falling down.

Perfect Date (100): After successfully shooting your shot, don't let a bad date be the thing that ruins everything. You have all the skills necessary to be so much more than a fuck buddy. You know how to keep a conversation going, how to make someone feel special and just have that special spark that makes a relationship fun and alive.

High-class Heiress (200): It is one thing to be attractive but you? You are leagues better than the rest. You have that kind of aura about you that just proves you are better than the rest. No matter proof of the opposite, like say a video making the rounds where you're willingly serving as a White Fang cumdump, no one can tarnish your reputation or sow doubt that you have elegance and style. Even if it would somehow get irrevocably damaged, it usually doesn't take much to make people see how elite you are later down the line.

A Little Birdie Told me (200): Looks like Ozpin didn't just give the Branwen siblings some of his power. Like them you have now the power to transform into a single bird of your choice. Quite useful for spying on your enemies... or on girls in their showers.

Divinely Gifted (400): Humanity was a favorite creation of the brothers... later genocide notwithstanding. They gifted them with knowledge, creation, destruction and choice, to be their masterpiece. It has been many years since they had a say on Remnant, but the spirit of the original human creation lives in you. These four aspects are more present in you than they would be in others. You are just ever so slightly better at learning, making, ravishing (both on the battlefield and in bed) and having the ability to choose your own path.

This also gives you one more benefit. Divine forces that have any relation to humanity are predisposed to seeing what they prefer seeing in you, as if you were a part of their own masterpiece.

Unity (400): Ozpin is not wrong to see potential in mankind. Salem herself admitted as much. When under one banner, they are capable of great things. It is just that hostility and selfishness, combined with some manipulations, can ruin things. Not when you are around. You are an impeccable leader, capable of uniting the masses for a common goal. When you speak people listen and when you speak the truth about a danger they will know it. The more dire a situation is and the more unity is needed now than ever, the more effective your words will be. At least until the enemy

is dealt with, even cutthroat rivals can become battle brothers. One speech at the right time could turn you into a symbol of all that is good among people. Of course this also makes you very desirable for all who follow you, a symbol of hope to remember the message of... and a fantasy in the minds of everyone.

Human Dominance (600): Although the Creatures of Grimm try everything to snuff out the light, humanity shoulders on in the endless battle for survival. There is just something about them that will not be stopped. This same feature is now part of you. Any non-humanoid you encounter will in some subconscious way feel themselves cowed by your willpower. You're the born hunter and vanquisher, having an overall advantage when it concerns facing them in battle or in debate. Any who seek the destruction of humanity will have you as their nightmare. Why you could even tame them and fuck them into submission, perhaps even a certain Witch if you get the chance to best her. Curiously this is not just effective against the Grimm, but to a lesser degree on non-humanoids who are not actively on a warpath against them. Don't let an Atlesian find out about that, you will never hear the end of Faunus insults.

Cockspiracy (600): Beneath the noses of all who live in the Kingdoms, a group of the best the planet has at their disposal follow an immortal wizard's guidance to keep it all safe. Somehow you also ended up as part of their inner circle. Any conspiracy is a place you can be a part of, considered as valuable an ally as any other. This also gives you the kind of charisma and strategical thinking to be of use in one and even make your own. This may also open the avenue for romance within these circles more effectively, as they know you can understand their burdens better than most. Finally you have a sense for when someone is likely to be made to join or when someone is at risk of exposing your hard work. Then it's just a matter of how to convince them at which you are likewise skilled at, especially when you can show them certain 'benefits'.



Faunus

Faunus Biology (Free and Exclusive to Faunus): You are now a Faunus, resident equivalent to demi-humans and animal folk. You have a single Faunus Trait you may pick here for yourself. It can be anything from a pair of cat ears, bull horns, a scorpion's tail, a chameleon's skin or even a Horse Cock. Furthermore you have better eye sight than humans and can naturally see in the dark.

Wild Tick (100): Faunus are part animals in more ways than just their animal part. Certain characteristics of the animal they are, like say liking fish as a cat, are not unheard of. For you, when you indulge in these traits, you find your perceived appearance to be improved. People just can't help but find it cute or even sexy when you go hunting for that red dot on the floor.

Animal Instinct (100): It might be a bit weird to suddenly have an entirely new bodypart. Chances are you weren't a faunus before this after all. Worry not because with this perk no part of your body will feel foreign or strange to you. Anything from a whole limb to something as small as a pair of ears is easy for you to control and feels like second nature. This also allows you to have a certain sense for how to move your body the best way, dominantly when it includes your faunus trait but also in general.

In Heat (200): There is a bit of a cliché going around for Faunus. Every now and then they are supposedly going into heat, periods where their bodies simply demand they mate. Thing is this is far more than just a rumor. At least to you as you can manually make your body go into heat. While in heat you will be very easily aroused and be so for much longer, your whole body hypersensitive and more 'fertile'. This comes with the side benefit of making you overall slightly more physically capable when in heat to a somewhat noticeable degree, being more agile, enduring and your senses being sharper for example.

Naturally if you try to have sex this will make it feel all the better and you will actually appear more attractive to other faunus while in heat. You can keep this state up anywhere from days to several weeks but the longer it is the more unbearable the arousal becomes. Funnily enough this perk also allows you to trigger heat in other Faunus and non-humans.

Dominant Genes (200): Fun fact, if two faunus have sex the baby will always be a faunus. It will be a random species if the animal traits of their parents aren't the same. If a faunus and a human mate the baby will be a faunus too. Fascinating how genetics work isn't it? All that to say that you have now complete control about what aspects of your biology you want your children to inherit. Maybe you can breed humanity out of extinction? This also gives you excellent parenting skills, able to guide and support your children to be the best versions of themselves.

Non-Human Pride (400): You are a Faunus and you are proud! The White Fang wants YOU to stand for and with your people! Even better for them, you seem uniquely equipped for the task. Not in terms of dicksize or anything but more in terms

of what you get from your heritage. Non-human aspects of your biology are more pronounced and effective. A scorpion's tail would have far more potent poison. A spider faunus webbing might be stronger than steel. Beyond that both people of your own 'kind' and animals as a whole are predisposed to liking you more than they normally would.

Exotic Beast (400): Never ask an Atlesian man the species of his girlfriend. That's how the saying goes right? When it concerns you, anything that makes you 'different' from the accepted norm, makes you more desirable instead of earning you their hatred. In fact you thrive in situations where you should by all logic have a harder life based on certain characteristics. A faunus could not only become an influential person in Atlas, but even a member of its most elite Squadron. Maybe people just default to seeing you as one of the 'good ones'.

They should serve the Faunus (600): When the dog bites back the humans may lose everything. You are excellent when it comes to guerilla warfare, planning attacks, ambushes and knowing how to cover your groups tracks like it was second nature. Your skill at commanding rivals Sienna or Adam at their best. This is further supplemented by your ability to fight back against those who are socially speaking 'better' than you. They suffer more from your attacks and techniques and women of the 'superior' species? They may start elevating you upon seeing you put their brethren in their place.

Fuck for Faunus Rights (600): Faunus can have it rough socially speaking but there is no reason it has to remain this way. You are possessing the kind of Charisma that a God of Animals would be proud to see you use in action. You can mediate and connect with others, bypassing barriers of gender, ethnicity and sexuality. If there ever was someone who truly could make a lasting difference in the Faunus's place in the world it's you. This is even more pronounced if you are at all willing to include sexual means in your campaigns. An 'apology tour' that includes you sucking off an entire village would have that village not only forgive any past slight against them by the White Fang, but make them much more accommodating to Faunus in the future. Love really does beat hate.



Grimm

Grimm Biology (Free and Exclusive to Grimm/+200/+100/Free/200/300/500/Not Discountable): The Grimm are creatures of pure darkness and destruction. As such it should come as no surprise that their biology, and yours now too, is very different from any other life. To begin with, your Grimm form is made entirely out of the black Grimm liquid and pools your kind all come from. For humans these pools are deadly whereas you won't have the fear anything from them. In fact you will be right at home in them.

Your body can be whatever shape you want to be, humanoid, based on an existing animal like wolves, bears, scorpions and ravens or even a fantasy creature like a dragon. You have much freedom when it comes to your body as long as it is reasonable for a Grimm to have it. A uniting factor is the black color with white bone like armour. As a Grimm you are without a soul, meaning techniques that target the soul are by default useless against you. If someone tried to transfer their Aura to you, they will find it drained in fact. This does mean you yourself are unable to make use of soul based powers like Aura and Semblances as well. Furthermore you are attracted to negative feelings such as sadness, hostility, anger and fear and have the innate urge to destroy and dominate all that is light and good. Being surrounded by a den of Huntresses in despair will feel like a spa day for you. You can toggle this and your innate instinct to destroy off if you want.

Grimm don't bleed like people do, instead evaporating into a black smoke and disintegrating when killed. They are also naturally capable of adapting and evolving to their environments and grow larger, stronger and smarter with age.

Additionally you can decide how large you start off as, this in turn affecting your physical ability.

For **+200 CP** you are frail and weak, at best the size of a large insect.

For **+100 CP** you are about as tall as a child, not a big threat and even civilians could kill you.

For **Free** you are average in size, comparable to a human or larger Beowolf. Physically you are a match for the average Huntsman.

For **200 CP** you are a fair bit larger like a fully grown Beringel or Nevermore. You are more than a match for a seasoned Huntsman.

For **300 CP** you are truly gigantic, approaching levels of a Kaiju like the Wyvern and the Leviathan. It would take advanced war machines like gigantic mechs to put you down reliably at this rate. This is also the size at which it becomes difficult to have proper sex unless you get creative.

For **500 CP** you are the largest of sizes, comparable to Monstra and more a force of nature. It would take a city leveling bomb to take you down. Hopefully you have a way of not getting too pent up considering at this size whatever cock you have is

probably larger than a building. You can choose to have hollow insides at this tier though, perhaps useful if you want to be someone else's kinky hideout.

Grimm Advantage (100/Requires Grimm Biology): No two species of Grimm are the same. Some have unique advantages over their brethren. This Perk can give you weak traits to enhance your Grimm Form. Your claws could be a bit tougher, you have an additional set of limbs or other minor advantages. This Perk can be bought multiple times but only the first one is discounted.

Natural Enemy (100): Grimm are creatures of destruction and defiling. They tend to not have the best reputation as a result. You have an imposing presence that can cause fear in others, relative to the power you wield and ways to harm them. A small Beowolf wouldn't cause much fear but a Wyvern? Now that's a different story. Curiously you can also make this fear go along with feelings of lust as well. Both make the heart race, don't they?

Grimm Benefit (200/Requires Grimm Biology): You possess a unique trait among the Grimm that is somewhat stronger than what you would usually see. Maybe you can shoot your feathers out like arrows or are capable of stretching your limbs or shooting webbing like adhesive restraints or making illusions. This Perk can be bought multiple times but only the first one is discounted.

Breeding Darkness (200): The worst thing a Goblin- oh sorry, a Grimm could do is take you alive. Who knows what happens to Huntresses dragged into their caves to never get out? To make it short you can breed like rabbits. Any pregnancies you have or cause will always go by flawlessly and are safe for the woman, even if you continue abusing her. The number of children that can be born is furthermore increased whereas the time for them to be born is decreased. A single Huntress might give birth to four Beowolf pups in a month. Any children will quickly grow up to be healthy and hardy even if raised in the wilderness. The mother? The hormones from the pregnancy are guaranteed to weaken her emotionally and she may even see them as her children and you as her mate. Finally this lets you control your own and others fertility, guaranteeing pregnancy or making it impossible.

Grimm Power (400/Requires Grimm Biology): Now we are getting into the kinds of powers that make a Grimm truly exceptional. You have one such trait, a very strong power that could decide the course of an entire battle. Maybe you are capable of some kind of possession or creating large storms or have been enhanced similar to the Grimm Doctor Merlot got his hands on. This Perk can be bought multiple times but only the first one is discounted.

Smell of Lust (400): Emotions can do a variety of things to Grimm. Positive ones repel them, negative ones attract them. But Lust is also an emotion and it is one that has a very unique effect on you. Lust you cause in others can help you in your growth. There is a 'cap' on how much Lust you can gain per person, comparable to their own combat ability, but it is something you can continuously gain. With enough

sluts at your beck and call, constantly horny for your cock, you may go through more improvements in a year than you would do in 10 years of constant battling.

Grimm Dominance (600/Requires Grimm Biology): This is the level of power that could make you into a true nightmare to face. You have some sort of unique Grimm ability that is among the most powerful and potent. You could trap someone in nightmares or let out wails like the Apathy that drain someone's will to fight (maybe even replacing it with an all-consuming lust). Maybe you can shapeshift like the Hound, are imbued with immense quantities of a Dust type or have regeneration that can heal large wounds in a matter of minutes. Maybe you can control Grimm themselves and even enhance them with new traits like giving Beringels wings. You could even have the same power absorbing properties that Cinder's beetle and later Grimm arm possessed, upon touch and a few seconds of contact absorbing whatever innate power they have for yourself, your target being anything from exhausted and vulnerable to comatose after it is done (whatever suits you best). This Perk can be bought multiple times but only the first one is discounted.

Apex Predator (600): You are not just any Grimm. You are among the greatest and most powerful Remnant has ever seen. Biologically speaking you are at the peak of your species capabilities, natural advantages more pronounced. If ever there was a Grimm heads and above their kind it was you. And the best part? Everyone else knows.

Your power and orders hold weight over the rest of the Grimm, weaker ones submitting to your every word instantly. You could scare them into following your orders and even steal them from the control of other people like say a certain Witch. The people you were meant to prey upon, all those with souls, will look at you and know you are their natural enemy. It will make them feel weaker in battle with you, especially as any thought of how much you could hurt them also comes along with how much you could ravish them. They will be distracted by their weeping pussies as you fight and may see defeat as a relief, turning into Grimm'ed playthings in the process. Claiming them after their defeat will overwhelm the remains of their willpower, till even the staunchest of Huntresses accepts her place as your cocksleeve.



Android

Android Body (Free and Exclusive to Android/400/Not Discountable): Artificial Intelligence is surprisingly advanced on Remnant. Proof of it is you as you are now one of the various mechanical lifeforms. You were likely built and constructed in Atlas or perhaps by some other mad scientist. Physically speaking you are about as strong as the average Atlesian Knights, your frame made of metal that admittedly doesn't do much against trained fighters.

For **400 CP** you are not just any run of the mill robot Atlas made. You are on par with Penny Polendina, maybe even a sibling of hers if you so wish. Physically speaking you are far superior to most machines and many Huntresses, having an integrated set of swords that you can manipulate through fine strings, as well as various other systems. Not only that but you have your own soul and aura despite being a machine.

Warm Hugs (100): Being made of metal does nothing to hinder your ability to feel. Both on an emotional and physical level, you are always capable of experiencing all sorts of sensations. If anything they feel a bit stronger for you than normal.

Anatomically Correct (100):...Whose idea was to give the new superweapon against the Grimm functioning pussylips? It seems like a waste of resources doesn't it? It would be rather boring though, which is why you are guaranteed to never lose your physical ability to 'perform'. In fact it is the one thing you can always do, even if reduced to scrap metal.

Combat Ready (200): You are built for battle of all kinds and you will never be unprepared for it. No matter how exhausted, tired or distracted you are, you are always ready to 'go' and fight at a moment's notice, pushing through exhaustion and not hindered in your performance, always giving your best. This also makes you always ready for sex naturally, wet or hard on command.

Loving Creator (200): Pietro Polendina stands out as perhaps one of the best fathers on Remnant with one of the most functional relationships with his daughter. From now on, every 'Creator' figure you have will be similar. Even if they normally wouldn't be, they will love and care for you as best as they can and be proud of you. While this usually isn't included, you can even decide for this parental love to become something different, but only with your permission and active work towards it.

Important Asset (400): Penny is one of the best things Atlas ever produced and Ironwood knows that. With this comes a certain set of responsibilities and complications. In your case you are lucky enough to only reap the benefits. The more valuable and important you are to a group and organization, the more they are willing to spend on your improvement and your personal happiness. You may be given permissions like going to parties you have no business being on or get a personal assistant who is to see to your pleasure. The only way you could lose that is if you somehow personally slight or get the ire of your leader but what are the chances of

that? In fact, unless they are too goal driven to think of it, you may even be able to fix any problems with your leaders through sexual favors.

Firewall (400): Any arguments that you are a Real Girl and not in fact a somewhat sentient sex toy are pretty hard to make when a virus can remould you into whatever your captor wants you to be. Poor Penny may learn that the hard way. Which is why this Perk serves as the perfect firewall for your body, ego and consciousness. No amount of viruses can make its way into your systems to hijack or subvert your control. You can lower this immunity at your own will if you for some reason want to be hacked but you can revert the control at any time.

2.0 (600): You may have been shredded in front of the entire world but there is no reason that should keep you down! If anything, a past failure is only an opportunity to become more than you previously were. Once per Jump, upon surviving a near death experience, or if you can somehow come back from death, you will be able to gain a noticeable upgrade to your systems and body. You will be stronger, faster, tougher, maybe even with a few new abilities as a whole like rocket thrusters for flight. You can also decide to change your body in response to the Upgrade, like say getting a bigger bust, longer hair and wider hips.

Malleable Puppet (600): Technology is rarely ever truly stagnant. Why should you have to be? Today's bleeding edge is tomorrow's rust, which is why you will not suffer such issues. You can always upgrade yourself with technology available. Not only that but you can dismantle yourself. As long as your most vital of systems remain intact, this will not count as you being dead. Instead you can freely mix and match yourself with new parts. This is also useful if you want to give someone something you are not currently needing... like say taking out your pussy to serve as someone's onahole.



Origin Perks

Hero

Honest Sexy Soul (100): Why is every Huntress so fucking hot!? Seriously, it's like there is something in the water of Beacon Academy. In any case much like the great defenders of all that is good and proper, you are truly exceptionally beautiful, having that certain something that makes you stand out in a room filled with other 10 out of 10's. You may decide what your beauty leans towards in particular. You could be incredibly cute, elegant, mysterious or just smoking hot. Your beauty also has a side effect of putting civilians ever so lightly at ease now that you are here. Hard to be scared when they are creaming their pants.

Viable Candidate (100): The qualifications for being a Huntsman can be challenging. That is not to say there isn't a way to be one for everyone who has the will and desire. Hell Jaune quite literally cheated his way into Beacon and ended up pulling his weight eventually. You don't need to fake any records and transcripts as you are always being seen as a viable candidate physically and mentally to join something. This doesn't necessarily mean you ARE qualified, maybe whoever was in charge simply closed an eye or two or wanted to see how you would do. If you can't keep up you will be kicked out. But hey a chance is better than nothing right?

Teamwork (200): 4 is a special number on Remnant. 4 Kingdoms. 4 Relics. And 4 sexy Huntresses to form a proper Team. But no team is just born great, which is where you come in. You are excellent at making a team that you're in truly work well, knowing how to identify and best make use of everyone's strengths and weaknesses. Combination attacks are easy for you to come up with. Naturally this also lets you be good at directing several people during sex as well, any orgy being better if you are a part of it.

It's Also a Gun! (200): Remnant really has some unique weaponry. Sniper rifle scythes? Rapiers with Dust slots? Shotgun Gauntlets? Whatever the hell Gambol Shroud is? You know all there is to know about mechanical engineering of your very own RWBY weapons, knowing how to maintain them, adjust them and in general make them. People you make weapons for will always be satisfied and truly grow to love them. Perhaps literally as this also allows you to always add some kinky side effect to your weapons. Maybe Ember Celica has a mode that makes it double as effective handcuffs or there is a dildo attachment to Crescent Rose.

Harem Knight (400): Who doesn't want a knight in shining (or rusted) armour to swoon over? Or maybe instead a sexy cat girl ninja. Whatever you are there is no need for only one to enjoy your love either. For any aspiring Harem Kings this is the Perk for you. It is easy for you to run into beautiful individuals of your preferred gender, all in some way special or unique. Creating deeper bonds with them is easy to do over the course of a few meetings, them gradually opening up to you and allowing you to be there for them when they need it. Eventually it becomes true love and one that will endure lifetimes, above petty things like envy. All will share you

equally, even finding love within the harem. Making time to leave everyone satisfied, emotionally and physically, likewise is never an issue.

Indomitable (400): The life of a Huntress can be rough. In one moment your entire Academy falls down and your team is scattered across the globe, in the next your gangbang by an entire pack of Beowolves. Not that that will ever stop you. Your willpower is truly indomitable. Trauma and despair have no claim to you and even if you were at some point brought so low they could circumvent this Perks protection, you will always be able to recover from it eventually. You might be mindfucked and high on pleasure momentarily but your full mental faculties will always be returned to you. You can extend this gift even to your closest allies, your own perseverance helping them overcome their issues, traumas and especially the after effects of being a sex slave. In fact your will is so strong, those who try to break you may end up being outlasted, leading to you overwhelming them, leaving them in the state they wanted to put you in.

Invincible Slut (600): Some people are just made for fame and glory. Born warriors, seemingly destined for the battlefield. You are one such person, the kind of student who would become the undisputable best at your academy and a legend of a generation after her education. Your natural skill in all matters related to combat is vastly increased, making you a true prodigy. You just know how to move your body in the most ideal way, not just in the ring but in the bedroom as well. You are ever improving too, all it takes being time and effort to push yourself to even greater heights. Time that passes by in a blink as your overall training efforts are also increased.

Your battle proficiency comes with two more pleasant side effects. Fame and beauty go hand in hand with skill and power. The better a fighter you are, the more it is likely for your fame to spread. You are likely to completely luck into, say, becoming a cereal mascot simply as a side effect of being a famous fighter. Furthermore, the stronger and more skilled you are the more beautiful you also get. The same is true vice versa. This is not an infinite loop, so don't think you can perpetually just become more and more skilled and sexy. But one will never lack too far behind the other.

Silver Eyed Whore (600): The Silver Eyed Warriors are figures of legend, the seemingly last of their kind being Ruby Rose. Seemingly, as you have now joined this strange bloodline. With the Silver Eyes you can emit great beams of silver light, acting as Anathema to the Creatures of Grimm and able to pulverize them or turn them to stone. You can control what you want them to do and with time and practice there will be no Grimm you can't lay low with but a glare. In future Jumps they will be able to affect creatures similar to Grimm as well. They work in reaction to the desire to protect and preserve life and thinking of and embracing the bonds with loved ones can help in mastering them. As does 'enjoying life', the eyes potentially flickering when you have a really good orgasm for example.

Additionally the Silver Eyes come with a helpful resistance to any sort of corruption. You are effectively immune to such, only retaining what you want to keep or would be

helpful. Any really severe side effects are at worst harmless and lewd in nature. In fact you are somehow more attractive to dark beings, in a way that could potentially allow your own love and feelings to reach them no matter how lost they are in the darkness.

As a final benefit you are not just a warrior against Grimm but against the darkest thing of it all... hentai. Porn Logic only affects you as long as you want it to affect you. Quite useful if you want to survive an encounter with a Grimm Witch unshaken.

Villain

Darkness in Man's Hearts (100): Remnant has enough problems with the Grimm. That has never stopped the corrupt and vile from doing their thing. Sometimes, especially when it concerns those who ally with the witch, the Grimm themselves are their ally. They seem to understand the same is true with you. Mindless creatures of evil and destruction do not see you as an enemy and will leave you alone. Unless you attack them first or they have some specific reason to want to kill or violate you, you can remain unmolested. Literally, as this Perk also protects you from feral creatures and their desire to rape any busty woman in sight. Just don't give them a reason to change their mind when you're already cockteasing them with your presence.

Criminal Trade (100): There is much to be gained from less than legal enterprises. You are very skilled at a single criminal proficiency of your choice. Maybe you are very good at making drugs and aphrodisiacs or a thief that even one Roman Torchwick would respect. You have the skill, now you just need to use it properly.

Corruptive Passion (200): The Grimm are plentiful and your villainous deeds must not be done alone. You are the type who can show people that it's good to be bad. Finding potential pawns, underlings or partners is easier for you, as is corrupting and thriving underneath societies laws while making a mockery of them. Weakpoints, officials who can be bribed and the like, are apparent for you. And if you can make someone do something illegal? It will feel good for them, allowing you to convince them easier in the future. With enough time they might even join your gang.

Nefarious Bitch (200): You wouldn't be the first one with fatal ambitions. Will you be the last? That really depends but you can be that sneaky bitch beneath the curtain that is waiting for the right time to strike. You are good at staying undercover, outside of the eyes of the law. You are excellent at 'roleplaying', pretending you're just another student at an academy for example. Unless your face is known as that of a criminal, you can get away with it till it is the right time to strike. This also comes with decent skill at infiltrating groups of locations, both in terms of forging the necessary papers and good stealth skills.

Divide (400): When united, humanity can achieve great things. So don't even let it get this far. You are incredibly talented when it comes to tearing down things. This applies to both societal orders but especially towards relationships. You could turn a friend or even lover and wife against one another. Not only that but you know how to make whatever they feel towards the other instead direct towards you, especially if you are willing to be physical for it.

Gender Equality (400): Most of the finest champions also happen to be gorgeous women. This isn't only a matter of physical strength. Are you familiar with the legend of the maidens? The hierarchy of power is so dominantly female... why not have a man shake things up a bit? You have from now on an advantage against any sort of 'privileged woman', those special girls that have some sort of leg up on you. Items or

powers only women can wield find themselves less effective against you, while you yourself are twice as effective. It's not impossible for them to beat you but they would need to put effort into taking you down, even if they would normally have little issue.

Even more curiously this Perk now also allows you to be viable for gender specific aspects of powers or power systems without needing to be the right gender. Maybe the Maiden powers were simply cock shocked by your dominance.

Strength does not bring Victory (600): All these overpowered girls with the strength to punch apart war machines are making such a mess of your operation. And the less is said about the Hero Syndrome Generals or Immortal Bitches the better. But as the most powerful witch on Remnant so hypocritically said 'Strength does not bring Victory'. You excel at planning around the powers and abilities of your opponents, coming up with ways to take them down in spite of that fact. Your ability to punch upwards is unparalleled, the more powerful someone is than you, the more likely you are to evade them, having additional luck in getting them or finding them in vulnerable situations or positions.

Witch Dominatrix (600): What to do with an immortal life? Simple... have lots of fun. Salem herself is driven suicidal by her eternal life but you do not need to be as self-destructive. Which is why you excel at dominating, breaking and enslaving others. You break minds and thoughts of resistance as if they were paper, moulding even Silver Eyed Warriors into trophies of your conquests. Powers or magic you have can be just as perverted as you are, finding ways to make them work a more deviant purpose and them being ever so slightly better at being so. Your skill at corrupting is so great that once you have someone they do not heal or recover.

There is one more benefit to this. Any immortality you have is something you can semi-share with your submissive playthings. As long as you live, so will they, eternally youthful and beautiful. Why ever lose your favourite slaves?

Pervert

Honest Work (100): You didn't sign up to fight monsters and that's okay. You have a lifetime's worth of experience at one legal trade of your choice. Maybe you're a shopkeeper, club owner, mixologist, journalist or something similarly fitting. This also comes with good opportunities to do your chosen trade. Occasionally you will even find yourself able to mix business and pleasure, perhaps by giving Lisa Lavender her daily 'drink' before going live.

Silhouette (100): Did they not have the budget to animate you or something? As long as you have no ill intentions or active goals, you can make yourself appear completely mundane and unassuming. Almost like a black silhouette walking down the street that isn't worth paying attention to. People will simply not remember your features. You can push this protection a little bit, maybe groping a girl in a full airship, but more than that and it is void.

At Ease Citizen! (200): You did not sign up for any monster slaying! You are more than happy to leave that to the professionals. Professionals that have a vested interest in making sure you remain safe and calm. When you need protection you find that attractive champions of justice of your preferred gender and type are seemingly always around the corner. A busty blonde might be getting a drink in the same bar or a girl with a scythe as large as her body in your shop at the same time as a robbery occurs. Your safety will never be guaranteed mind you and they aren't guaranteed to be the best of the best, but when you need it someone will be there. Beyond being willing to protect you, they are also having a vested interest in your emotional well-being. They might offer you a quick blowjob if it helps to ease the stress.

Pine and Gain (200): Is it this boring to stand on the sidelines? Are you sure you don't want to remain that way? In this case this Perk comes with recommendations of one Oscar Pine. Once per Jump you can activate it to get a ready excuse to join the plot and heroes. Maybe a wizard reincarnates into your brain, a Huntress is injured at your doorstep in need of assistance or an heiress decides to hire you for your skills. There will never be any inherent downsides to this ticket into the plot and you find that you will always be able to contribute SOMETHING worthwhile to the group. No one will be in a rush to kick you out either, even if you do end up on the nerves of someone. Just beware that there is no guarantee you can actually rise to the occasion.

Trustworthy Authority (400): Just because you're not out there killing Grimm, doesn't mean you yourself are useless. In fact you might seriously change a Huntresses life by virtue of being a comforting presence. You have skills worthy of a talented therapist and the luck to run into people who may need your attention. Anything from remorseful runaways to girls who lost their arm trying to save a loved one will be able to be brought back from their depression. You simply feel nice to be around, a true anchor for others. If you at all get the chance to do something more physical, the good you do for their mental state is only further enhanced.

Survival and Sex (400): Remnant is a surprisingly dangerous world for the unprepared. Survival isn't always guaranteed. But surely there are ways to make it work? You are good at discerning situations where you are in danger. You might have a feeling it wouldn't be the best idea to attend the next game of the Vytal Festival hours before everything goes to hell and Grimm swarm the place for example. However even when you are in danger you, as long as it is viable, can find a way to use sex to your advantage. That mute psycho who just killed two people in front of you, might be more likely to instead 'buy' your own silence if you can fuck her hard enough. Your dick can only do so much but it will help in getting you to life another day.

Brilliant Mind (600): All the technological wonders of Remnant must have come from someone's brain. Individuals like you, with intellect that hardly have any peers. You are a genius on the same level as Arthur Watts and Pietro Polendina, capable of replicating any of their feats. Hacking into advanced kingdoms, creating powerful machines of war, processes that can transfer aura and humanoid robots with a soul and mind of their own and so much more is within your grasp. This Perk also makes it so you are always able to find new and creative ways to use your intellect for depraved and lustful purposes. In fact the fruits of your labour seem to be more effective when it has some kinky effect in mind. A stasis chamber to keep a maiden alive after she had her powers and parts of her soul ripped out? It will keep her alive alright but if you also have her be edged 24/7 in her coma she might actually be able to recover eventually.

Council Seat (600): Having political aspirations do we? Whereas some would still try to rally votes and bribe officials, you have no need for such a thing. You already have a Seat on the Council for one Kingdom of your choice. This makes you a powerful political figure in this Kingdom, capable of making changes or suggesting new laws. Though keep in mind that you only have a Seat. You must still make do with the others and get them on board if you want to make a law that makes all women free use. Curiously you do have an easier time pushing through any laws that have a somewhat lewd bend to it. In future Jumps you are guaranteed a seat in a country's politics of your choosing.

Stranger

Land on your feet (100): So you fell through the world and are now in a strange new world. Happens to the best of us. But it rarely ever slows you down. You are very good when it comes to getting accommodated to new environments, both in the way of finding your way around the location and getting accustomed to the people there. Within a day you know the culture, the location of local brothels and what faux pas to avoid when talking to someone.

Expies (100): Remnants finest girls are all based on figures from other stories. Little Red Riding Hood does become a lot cooler (and hotter) when she is given a gigantic Scythe though isn't she? But hey why stop there? Why not have other expies running around? In this and future worlds you will be able to find characters inspired or very similar to other characters from fiction you know. They will always be among your favourites or ones you would enjoy, with certain parts or attributes enhanced or changed to be appealing to you, but also to fit into the world. No getting Power Girl into Remnant unless her power is a Semblance based on Sunlight for example and no cosmic levels of power.

Ever Afteran (200): Okay you REALLY aren't supposed to be here! The Ever After is a place that the people of Remnant only know through a Fairy Tale but it does in fact exist. From its trees various life has been spawned, including the Gods who created Remnant. Now while you are not like the Gods, you are a being of the Ever After. Your physical form can be varied and strange, like being made of paper or rock entirely, an insect as tall as a human or a cat. There is effectively no limit to what your body can be or look like but keep in mind this by itself doesn't give you any special powers.

Author Appeal (200): Are there certain aspects about a resident world you wish would be different? Like say which characters are women or what woman might still be packing a certain type of meat? This perk allows you to do exactly that. Upon insertion into a world you can change things like gender ratio. This will not change the story in any way or cause any characters to stop existing. If you use this on Taiyang for example, well maybe the female Tai is still packing a dick since Yang and Ruby will still exist.

Hope and Despair (400): What a naughty kitty that curious cat is. Playing with people's emotions like that. It is something you can do as well. You know just what to say to wear someone down, eventually destroying them emotionally till they are filled with despair. Curiously you can do the same in reverse, knowing what to say to make someone keep hope. Do you just like to see them struggle?

Common Misconception (400): There are still so many mysteries in this world and beyond. One of them is the common idea that the Silver Eyes target magic and not just Grimm. This comes mostly from the fact that Cinder has been injured by them, though given any other magical character was fine that is likely because of Cinder's Grimm Bettle. Nevermind any of that for now though. This Perk allows you to alter the

properties of any single ability you possess as you acquire it. For example in this Jump you can make the Silver Eyes actually attack hostile magic and not simply Grimm. This is purely a flavour option so don't think whatever you change will be any stronger or weaker than the original.

Self-Insert (600): It seems someone really wants you to enjoy all this world has to offer. You have the most special and unique power of them all because you are the main character of an author who wants to vicariously live out their fetishes through you. When you are around, opportunities for sex and debauchery are commonplace, to the point where it borders on the absurd. It just so happens that on the day you decided to visit a glory hole the resident haughty heiress decided to vent some frustration and fall in love with the taste of your cum. You could be walking down the halls of Beacon and find a cat faunus secretly indulging in self-bondage and pet play, blushing and cumming on the floor the second you offer to grab her leash. You practically have to go out of your way to NOT be a hentai protagonist in a world where the main characters and most important players are especially lewd and perverted. Why its almost like whoever wrote this story couldn't care less about the actual plot and purely cared about fucking the main cast!

This also gives you the chance to literally insert into a character of your choice as you enter a Jump. This can never be a Godlike figure, resident big good or big bad, but a side character with good amounts of screentime like say a certain Arc is well on the table. You will be able to inherit their 'gifts' as well but only through training and effort.

Unique Purpose (600): You may or may not be from the Ever After but you have some unique ability that could match the greatest creatures and beings from it... save the Brother Gods naturally. Maybe you are like the Curious Cat, capable of sharing a piece of your heart to calm a person, teleport in the shape of polygons, shapeshift, fire energy beams and possess the bodies of those who have given into despair. Alternatively you could be like the Jabberwalker, devouring someone and denying them Ascension, effectively making it so they can no longer be reborn and that they cease to exist in body and soul. Whether it is a single great power or a set of various moderately powerful ones, you will be a being unlike any on Remnant.

-Unique Creation (400/Requires Unique Purpose/Undiscounted): Oh? Okay then! So the beings of the Ever After were all created by the brother gods but you know who else was their making? The Relics. You are now comparable to a Relic being, having some powerful ability surrounding a single concept comparable to Knowledge, Creation, Destruction or Choice. The ability is very strong, comparable to encyclopedic knowledge of anything that isn't the future or being able to create anything exactly as phrased as long as you have some sort of blueprint. You can have your own associated item that you can go into and that can be used to summon you from it by saying your name and holding the item.

-Unique Replacement (400/Requires Unique Creation/Undiscounted): Wow you really are special aren't you? The Brothers were originally Ever Afterans themselves in a way. A creation of the Tree when the world was untamed and wild. Eventually

they were offered the chance to leave to a greater beyond. Maybe that is why you have this? To be a replacement?

You are an Ever Afteran on the same level as the Brothers. Well sort of. You are by no means a match to the beings who created Remnant, but you are a match to them when they were first created. You have essentially a 'basic' version of their powers, capable of destroying but also able to create things ex nihilo by expending some of your energy, using all of it at once allowing you to make something rivaling an acre of the Ever After though doing so would leave you drained for a month at least. Your ability to destroy is likewise more limited. Non living matter you can completely destroy as long as you have the power to do it overall but living beings are something you could only destroy in such a manner after already defeating them. No waving your hand to send someone to the Afterlife unless they're already on death's door.

Furthermore your being is composed of pure energy and you can to a limited degree shapeshift your form, turning into say an animal or a dragon and back into a human.

While you are in this Jump, your powers are essentially 'locked' to this level. They will not grow more powerful. After you leave this Jump this changes and your powers are capable of growing with time and training. It will take several lifetimes if not thousands of years worth of practice till you gain the brothers power as shown when they were the Gods of Remnant though. But eventually you will be able to replicate all they can do like wiping out civilizations in seconds, creating powerful relics and granting the ability to wield magic to others. You will also be able to fashion yourself after a domain of your choice like Light or Darkness.

Items

General Items

You receive a stipend of **+400 CP** that can only be used in the Item section.

Merchandise (Free): You'd be forgiven for thinking RWBY was a pornographic series by nature with how popular it is in these circles. Still this Item is for all your RWBY related needs, consisting of a copy of every single thing RWBY has in terms of merchandise. You even get stiff including you and depicting you as well. This also includes fanwork and before you ask, yes the lewd stuff as well. Would anything else make sense for this Jump?

Theme Song (Free): You have your very own RWBY esque playlist in your head. It will always be fitting for any situation, the best parts happening at the most deserving times. This also comes with a playlist of all official RWBY songs.

Scroll (Free): And here we have the local equivalent of a Smartphone, only more advanced. A Scroll is a handheld device for communication, information and entertainment. You can use it to link into the CCTS and the Remnant version of the Internet, message and call others, serve as a sort of ID, play games and music, pay your bills, lock and open certain registered locks and more typical phone functions but it can also monitor the Aura levels of yourself and others. It also has a reliable 'Incognito' mode that comes preloaded with favourite links for a variety of certain 'sites'. Not immune to hacking but it is immune to getting a virus from porn sites!

Remnant Wardrobe (Free): You gotta kill Grimm and get fucked silly in style! This item takes the form of an endless supply of iconic and truly gorgeous outfits. Included in this option as well are bikinis, gym wear, cheerleader outfits and various other more fetish associated pieces of clothing. They are self-cleaning and repairing.

Emblem (Free): It's surprisingly common for people to have some sort of symbol unique to them. Why not join in on the fun? You have some sort of emblem that symbolizes yourself. You are guaranteed to like it and can put it on any item you own as a decal, be it clothing or weapons. If you happen to own a person or someone asks you for it, you can even put it directly on them in the form of a tattoo or brand.

Personal Weapon (100/50 per Feature): No need for you to be unarmed in a world where every scythe can also be a gun. You now have your very own RWBY themed weapon. It is self-maintaining and self-cleaning and will simply feel right in your hands, like it was an extension of your soul. Upon purchase this you must select either Melee, Ranged or Misc to be the 'base' of your weapon. For **50 CP** per feature you can then add additional functions to it. Unless specified otherwise every feature can be bought multiple times.

-Melee: Your weapon is made for melee combat like a sword, gauntlet, scythe, hammer or similar.

-Ranged: Your weapon is capable of ranged combat and fires some sort of projectile like a shotgun, pistol, sniper rifle, grenade launcher or similar. You also get a constantly refilling supply of ammunition.

-Misc.: Your weapon is something entirely different from what most would assume could be a melee or ranged weapon. It could be a purse, a skateboard, an instrument or something entirely different.

-Dust Compatible: Your weapon is naturally capable of integrating Dust Types that while used up can always be interchanged or replenished. An example would be Myrtenaster's Dust Chambers. Additional purchases gives you double the Dust Chambers starting with one, then two, then four etc.

-Dust Forged: Your weapon has had one type of Dust used in its creation process, allowing it to use said Dust Types abilities. A Sword Forged with Fire Dust might be able to superheat itself. If you purchased **Special Dust** you may select that Dust type to have been used.

-Compactable: Your weapon would naturally be able to transform itself into other forms as long as you want it too and purchased at least Melee and/or Ranged two times in full. This will allow your weapon to get an even more compactable form that often gets overlooked. Shotgun Gauntlets might become stylish bracelets.

-Copy: You get a perfect copy of your created weapon. Every purchase of this will double the weapon you designed. So one purchase of a Gauntlet gives you two, whereas another purchase on top of that might get you four, now as a Gauntlet and Boot combo.

-Scaling: Your weapon is an extension of yourself in a more literal way. It scales to your own power and capability, always remaining viable in a fight as a result. This can only be purchased once.

-Improvable: Your weapon is not set in stone. You can always make adjustments to it, any changes and improvements receiving likewise Fiat backing. This can only be purchased once.

-Importable: Your weapon automatically imports into any other Item you own that fits its criteria as established in the Melee, Ranged or Misc section. If you purchased a sword, a rifle and a special dildo in a future Jump, your sword-rifle-dildo weapon will automatically import itself into all three. This can only be purchased once.

Lien (100): Money is good to have. How else are you going to pay for all these hookers? You get 100.000 Lien, on the hand to use how you want. In future worlds you get a similar amount of the local currency. This item can be purchased multiple times, but only the first one is free for Pervert Origin.

Prosthetics (100): Losing an arm can suck to say the least. Fortunately you wouldn't be the first or the last to have to adapt. This Item takes the form of a replenishing supply of Prosthetics, going from entire limbs to artificial eyes and even enough to

repair half a man's body. You can summon another prosthetic when needed, ensuring that as long as someone wants to get back up, you can repair them. Also includes a vibration function for any prosthetic.

Locker (100): Your very own rocket powered locker. With a click off a button on a scroll or nearest equivalent, you can summon it to fly to your location. Anything inside is guaranteed to be safe during transportation. It is also surprisingly spacious, enough to just barely cram in one or two girls. The locker is shockingly effective at silencing noise from the inside as well.

Personal Flask (100): Nothing against a drink after a long day at work. You have your very own flask filled with whatever drink you want it to be filled with. While at default alcoholic, it doesn't need to be. The liquid never runs out and will always taste good. Additionally drinking from it seems to lower inhibitions and make people more willing to do what they want.

'Catnip' (100): If faunus are part animals, some things that would make pets happy would be good for them, wouldn't it? You have a small supply of catnip. While effective on normal cats, it is also having similar effects on faunus of all types, not only felines. It works like a mild drug for them and other 'part-humans' in future worlds. Also comes with some cat toys.

Dust (Free/100/200/400/600): Dust is perhaps the most useful and important resource in all of Remnant. It is the foundation for technology and various ways to battle the Grimm. And now you will never run out.

For **Free**, any items or weapons purchased in this Jump will have a replenishable amount of stuff. Not much but enough that unless you do something truly ridiculous you should never run out.

For **100 CP** you get a little more, a small supply of all existing normal Dust Types. Fire, Ice, Water, Earth, Gravity, Electricity, Hardlight and more are all yours. You get no less than a few crystals though but it is a replenishing weekly supply.

For **200 CP** the amount of Dust you gain is a chest full.

For **400 CP** you gain a Bullhead Shipment.

Finally for **600 CP** you gain an entire Warehouse full of all the Dust you need.

Grimm Bodypart (100/200/400/600): There are certain upsides to being a Grimm. Though one can hardly blame you for not wanting to be one. How about instead only having a part of you take on features of these creatures? You can make one bodypart of your choice into Grimm. Anything from an arm to a penis is on the table. Depending on how much you are willing to pay your Grimm part can have a little something extra.

For **100 CP** your part has the equivalent of one purchase of **Grimm Advantage**.

For **200 CP** your part has something that makes it equal to one purchase of **Grimm Benefit**.

For **400 CP** your part is in some way worthy of being worth one purchase of **Grimm Power**.

Lastly for **600 CP** your part is equally as powerful and valuable as one purchase of **Grimm Dominance**.

You can purchase this Item multiple times, either for more Grimm bodyparts that have different abilities or to slot more powers into one existing part.

Remnants Technology (100/200/400/600): The brilliant scientists and engineers of Remnant have come up with a vast variety of technological wonders. If you want you may buy one or more of them here.

For **100 CP** this is something decent but nothing really exceptional. Your own Atlesian Rifle or a small set of Drones with no combat ability would fit.

For **200 CP** you can get something a bit more advanced. The Accessible Dialogue Assistant 'Ada' that can give blind people artificial sight, or your private unit of Atlesian Knights.

For **400 CP** the technology at your fingertips is much more advanced and powerful in amount and raw power. Your own Atlesian Paladin, a large battle mech with a variety of weapons, would be a valid pick.

For **600 CP** you can get your hands on some of the greatest pieces of machinery and science Remnant has to offer. The Cross Chain Transmit System that allows for global communication, the enormous Combat Robot the Colossus or a Flagship of the Atlesian Military, stocked with forces of robotic soldiers or even the blueprints for Penny's creation, her AI base data and Polendina's own notes on her creation are all available.

Branding Iron (200): One press of a hot piece of metal can change your entire life. Just look at Adam. This branding iron comes with a design of your choice. It is completely mundane except for two features. The first is that the marking will always be flawless to the spot it is applied too. The second is that whatever feeling the one had when being branded is enhanced and becomes a deeper part of them. Someone angry will become wrathful, but on the other hand a happy sub would become an overjoyed slave.

Silver Blindfold (200): The Silver Eyes are a fascinating power but also really pesky for anyone who happens to be hurt by them. Now you could simply cut them out if you want to not worry about them but that is a very ugly process isn't it? You can simply use this blindfold instead. When placed over someone's eyes, not only are they blind but any eye based power will be impossible for them to use. Do make sure they can't take them off. You can summon a new blindfold any time you use one.

Special Dust (200/400/600): Dust as a resource can be refined and combined to make new types of Dust. With this option you can purchase one such rare variation. You have a chest full of this variant but can purchase a greater amount for the same prices as for the common Dust Item. Alternatively, you can pay the price simply again to get another rare Dust Type. The exact nature of this new Dust is up to you but below you have a list of options. Beware, most of them were done with perverted intent in mind.

-Latex Dust: Latex Dust can upon activation create incredibly durable and sticky Latex around the target. It can completely encase them in Latex and even root them into place.

-Lust Dust: Lust Dust functions as an incredibly potent Aphrodisiac to anyone who comes into contact with it. In large amounts it is not unheard of for people to be extremely horny and hypersensitive for days at a time.

-Bimbo Dust: A Dust variant that influences the mental faculties of people that come in contact with it. It lowers their intelligence, while also making their physical characteristics more pronounced.

Nightmare Realm (300): A Nightmare is one of the perhaps most insidious Grimm. Once it latches onto you it drains your Aura and traps you in a Dream. Unlike Weiss your encounter with a Nightmare seems to have been much smoother. This Realm is one you can completely call your own and can always enter in your dreams. Essentially this Item grants you perfect control over your dreams, making any desire come true. While you can not imprison someone else within your Realm, you are effectively immune to having your dreams invaded. If you still allow it, whoever tries so can be freely manipulated by your own thoughts.

Shady Basement (300): Is there something you plan to do that authorities aren't meant to find out about? At least do it in this Basement. This is a place you can attach to any property you own. Things that happen here might as well not happen at all, the whole basement being soundproof. Any authorities and law enforcement are also guaranteed to never find the room unless you personally guide them to it. This does not apply to any overly curious Huntresses so better be prepared against them.

Dust Mines (400): Sure having Dust is nice but you know what is even better? Being able to order someone else to do backbreaking labour. This Item is a Mine owned by yourself and with you having complete authority over it. It is entirely legal too while not harming the environment and any other corporations will never bother trying to force you out. The Mine itself can get you a decent supply of whatever resource you want to mine, in this Jump Dust by default though you can change it. In future Jumps you get an added Mine for another resource you can pick that exists within the Jump.

But the real treat is the staff. By default dominantly Faunus who see no other occupation as possible for them, they yearn for the Mines and are actually happy with their job and have their own accommodations nearby. There are also a variety of

tools included, like leg and arm restraints and hoods to make someone properly act like a ponygirl carting Dust.

Huntress Slave Market (400): When a Huntress goes MIA it's not always because of the creatures of Grimm. There is a large clientele who would want their own heroine to play with. Naturally someone must fill that gap in the market which is where this Item comes in. You are now the owner of the Huntress Slave Market, a small group specializing in human trafficking. They are guaranteed to dominate the local slave market and get a steady supply of product, especially from the local huntress population. Naturally you get to call dibs on any slave you don't want to sell, as well as the right to 'train' certain products.

If you don't want to be a villain who is this depraved while enjoying the benefits of Slave Huntresses there is another version of this Item however. In that event this takes the form of a Consensual Club for Extreme Kinks. Huntresses will naturally feel drawn to it, wanting some freedom from having to be in charge all the time and having to save the world. The stronger and more skilled they are, the more they will be drawn to it, quickly becoming returning customers and perhaps even planning their eventual retirement to become mainstays.

If you purchase this twice you can choose how the two effects interact. You could have heroines end up enslaving themselves while looking for a thrill or a consensual group end up driving local slave markets into bankruptcy as a mere side effect.

Laboratory (400): The perfect place to bend that sexy genius over a table of samples! I mean... the perfect place to conduct your research. This laboratory is state of the art in all things and offers all the tools you need for whatever project you want to do. Work done here is more effective and happens quicker overall. Also comes with a set of attractive and willing lab assistants.

Aura Inhibitor Restraints (400/600): How do you properly restrain someone who can punch gigantic robots into pieces? Turns out it is easier than you think. This Item includes a variety of bondage restraints, from normal cuffs and collars to more explicit fetish restraints like dildo gags, armbinders and bitchsuits. They all are incredibly durable, too strong for even the strongest Huntress to get out with their physical strength and have the feature of nullifying Auras and Semblances as long as they are worn. In terms of collars this feature can be controlled by the owner, making them powerless on command. With this even the mightiest of Huntress becomes much more manageable. You get a new set of restraints when you need it so don't worry about ever running out.

For **600 CP** this kind of power nullifying technology can even extend to magic.

Black Queen Virus (600): If machines could get sexual transmissible diseases, they still would rather have all of them than be infected with this. You now have your own version of the Black Queen Virus created by Arthur Watts. Once integrated on a technological network, it can give you complete access to the technology to control it. Alternatively you can leave it on autopilot to run things in your name. It is

automatically installed on any technological devices you own and attempts to remove it from any infected system are extremely difficult if not nigh impossible. The Virus may optionally also come with a pseudo-sentience that is in love with you and devoted to you.

Remnant Database (600): There is so much technology on Remnant. Wouldn't it be a shame to not have some of it with you? This Database contains plans, schematics and research for all technology Remnant has to offer. This of course includes various dust powered sex toys. Even instructions on how to incorporate Dust into other technologies are included.

Relic of the Gods (600): When the Gods first made humanity they gave them four gifts. Creation. Destruction. Knowledge. Choice. Taking the form of four legendary Relics, each one is capable of great boons. To name two examples: the Staff of Creation can summon Ambrosius who is capable of creating anything exactly as phrased as long as he has schematics, whereas the Lamp of Knowledge summons Jinn who can answer three questions every 100 years about anything but the future. You are now the proud owner of your very own relic. It can be a copy of an existing one, with its own Spirit that is not only attractive but very DTF when it concerns you, or a custom Relic with its own unique properties comparable to the examples mentioned. Maybe the Gods also made a Relic of Supremacy to represent their authority over Remnant capable of mind control for example.

Tree Seed (1000): Now how did you get your hands on this? You have a part of the original Tree of the Ever After, a small seed. With time and by feeding it enough energy, an enormous amount to be clear, you could make it bloom and create your own Tree. Properly blossomed and grown, it could forge its own world between dimensions and spawn its own marvelous creatures, always according to your wishes and designs. The Tree is also capable of doing the Ascension process and opening portals to other adjacent worlds. You will also always easily be able to open a portal to the Trees Realm.

Race Items

Human

Fairy Tale Book (100): What is your favorite Fairy Tale? For a story that has its main characters inspired by such, Remnant has its very own Fairy Tales. You have your own copy of a book detailing all of them. Interestingly the tales of this story are based on aspects of the local world's history, secret or not. In future Jumps the book will keep giving you more fables and Fairy Tales that imply some hidden secret. There is also another fanmade version where all Fairy Tales have some lewd changes made to them.

Hot Bike (200): Your very own motorcycle that may or may not be named after a Bumblebee. It never needs maintenance but doesn't resist enhancements made to it, while also sporting a tank that's always full.

Independent Village (400): The safety of the four Kingdoms are nice but they can be stifling to some. There will always be people who want to make a living on their own and this Item is a collection of people who share your views. You are the owner/mayor of a small village in the more wilder reaches of Remnant. The village is perfectly capable of sustaining itself, producing enough food and resources to stand on its own. It sports some decent natural defences and durable walls good enough to endure all but the most severe Grimm attacks. In general its survival rate against the Grimm is shockingly high because of one local law: free use. Sex and sexual freedom are commonly practiced, helped by a special variety of Apathy Grimm buried beneath the village that make anyone within feel constantly aroused instead of draining their willpower. This plan for peace and protection with these Apathy is guaranteed to never go wrong like what happened on a certain farm so don't worry about that.

Private Island (600): A slice of paradise just for you. You are now, just like Dr Merlot and Fort Lee, the proud owner of your very own private island. Its beaches are ever sunny and idyllic and in the luxury resort that comes with it, both you and any you invited will be able to truly enjoy a break. The resort naturally generates money from its other guests and basically runs by itself. Literally even as it comes with a variety of drones and machines, both for defence and more domestic services. On it is also a jammer that blocks any non-authorized communication to the outside world in case there is anything you wanna do on this island you don't want getting out. In fact the Island is naturally a great base of operations for anything you want to do, freely allowing anything you own to be imported into it and run even better than it normally would for one predefined purpose. Do you want to make experiments to enhance and control Grimm? The labs will run smoother, the Grimm easier to handle and you may even find a strange substance to enhance them with. Do you want to enslave Faunuskind? Any captured Faunus's wills will break quicker and the mines where you keep them and make them work all the harder to discover and more profitable.

Faunus

Ribbon (100): No shame in wanting to avoid prejudice now and then. This ribbon, or other comparable Item, is capable of hiding your faunus trait no matter the situation. It will never come off by accident and is always comfortable to wear.

Banner and Flyers (200): The fight for acceptance (or dominance) never ends. But this might provide some help. You have a set of flyers and pamphlets, advocating for a worldview of your choice, as well as a banner that can best symbolize your cause. The banner has the additional power to make people who already align with your beliefs feel seen while the flyers are well articulated and very good at getting people to actually hear you out. This only gets a foot in the door so to speak however and it would be up to you to convince them.

White Fang Cell (400): The White Fang has seen many changes since its inception, going from well meaning protestors to determined freedom fighters to a group of terrorists who want to enslave humanity. Whatever best aligns with your own vision, you have your very own White Fang Cell. While many of their members are grunts, some of them have promising power and all of them are skilled at guerilla warfare and fully devoted to you and your ideologies. With this also comes a main private camp that can not be tracked down by others. Furthermore these attractive Faunus have your preferred Faunus Traits and Gender Ratio.

The Shallow Sea (600): How exactly DID the Faunus come to be? Well there are a few stories about how that happened, many of them including a God of Animals who took some humans with them to a magical island or stopped a war between humans and animals by turning both into Faunus. The idea of a promised island nation more or less fell out of favour in modern days but the old wizard does claim there is some truth to it. This Item might be why. You are the owner of a small island filled with tame animals that obey your every word. In the middle of its forests is a certain individual. No other than the God/Goddess of Animals. Their powers are rather limited and a far cry from the Brother Gods. Even a decent Huntress would wipe the floor with them as they are only capable of shapeshifting and transforming animals and humans into Faunus. They prefer to stay isolated but have taken a liking to you. If you kindly ask them (and maybe spend some time with them since even they have certain urges) they would be happy to use their powers for you if you ask them.

Grimm

Private Cave (100): Even Creatures of Darkness deserve having a home. You have your own tiny area to retreat too and relax in the wilderness. It is near routes where civilization commonly takes place but is always remote enough that no one who isn't actively looking will stumble upon it. It has enough room for yourself but will make even more for any 'guests' you happen to want to keep.

Grimm Cage (200): Usually Grimm die in captivity in record time. How Port managed to keep that Boarbatusk alive is a different question entirely but maybe he had his own version of this cage. You now have your very own cage that is perfect for your species and living conditions. You can survive here indefinitely in perfect comfort. Why would that be worth the points for a prison? Oh it's simple really. While in this cage you will appear utterly harmless and unless given a heavy reason not too, will be taken away and stored in... say... a Huntsman Academy. Furthermore simply knowing you exist in here will be like Aphrodisiac for Huntresses, finding themselves fascinated by you. The intrusive thought of sneaking inside the cage to... play with you a little will be all the stronger as time goes on. Finally the cage does nothing to actually hinder or impede you in any way, able to break out at any time. The same can't be said for those who get inside to play with you, finding their own abilities rapidly deteriorating as soon as you play with them.

Grimm Pack (400): Why enjoy the spoils of battle alone? You are now the leader of your very own Grimm Pack. It has about 40 of weak Grimm like Beowolves, 16 Grimm of medium power or with unique abilities like Manticores or Apathy and 4 Grimm of high power and ability like Deathstalkers or Tempests. Regardless of your own power they see you as the Alpha and will follow your commands.

Legendary Playthings (600): Huntsman isn't the safest of professions. All too often promising young women go MIA and are never heard off again. What fate awaits them among the Grimm Wilds is rarely pleasant... except for these four. This Team of Huntresses is powerful enough to go head to head with Maidens and Operatives. Why between them they even have unique traits like say powerful Semblances or even a set of Silver Eyes. They are all united in sisterhood... and a love for Grimm cock. They surrendered themselves to you fully and will act on your behalf. In future Jumps a similar set of four will be readily available, finding nothing hotter than being your plaything.

Android

Strings (100): There are in fact a lot of strings on you. You have an endless supply of incredibly thin but durable strings. When you attach it to an item, you can manipulate it by the string with the same ease as you would with your own body. The strings can be sharp enough to cut through steel, making them a useful weapon in a pinch. For more kinky needs they are also surprisingly effective rope and you can tie yourself up in them with incredible ease.

Aura Draining Masturbation Aid (200): The soul you have had to have come from somewhere. Pietro shredded his own to create Penny. This should be a much more reasonable alternative for creating new Androids with their own aura. This item takes the form of either a pocket pussy or a dildo. When used, it will drain a small amount of the user's aura. Over the course of a month, the amount taken will recover but the part that was drained will be retained within the toy. It will suck away roughly 1% of the aura needed per use to create another Penny like android.

Remote Interface (400): Every machine can be manipulated and guided. You are no exception. The only difference is that you actually have control over it. This remote is the only existing Master Control over your programs and functions. Anyone you permit access can alter you how they see fit, from giving you new mental traits, increasing sensitivity, blocking your ability to climax, to even controlling your bodily functions. Because of its Master Control, this remote even works against other, not authorized, works of subverting you. One can even program routines into you with this, like making you automatically wake up at a certain time to give your owner a blowjob. The remote can also work towards other artificial intelligences and robotic lifeforms as long as they have been registered with their consent.

Backup Body (600): Two are better than one. This robotic body looks exactly like you and retains all your upgrades. This is no coincidence as it was effectively designed to be a back up body for you to access. It has no ego of its own unless you take it over and can double as a one up. You are able to shuffle any Perks you possess into the Body and may retake them as well, but unless you take them back you will not have access to them. Furthermore if you end up having to take on this body, you will only have access to whatever Perks you put into it. Finally even while you don't pilot it, it can perform various routines and function as a high grade pleasure doll. Hopefully you don't end up having to jump into it right as it is busy being ploughed and used.

Origin Items

Hero

Comfort Cookies (100): The ideal treat for a silver eyed warrior after a long day of slaying Grimm. Or perhaps a good comfort food after getting pounded by a pack of Beowolves. This replenishing bowl of cookies are always delicious, coming in whatever flavour you currently want. Eating them also helps deal with trauma, making it easier to go through recent violations.

Huntsman Supplies (200): A bag that comes equipped with all your huntsman related needs. In it is enough food, water and camping equipment to last four people for weeks on end. Special tools to survive and combat Grimm are also included as is protection in the form of condoms.

Training Cage (400): Diamonds are made under pressure and with great training. Jaune managed to show just that, though he was also fortunate enough that the Invincible Girl took an interest in him. This may or may not have been included in the training methods but it will definitely help you. You have a chastity cage/chastity belt made of metal. It will comfortably fit around your genitals and will make it impossible for you to orgasm. What makes this device so special is that as long as you're wearing it, any training benefits are multiplied severely in potency and effectiveness. After a certain breakthrough it will even vibrate, lovingly edging you but forbidding you from orgasming. Furthermore it has various slots for Dust like ice, fire and lightning, ready to 'punish' a slacker.

You have a key for it that you can give to someone else. They will get control over all of its functions. Doing this will not only further boost any training they happen to give you but make them warm up to you more and more, until it is practically guaranteed they fall for you. If you don't want to be the one wearing it you can also summon a new cage for anyone you happen to train or tutor, similar effects now applying to them.

Huntsman Academy (600): Beacon, Haven, Shade and Atlas are the most important locations for all of humanity and faunuskind. In these academies the future protectors of all that is good are trained and prepared for a life of battle. You are now the proud owner of your own Huntsman Academy and considered the principal. Effectively, your word is law and you can make whatever changes to the curriculum as you want. The staff and student body alike are very much vulnerable to your influence and pliable to any changes, like say a mandatory dress code. Any training or teaching done here is also much more effective, to the point even nobodies could quickly become prestigious Huntsman. In its depths is furthermore a secret Vault, only openable by you, in which you can hide items of great power without having to fear their effect on the world, like how the Relics do not attract Grimm when inside the Vaults.

Finally, you may have noticed Academies in Remnant have a pretty high risk of getting destroyed. Fear not because even if Salem's machinations were to crush your academy, after a year has passed, any damage done to it will be fixed.

Villain

Grimm Mask (100): No need to bother hiding what your intentions are. If anything you can gain more from imitating the Creatures of Darkness. You have a Mask that is shaped like that of a Grimm. While wearing it, any attempts at intimidation are easier to perform and the Mask will become iconic to your overall appearance.

Blackmail Material (200): As satisfying as crushing your opponents with brute power is, sometimes more subtle means are needed. Once per Jump, you can use this Item to apply to one individual of your choice. You will gain extremely effective blackmail material holding their worst secret if they have one. Alternatively it will conjure something equally as useful for manipulating them, such as a large debt. When showing this proof to someone they will become desperate to hide it or escape consequences for what they did, making them much more vulnerable to manipulations. The thought of killing you or taking violent actions against you will slip their minds at first though it is recommended that you either make the most of the window where they are vulnerable or set up contingencies.

Shady Men (400): There are plenty of less than honourable figures on Remnant and if you like some of them can be yours to command. Be it a decently large Bandit Tribe or a criminal syndicate that has a decent presence in a Kingdom, you are the leader of these people. While they are not individually strong, they have an uncanny strength in numbers. As the leader you will of course get the most of the spoils their criminal machinations can give, be it money, drugs or women. They may specialize in one 'trade' of your choice, be it robbing and pillaging villages or managing information or brothels. May or may not include Shay D. Mann.

Dark Castle (600): If you are already going to be a villain you may as well do it properly with style and power. You are the proud owner of your own version of Evernight Castle. It is opulent and filled with luxuries and various other ways to live in bliss for you and your allies. Your enemies? They might get very accommodated with the dungeons it holds, lessening the resistance of anyone within and making retraining them into helpless pets all the more effective. Escape is impossible for anyone bound within, needing outside help to get free. Finally there is a lake of Grimm Liquid around the Castle, at your complete control. It takes but a command from you for these lakes to spawn Grimm, larger and more dangerous variants needing proportionately more time. Just make sure you can actually control them.

Pervert

OnlyHuntress (100): You'd expect killing Grimm to pay more than enough to make a living. So how come just about every Huntress is using her gorgeous body for this app? You have a lifetime subscription for all content available on OnlyHuntress. Every major character, even those who shouldn't be able to, will regularly update with more lewd, risqué or even just filthy pictures and videos. When asked the ones doing them will never know what it's about. Maybe this app just offers AI generated content? If it is, it sure as hell is accurate...

Honest Establishment (200): You are the owner of a small and distinct business. What exactly is offered here is up to you. It could be a restaurant that offers high quality noodles and fish for the occasional feline faunus. It could be a club that lets you party deep into the night. It could be a gym where the ones lifting weight have suspiciously form fitting attire. It could even be a simple brothel. Whatever you choose for it to be, it reeks in a steady income. The clientele and staff will predominantly consist of the kind of individuals you'd fancy seeing the most and occasionally one of the more important characters in the current Jump may find themselves visiting.

Home Sweet Home (400): A lovely cottage or house to call your own. After all, everyone needs a place to get back too. It is decently remote from most populated locations, ensuring you have peace and quiet but never too far removed that getting to civilization would be a chore. Its atmosphere is naturally homely and safe, with even Grimm not bothering to go here unless actively led here or provoked. Everyone who gathers here will simply feel more relaxed, to the point those with traumas are likely to recover faster too. In general people are more inclined to open up. It never gets too boring staying in here for too long but those inside do feel the urge in them grow to let time pass in more 'fun' ways while stuck inside. There is replenishing food, water, wi-fi, electricity and all other amenities you need and plenty of room for however many guests you need or want to welcome.

Jumper Dust Company (600): Even in a world of magic and soul powers the most reliable power is good old cash. Something you will rarely lack now with this Item. You are now the proud owner of your own company, comparable in resources and wealth to the SDC. It is staffed with loyal and attractive underlings that will run the company successfully and up to your standards. You can freely decide what area the company specializes in and where it will be a leader in the field. This can be anything from Dust Trade, weapon making, transportation or something entirely different.

Stranger

Convenient Excuse (100): Of course you were always meant to be here! No need to ask any silly questions. This Item takes the form of a convenient excuse for you to join or be a part of any important gatherings or groups. If you desperately want to be able to join Beacon Academy this may take the form of the needed papers. This won't allow you to join anything secretive or warp anyone's perception of you, but at least you have a foot in the door.

Ever After Leaf Tea (200): The Ever After has a concept similar to reincarnation known as Ascension. When someone fulfils or loses their purpose, they can return to the Tree and be reborn into a new form. This tea is made from the leaves of said Tree. When someone drinks it in the Ever After it will initiate the Ascension process. However when drunk in any location that isn't the Ever After it will instead simply wipe the drinkers mind and personality, essentially resetting them. You have enough tea for one cup and it will replenish each month. They do however need to consent to drinking the tea, knowing what it will do for it to work.

Piece of Magic (400): Magic is not as dead as it may seem at first glance. The Four Maidens and two immortals are not the only wonders of the arcane. Bygone civilizations have forged and created objects capable of magical feats. How many of them are existing is unknown but over time some have appeared like a Necklace which allowed the user to seize control over the Creatures of Grimm, a cloak that displaces light around the wearer, a gauntlet that can fire blasts of energy, a black, bead-shaped artifact that can be used as a bomb repeatedly, an amulet that has the ability to hide its user from the Grimm and an ancient form of Dust that has the ability to recharge it's user's Aura but is very unstable. And that is just Remnant. The Ever After has far stranger things like a Growgurt Parfait that lets those who eat it grow in size. While what you gain here is nowhere near the level of the sealed away Relics, it is at least comparable to any option mentioned previously. Undeniably useful in any case. Food items that are purchased this way will replenish weekly if used and can have their effects be reversed by you at any time so no need for an extra potion that shrinks the drinker for example. Nevertheless you can buy this Item multiple times for more Artifacts, though only the first purchase is discounted.

Acre Customization
(600/Discounted for Stranger):



The land surrounding the Tree consists of a multitude of Acres, each abiding by their own rules as their own self-contained realm. Luckily for you, you have somehow gained ownership of your own slice of the Ever After. Here you can design the specifics of your Acre.

You receive **600 AP** (Acre Points) to Design your Acre and can turn CP into AP at a rate of 1:1.

Do keep in mind that the Ever After is a place where nothing makes sense, yet everything works in its own strange equilibrium. Physics don't work the same way they do on Remnant and very little is truly impossible.

Portal (Free): It would be unfortunate to have your own plot of Ever After land but no way to get there. Fortunately you can open a portal to your Acre the same way you do to your Warehouse. You can come and go as you please and even invite others into it. It is also effectively its own dimension, separated from the rest of the Ever After unless you want it to be connected.

Import (100 AP): Want to add something new to your Acre? This option lets you import any and all properties or land you may have into your Acre. Any unique features it has can still work in the Acre and your Acre's properties can function in the added property too.

Developing (200 AP): The Acre's had to be created at some point and why should they remain stagnant? Especially now that someone who isn't the Brothers calls the shots. Your Acre can grow and develop in correspondence to yourself. If you have any sort of divine or creation based powers, you find that the Acre is very receptive to

them. If you are powerful enough and given enough time and training, you might even be able to use your Acre as the foundation for its own iteration of the Ever After.

Rule of Traversal (200 AP): Escaping the Ever After is a complicated process that requires some level of understanding regarding the Great Tree's true nature. Anyone who doesn't get that finds themselves simply looping, going in the direction of the Tree without making any progress. By taking this your Acre has a similar property. Anyone who tries to reach a certain location you pick, including leaving the Acre, can only do so after having done or come to understand a certain thing. This must be something everyone can theoretically do. This can be purchased multiple times.

Size (Free/200 AP/400 AP/800 AP/1200 AP/1600 AP/2000 AP): How large is your Acre? Don't let first impressions deceive you, the variety between sizes can be vast.

For **Free** it is roughly the size of a small town or forest.

For **200 AP** the Acre is as large as a small island.

For **400 AP** it is as large as any one of the capital cities of the four Kingdoms.

For **800 AP** the Acre is as large as any of the main Kingdoms on Remnant.

For **1200 AP** it can be as large as the likes of Sanus in their entirety, counting Vale and Vacuo alike.

For **1600 AP** the Acre manages to have as much size as the surface of all Remnant.

Finally for **2000 AP** the Acre has quite literally no limits in its size, infinite in scope. This level does make **Rule of Traversal** a mandatory purchase for the task of escaping the Acre, **but makes the first purchase Free** in return.

Sky (Free/100 AP): Each Acre has its own sky and in some cases even their own version of the sun. You can freely design what your Acre's sky is like. Maybe it is under a constant night sky filled with stars or has a paper sun. Taking this multiple times lets you have multiple skies in your Acre.

Biome (Free/100 AP): Here you can decide just what kind of biome your Acre is sporting. It could be something simple like a desolated wasteland or a beach, but also something more strange like it being entirely made of cheese. By taking this multiple times you can add more biomes.

-Supernatural Biome (200 AP): Even the land itself can be strange. By taking this option the Biome in your Acre is in some way possessing one supernatural trait. Maybe the vines of a jungle can react by themselves or to your own commands, restraining trespassers. This can be purchased multiple times.

Weather (Free/100 AP): You can decide what kind of Weather is in your Acre. It could be enjoying a permanent sunny day or a constant soft rain. The weather will never negatively affect the Acre unless you want it to, you can dismiss it at will and by purchasing this option multiple times you can add more permanent weather factors.

-Supernatural Weather (300 AP): The weather possible in your Acre can by itself be supernatural. By purchasing this option you can design one such supernatural weather occurrence. An example would be the Punderstorm, a weather pattern that creates physical manifestations of mental and emotional problems and a space that is altered by the words of those inside, allowing for say a pit to open beneath someone who said they were 'in the pits'. This can be purchased multiple times.

Supernatural Resource (200 AP/600 AP): Your Acre is sporting some sort of special resource. For example, it could be flourishing with ingredients for an herbalist to make potions from. For **600 AP** this resource can be something as special as a Stopwatch Fruit that can bring you backwards in time. Both levels can be purchased multiple times.

Inhabitants (Free/100 AP/200 AP/400 AP): Though you do not need to share your Acre with anyone else, if you like there can be Inhabitants native to the Acre. The number of people relate to the size of the Acre itself, being a town's worth at the normal level and growing from there. You can freely design their 'purpose', as well as appearance and culture. You could have your own group of paper pleasers, essentially sentient origami or speaking animals for example.

For **200 AP** some special individuals call this Acre their home. You can design their abilities themselves but they must be comparable to the Herbalist and his medicine creation or the Jinxy Peddler and his illusions and ability for trading anything.

For **400 AP** you can have something truly exceptional live in this Acre. Think of the Jabberwalker and its ability to deny Ascension to what it devours as an example.

If you like, any of the above abilities can be made the 'standard' for a whole species of Inhabitants by paying a **100 AP** surcharge for the Inhabitant species.

For every **100 AP** you can add another species of Inhabitants to your Acre comparable to the **Free** Tier, upgradeable with more purchases.

Experiment (600 AP): Much like the Abandoned Acre, this Acre was often used as the location for the Brother Gods to do their experiment. As a result, some of their own power is imbued into it. Power that can be harnessed by something that connects with the brother's creation, like say a human, though given your authority over the Acre you can choose to imbue whomever you like with the power stored, regardless of their connection to the Gods. This kind of power up can only be triggered one time per Jump, recharging in the next one, but it's well worth the wait. Neo after she fell into the Abandoned Acre experienced her Semblance growing by an incredible degree. What will it do to you?

Ascension (600 AP/800 AP): Technically speaking your Acre is part of the Ever After so why not offer the same kind of life cycle? Your Acre is by itself capable of supporting the Ascension process. The Inhabitants of the Acre, if they die or choose to, can Ascend and change themselves into a different form and new purpose. Alternatively you yourself can influence and shape their new form. This is unlimited

for Inhabitants of the Acre but even those not from it can Ascend if they die or choose to. That being said, there are some rules. For one, non-Inhabitants can only Ascend once every Jump and only if they choose to or die in the Acre. For another, the result of an Ascension can never be stronger than yourself. For **800 AP** instead the first rule is removed, allowing you to Ascend non-Inhabitants as many times as you want as long as they decide so or die in your Acre.

Unique Physics (600 AP/800 AP): Leave behind all logic of how you think the world works when you are in any corner of the Ever After. Your Acre can make that a bit more literal. The rules of life and death are different so if you like there could be a similar change unique to your Acre. Some sort of metaphysics is fundamentally different. This rule can be no more 'significant' than the Ascension process itself. For **600 AP** it is a rule that applies to all Inhabitants, whereas for **800 AP** it applies to everyone within the Acre.

Companions

Unity is an important factor to consider when trying to survive the forces of Grimm. Nearly everyone else is running around with Teams of some kind so why should you be different? You receive **+300 CP** Stipend to be spent purely on the Companion Section as you see fit, more than enough to guarantee you can make your own Team.

Import (100): For **100 CP** per Companion you can Import an existing Companion into this Jump. They get a Free Origin and Species of their choice and **800 CP** to spend as they want.

Export (Free/100): If there is someone in this World you want to take with you, you can do so with this Option. If they want to join you by the end of your stay you need to simply offer it and you can have them become a Companion. Alternatively you can pay **100 CP** per Companion to not only meet them in favourable positions to enter a relationship but to ensure they will want to come with you.

Extended Companion Section

Is it not enough to simply Import or Export your favourite Waifus? Do you want more options? Worry not for this Jump has you covered. This Section covers a variety of additional companion options that you otherwise wouldn't have access to. They are divided into three different categories:

Canon Altered Companions: Characters that are native to the world of RWBY or adjacent to existing characters, either altered in some specific way and/or often offering unique story opportunities.

OC Companions: Entirely original characters that have no existing relation to the world of RWBY but based on characters from other media and fitted into this world.

Unfinished Team Companions: A trio of characters rolled into one for ease of becoming its fourth member. They all cost **300 CP** but if you only desire one or two characters from an Unfinished Team you may simply pay **100 CP** or **200 CP**.

Any companion bought in this section will have a similar benefit as paying for exported companions. You will be guaranteed to meet them very soon as you start your jump in a favourable position for you two to form a positive relationship. While the companions sometimes have examples for how you have met, these are not set in stone and you may design circumstances more fitting for your tastes.

Canon Altered Companions

Eve Taurus (100): Have you ever thought about what the family life of a villain looked like before they became quite as insane? This option offers a small glimpse into a certain terrorist leader's life. Meet Eve Taurus, Cow Faunus and younger sister of Adam Taurus. On first glance she might seem like a carbon copy of Adam, just a female one. Dressing similarly, having the same fighting style, even wielding similar weapons. Her blade and sheet are named Thorn and Bloom respectively.

There is a reason for that actually. See Eve is by nature a more shy and meek individual. Growing up she only had her brother to look up to and so she ended up emulating him every step of the way. This is something she has become very insecure and self-conscious about as she grew up, sometimes wondering if she even has an identity outside of being her brother's henchwoman. Especially as Adam... changed. He used to work overtime to support them both and when they joined the White Fang he was genuinely trying to be a hero for Faunuskind. But she knew him better than anyone, even Blake and Sienna and was the first to notice how he became... ruthless. Savage. She can't even remember the last time she felt safe around him. But every time she raises the topic she is shut down, often by Adam showing her his brand and telling her he got branded trying to support her so why is she not supporting him? Adam has come to see her as even more of a possession than Blake. The last time she actually tried to do something that didn't copy him, he asked her what was wrong with being like him. She didn't dare try anything more after that.

She is currently enrolled at Beacon. The official story is that she had a deal similar to the one Blake had and if Blake were to ask Eve tells her she left the White Fang and Adam as well. This is a lie. In truth Adam sent her to Beacon to be a sleeper agent, keep an eye on Blake and act on his command. Guilt, what remains of love for her brother... and fear keeps her in line. If you could support her though, maybe she could stand up for herself and renounce her brother. Succeed in that and she might finally breathe easy again. Perhaps she will beg you to try and help save her brother... or realize he needs to be put down for everyone's sake.

What exactly she becomes after stepping out of her brother's shadow is up in the air. But one thing you will discover is a certain... fetish. One she hid and was genuinely terrified about anyone finding out. A huge kink for raceplay.

She herself isn't really sure why but the idea of being a sex slave to a human gets her going like nothing else. Being treated as a cow that has her fat uterus molested, forced to be a servant for any needs her master has, a defeated rebel for a human master. Her scroll has hundreds of entries for Human'd and Faunus Pet Play saved. Will you finally be the one who puts her on a leash?



Summer Rose (100): Summer Rose was perhaps the greatest Huntress Beacon has ever brought forth. The leader of Team STRQ, mother of Ruby Rose and mother who stepped up for Yang Xiao Long. There is a lot we still don't know about her, even a seemingly perfect warrior, mother and wife like her having secrets. The fact is, one day she went on a mission and never came back. She likely died... or did she?

As it turns out Summer fought Salem but the battle ended differently than most would assume. The exact specifics are blurry but Salem did not kill her, their battle having been great but not conclusive. After some point, an entire wing of Evernight Castle collapsing on a petrified Salem before she busted her way out, Summer was simply... gone. Injured and at the limits of her aura, a rather weak Grimm took the opportunity. That milfy body and sheer power was simply too exciting to pass up. The creature was skilled in manipulating minds and as it fucked an unconscious Summer, so did it bash away at her mind and memories.

By the time Summer came back to her senses, she didn't know anything. She didn't even know her own name. All she knew was... how good she felt. In the most remote corners of the dark continent, she happily serves as a Grimm cumdump, not remembering a life beyond it. The fetish for monsterfucking was actually not something drilled into her. It was a fantasy Summer always had deep down and now with no reason to not indulge it has become all she is.

It is not impossible to make her recover her memory. If she were to meet Ruby or Yang again, chances are she would know who they are. But even if her mind was completely restored... the chance of her and Tai getting back together are practically zero. Not just because she cant hide the Grimm fucking side of her anymore, but because after years of being without her and mourning her, Taiyang may simply be better off moving on and recognize that fact.

Summer will be in a complicated situation if you find her. If you were a Grimm she'd be more than happy to let you take her. If you are not, maybe she would turn to you to ask for advice on what to do now, willing to accompany you if you were to take her. If you can stack up to the Grimm's 'ferocity' chances are a romance is on the table too. If you are a Grimm who actually helped her... well now that would have unique implications all on its own.

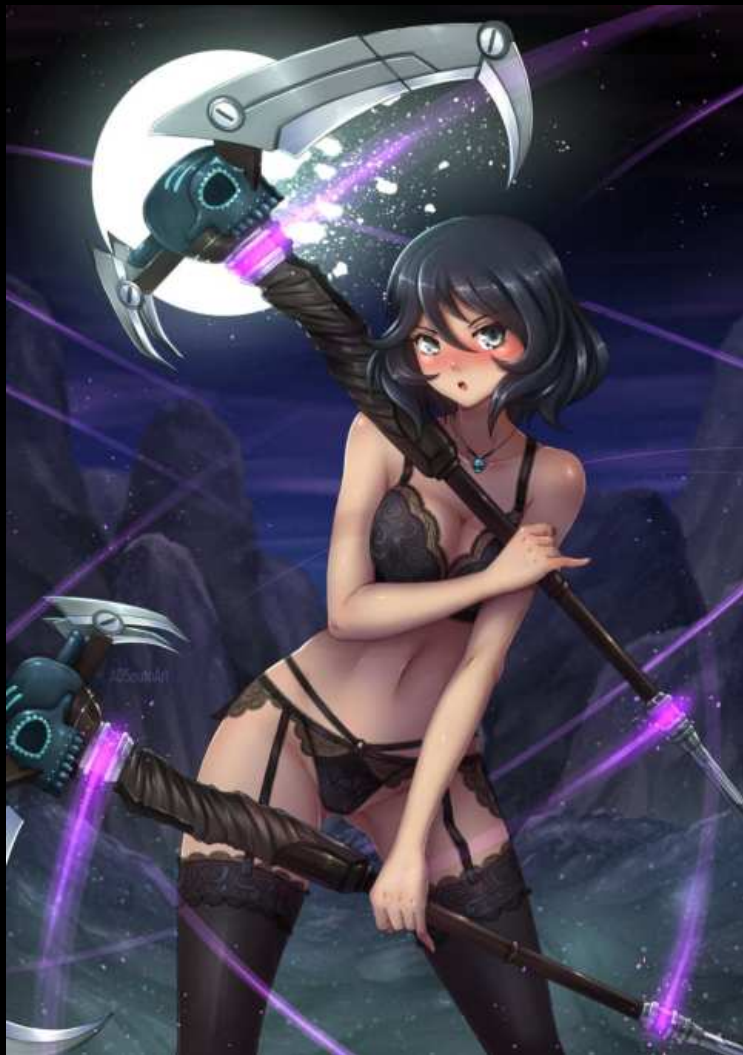


Sienna Khan (100): Sienna Khan is perhaps one of the most influential women for all faunuskind. For better and for worse. She took over the White Fang after Ghira Belladonna, turning it into a more violent group who fought tooth and claw for their rights. As destructive as it was, it did work to a degree. Humanity responded to her methods, even if in the current day and age it brought its own issues. Nevertheless, Sienna genuinely wants the best for her people and is not out to start a full on war or enslave humanity, only resorting to violence when violence is necessary. She would condemn the attacks on the Huntsman Academies... and end up killed by the very people she radicalized in the first place, stabbed by Adam to take over leadership of the White Fang.

While her potentially fatal fate may lie in the future, in the current day she is stressed. Being the most wanted figure on Remnant (Salem is only known by a handful of people) and seeing herself as the sole hope for faunuskind to have any equality. She has few people she truly trusts but you are likely to become one of them. Partaking in a personal mission, she will have been injured as you found her. If you are a faunus yourself she is likely to be relieved, grateful and offer you a place within the White Fang. If you are a human? She'd be shocked and admittedly a little scared to be vulnerable around one such as you. Still a hand extended in the right moment will make her question things... and likely wake feelings in her heart she thought long gone.



Maria Calavera (100): The Grimm Reaper was a legendary Huntress, inspiring many to follow into her footsteps. One Qrow Branwen being among them. That being said she was a star snuffed out too soon, believed to be killed by the Creatures of Grimm. In truth she was ambushed by assassins, only barely surviving after one of them succeeded in cutting out her silver eyes. She did not simply go into hiding following that however. Instead she disappeared from the face of Remnant in a much more literal way. Somehow she fell through the world like Alyx and Lewis did, ending up in the Ever After. After some troubles with clock-shaped fruits and regaining her Silver Eyes through the Ascension process, she managed to return to Remnant, albeit scared by her near death experience and having to navigate the Ever After blind. Where did she meet you? Was it in the Ever After as someone who nurtured and cared for her? Or did you recognize your idol in the outskirts of Vale before you would start your own studies? She is a far cry from the confident heroine she used to be, or the helpful grandmother that could teach Ruby. But just maybe you could be there for her.



Tock (100): Salem really has a thing for Faunus Assassins it seems. Before there was Tyrian, the crocodile Faunus Tock was one of the servants on her payroll, doing her dirty work hunting down all she wanted gone. She would fail in taking down Maria Cavallera, but curiously likewise go missing instead of dying. Perhaps she too fell into the Ever After? The proud, sadistic and capable woman went on a bit of a journey herself, likewise only barely surviving her latest assignment. It did quite a number on her perceived invulnerability, leaving her uncertain and she ended up trading her memories away to a travelling Raccoon merchant just to keep her confidence. A small miscalculation on her part, as she lost all her memories, not just the ones from her near-death experience. You could have been there when she had no one and didn't even know herself. As such you would surely enjoy the loyalty of this lethal crocodile.



Grimm Creation (100): Grimm are rather fascinating creatures aren't they? While known more commonly as monsters or beasts, who is to say they can't have a more... appealing form? This option takes the form of a humanoid Grimm. It can be the perfect image of an existing member of the RWBY cast or something entirely original. Why it is even possible that whatever suspiciously familiar looking Grimm you find here IS a corrupted version of the existing character. Salem wasn't always all Grimmified after all. In any case, whatever they used to be is now having to contend with a deep longing for destruction and even more severe desire for sex and debauchery. Hopefully you can keep up with their appetite as they have locked on to you as a mate to satisfy them.



OC Companions

Snow White (100): Beauty really is a curse. Snow White was just your average young woman, happily living in her village in the outskirts of Vale. That is until the resident leader and her own step mother took note of the fact she was more beautiful than her. Some people are driven to insane lengths by envy and that 'Evil Queen' was no different, wanting Snow White dead just because she felt ugly in comparison. For Snow White's own luck the man she sent to do the deed couldn't bring himself to do it and so the 'fairest in all the lands' fled to Vale. There she managed to count on the kindness of strangers and eventually gained the desire to learn how to fight. She unfortunately doesn't really know how. She might be the most innocent and pure woman you will ever meet, genuinely having not a single hateful thought in her. Unfortunately this also means she wouldn't even notice when a stranger has bad intentions. If you offer to help her become stronger, she would be endlessly grateful. She has Aura but no Semblance for now and while she has no weapon, no matter what you will inspire her to use you will see her become quite comfortable with it in a short matter of time.



Kida (100): In the past there were many civilizations and kingdoms that have since been destroyed. Still some of them may live on to the current day through bloodline and inheritance. Kida is the last descendant of a small Island nation that succumbed to a massive Grimm attack. Nowadays she and her widowed father live in Vale, having nothing more than stories to trace back their lineage. Had fate been kinder to them they would be King and Princess respectively. Kida has always wanted to learn more about her ancient people's culture but is afraid she may never have a chance too. She dreams of one day learning more about them and the unique type of Dust usage they cultivated. A shard of the great Dust Crystal, the 'Heart of Atlantis' is something she always keeps around her neck, essentially a refined type of Hard light Dust that focuses pure energy.

Kida's semblance allows her to supercharge her own aura using Dust, her entire body gaining the powers and properties of the Dust she uses. Her weapon is relatively simple, a sceptre with cheaper hard light Dust at its tip for laser attacks.



Ariel (100): Fish Faunus are a particularly rare type of Faunus. Most of them can be found at the coasts of Menagerie. This includes Ariel. Unlike her father who has an entire fishtail replacing his legs, Ariel has only some scales and gills from her mothers side. Her mother died in conflict with humans shortly after she was born. It was actually a tragic shipping accident but it has left her father with a deep resentment for all things human and the wish to keep Ariel on Menagerie where she can be safe. It doesn't change the fact that Ariel has a desire to see the world and maybe fall in love along the way. One day she simply had enough and set out on her own, worrying her father sick... and leaving her stuck with the machinations of a squid faunus who thinks Sienna's methods of fighting for Faunus rights are still too tame. Said squid faunus also helped her get away from Menagerie. Ariel doesn't know the true consequences of her choice but once she does she is gonna need a very good prince to help her.

Her weapon of choice is a trident that can double as a rifle. Her Faunus trait allows her to breathe underwater and her semblance allows her to create foam.



Jasmine (100): Nobility is a complicated matter in Vacuo. There is an entire organization called the Crown that is trying to reinstall the monarchy with violent means. Jax Asturias and his sister Gillian lead them and appear to have the birthmark indicating they are descendants of Vacuo's royalty. Jasmine however is indisputably so. That being said she has little to no interest in ruling. She finds the prospect of a palace life rather boring, stifling and unfulfilling. Instead she wants to see the world, ideally with someone who can show it to her. That is not to say she doesn't feel a connection to her Kingdom. She wishes to protect it and prevent its resources from being used and abused more than it already has in the past, happy to go into battle to do so.

Her semblance allows her to manipulate sand and her weapons are a pair of dual blades with slots for dust cartridges.



Elsa and Anna (100): The Grimm do not care about how rich you are, they will destroy you all the same. Previously the leaders of a lucrative company, the parents of Elsa and Anna died in a Grimm attack years ago. Ever since it was just the two of them having to navigate Atlas high society. It was a cold life but for Elsa the cold never bothered her anyway... or so she says. The relationship between the sisters is complicated to say the least, Elsa having awoken a powerful Semblance that allows her to manipulate ice to a degree that is just below a novice Maiden. After accidentally hurting her sister with it, she practically exiled herself to live in the cold wastes of Solitas. It was only thanks to your help that Anna managed to get through to her sister and drag her back home. The path to restoring their bond is difficult but they are making good progress. The one thing both agree on without doubt however is that having you in their lives is better than being without.

The pair have no aspirations of becoming Huntresses, but they do have a renewed desire to properly take care of the company and business left behind by their parents. They aren't really sure where to start, the company board is very resistant to such drastic changes, but for now at the very least resolved themselves to be back in the limelight and not hiding away. And hey one of the departments of Arendelle Inc. was a lingerie magazine. Might as well make good use of it.



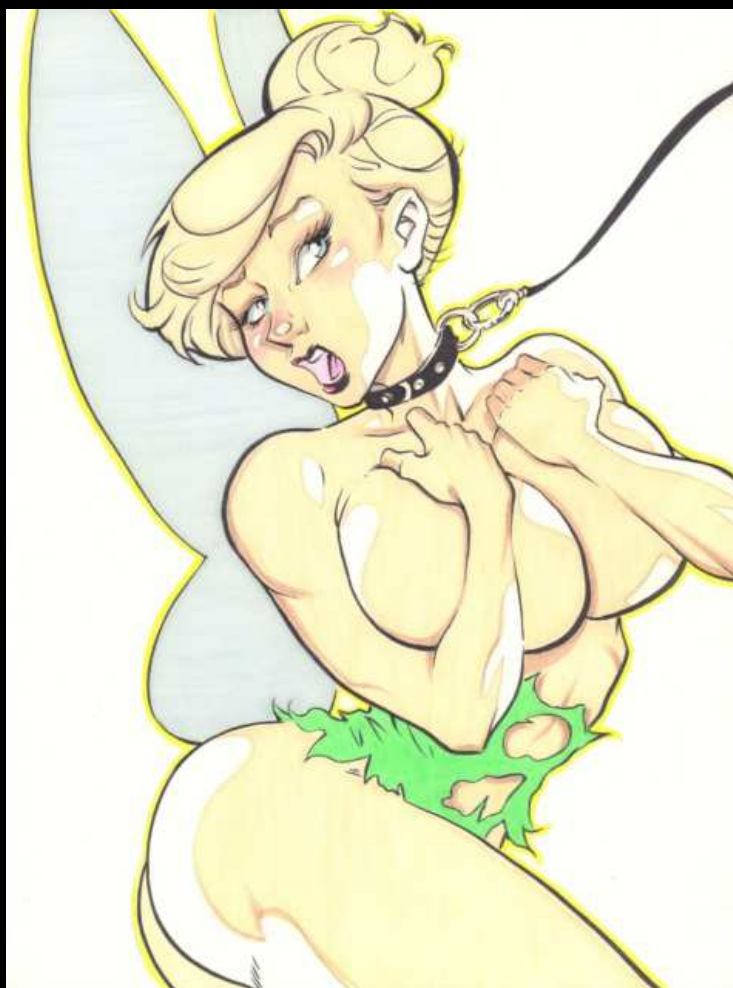
Cruella (100): A woman from Mistral and aspiring fashion designer, Cruella has a complicated past. Adopted by a kind servant for a noble in Mistral who had an influential fashion enterprise, she enjoyed a good childhood with love and care. That is until the noble had her adopted mother killed by her dalmatian faunus bodyguard. In hiding and trying to make a living she worked her way through the five stages of grief. Denial. Anger. Bargaining. Depression. Acceptance... before deciding to add Revenge. The discovery that she was the biological daughter of the noble did little to stop her desire to ruin her and everything she stood for.

Having adopted a new name and identity, aware of the criminal ties her biological mother has, she bides her time for the right moment to take away everything from her. For the time being she will hone her skills as both a designer and fighter. Her semblance allows her to manipulate all manners of fabric, something she does use for kinky purposes. Her go too weapon is a set of white and black scissor blades that double as sub machine guns.



Tinker Bell (100): Now who do we have here? An adorable, tiny and shockingly curvy fairy! Tinker Bell is a denizen of one of the many Acres of the Ever After. You met her when she needed rescuing from one of its many dangers, perhaps after her hot temper ended up getting her in trouble. Since then she decided to tag along with you for company. Although she is only about as large as your hand and useless in a fight, she proved to be an invaluable source of emotional comfort. When the time came for you to return to Remnant, Tinker Bell couldn't bear to be left behind and confessed her feelings, having fallen in love with you during your journey together. All she wants is to stay with you as your sidekick, being quite jealous at the thought of you being with another woman.

Tinker Bell is incredibly loyal and if you accept her feelings will find her to be a very kinky lover. The size difference between the two of you is something that turns her on especially. She would literally put her entire body into pleasing your member and joked one too many times about being kept in a cage or collared like a pet fairy on a leash. That being said, if that is too big of a problem for a relationship you will also see her discover the ability to grow as large as an adult woman. It seems she finally did discover her purpose.



Maleficent (100): The Acres of the Ever After are many. Not all of them are peaceful. Living proof of that fact is Maleficent. Once a kind fairy and a guardian, she was brutally betrayed in the past, her former lover and childhood friend drugging her and tearing her wings off. Her sheer hatred over this betrayal is why she refuses to Ascend, instead plotting revenge against her former lover. The sheer spite she has for him is enough to impress Salem and she is a force to be reckoned with. If the Jabberwalker was the prototype for Grimm perhaps she was the prototype for magic as she can do a variety of magical feats, though none more impressive than what a Maiden could do. When you two met as you traversed the Acre, your first meeting was tense but she'd be hard-pressed to say she didn't feel fond of you, especially after you helped her get her revenge. Finally content, she was able to allow herself to ascend. As you reached the Tree you were surprised to discover her already waiting for you, now sporting a body that she believes to be to your preferences. She wants to love again, retaining her memories of your time together and will eagerly follow you to Remnant. She is quite powerful too, still retaining some of her magic but now also having the power to transform fully or partially into a dragon that is a match for most Grimm.



Aqua (100): An incredibly talented fighter, Aqua has dedicated herself to the protection of the world and her friends. Studying underneath an experienced Huntsman in Vale, she took to the specific style of combat he passes down with ease. To say she is prepared for the studies at Beacon would be an understatement, few being this ready for becoming a Huntress. Her passion for justice is just as great and for her friends she'd move the world. Luckily you can be counted as one of them. Perhaps you studied under the same Huntsman? Her style is focused around a weapon she calls a 'Keyblade'. While not having any gun attached, it has a vast variety of slots for Dust and is good at channeling them for techniques. Her semblance is something she calls Command Style, channeling what she considers to be 'light' and 'darkness' within her aura. Light allows her to telekinetically manipulate the Keyblade and enhance the effects of Dust whereas Darkness allows her to move at high speeds to the point it looks like she creates afterimages.



Bellona (100): There really are some fine warriors among the Huntresses in training. Pyrrha Nikos is a well known example but this lady from Vale managed to receive a just as legendary reputation before starting her studies. Bellona lives for one thing and one thing only: fighting. The rush and ecstasy she feels from it is positively orgasmic, maybe quite literally with how deep her sadomasochistic tendencies run and how much they can flare up after a rough battle, also being likely to compliment her foes. All she wants is that people remember her name and battles in the years to come.

Bellona wields two weapons. The first is a sword that can both transform into a greatsword and a flag bearing her emblem. The second is a shield that can unfold into a bladed whip. Her semblance allows her to take more damage and become faster the more her aura is damaged.



Minako (100): Death is a constant specter looming over the people. What do you do with the time you have on this planet? It's a question Minako was forced to answer far too soon, barely surviving an accident that took the lives of her parents. She really doesn't like to talk about it, masking her fears and trauma behind a cheerful and bubbly attitude that she hopes would comfort others. In general she is a social butterfly, which shouldn't come as a surprise given her semblance. Minako's semblance allows her to form 'bonds' with others. For every bond she has with someone, her semblance lets her summon a being based on it, similar to the Schnee Glyphs summons. The strength of the being she can summon is dependent on her aura reserves and the depth of the bond she has with the person. Besides that she uses a pistol that can extend into being a Naginata.



Unfinished Team Companions

Aerith, Tifa and Yuffie (300): Atlas doesn't exactly lack corrupt forces. Especially in the economic sphere. Indeed there are some that could make Jacques Schnee look reasonable. One of them has earned the personal enmity of three Huntresses in training, Aerith, Tifa and Yuffie. Aerith was used by them for human experimentation, Tifa had her village be destroyed by them in Dust mining and the accident was covered up and Yuffie originally was from a Vacuo settlement that was conquered in the Great War and effectively had all its identity be erased and turned into a tourist trap. Whereas others try to become Huntresses to protect the world from the Grimm, they want to protect the world from the evils of men themselves. Evils that are indeed watching over the attractive woman. As soon as they even so much as move against them, Shinra has prepared to make them 'disappear', using their gorgeous bodies as best as they can in the process. They can use all the help they can get in taking them down, especially with rumours about Grimm experimentation they are doing lately.

That being said, they are quite capable fighters. Aerith is skilled with the staff and has a powerful healing semblance. Tifa is a great brawler with Dust Gauntlets and her semblance lets her perform special moves with her aura the longer she is in a fight, though using up the build up energy in the process. Yuffie uses a large shuriken like a boomerang, while also being able to increase her stealth and agility using her semblance.



Zoey, Rumi and Mira (100): Semblances are the purest expression of one's soul. So what does it mean when three girls have Semblances so similar they might as well be identical? It might be fate for them to meet and become Huntresses. Hailing from the Southern areas of Mistral, Zoey, Rumi and Mira all have the ability to use their singing to resonate with the souls of their fans. They use these in combination with Dust forged knives, sword and naginata respectively to Takedown any Grimm in their way. What Zoey and Mira don't know about Rumi however is that she is part Grimm. How exactly that happened she couldn't tell you, her mother and father passing long before she even remembered. It's something that she has several self-worth issues about. A friend and former member of Rumi's mothers team trained both Rumi and her friends and united them as a group. Before joining one of the Academies they already decided to make a difference in the world... as the Idol Group Huntr/x!

Their songs spread positivity, draw massive crowds and keep the Grimm at bay. While they have the talent, they are somewhat held back from truly achieving the fame they deserve by a lack of manager that can help them expand, right now only being a bunch of local celebrities in their corner of Mistral. After getting lucky enough to win a meet and greet you learned about their issues and decided to offer your services. To say you quickly managed to become part of the Team, even if backstage, is an understatement and they already unanimously decided you would be their fourth member as soon as they entered an Academy.



Anby, Nicole and Nekomiya (300): Defending the last bastions of humanity (and faunuskind) requires a skilled set of fighters. And don't they deserve to be compensated for their efforts? The Cunning Hares are an independent group of Huntresses who take on any and all odd jobs... for the right price. Unfortunately they have been falling on hard times after one too many awful money related decisions. When the debt collectors became a little too 'aggressive' you ended up helping them. One thing led to another and you were effectively adopted into a very close-knit found family. Anby is a quiet, reserved but extremely loyal girl and complete movie nerd with a past she doesn't seem to want to talk about. She fights with an electric Dust enhanced Katana and a semblance that lets her increase the likelihood of inducing temporary paralysis of electricity. Nicole is the leader, wanting to get as much money as possible to ensure the people she loves are taken care of, though giving a lion's share of her earnings to her old orphanage. Her weapon of choice is a briefcase that can with the help of some gravity Dust fire pseudo black-holes and her semblance allows her to lessen her enemies auras resistance to her attacks the more she attacks them. Nekomiya is a cat faunus, though one with a very rare mutation leading to her having two faunus traits. Formerly only accepted as a member of a gang, she left them after they turned to crime but found new acceptance with the Cunning Hares. In battle she uses her own claws and a pair of daggers, as well as her semblance that lets her speed up her movements temporarily.



Megumin, Darkness and Aqua (300): Oh dear. Uhm, the highest condolences for being stuck with these three. The newest arrivals at the resident combat academy, Megumin, Darkness and Aqua seem like the kind of company any man would be lucky to have. That is before you get to know them. Megumin is a self proclaimed, dramatic and completely chuuni mage from Vale, her Semblance allowing her to cast incredibly powerful explosions. Unfortunately they are incredibly draining on her aura, leaving her unable to move after making one. Darkness seems like a staunch Knight in shining armor and for what its worth she is among the more pleasant members of Atlas's elite. That being said, she is a hardcore masochist who openly dreams about being defiled by some villain or Grimm during her life as a Huntress. Her semblance is basically perfect for it, allowing her to draw in the attention of Grimm. And then there is Aqua, the by far weirdest of the bunch. She claims to be a powerful being from the Ever After... but is probably the most useless in a fight through her own incompetence. She doesn't have a Semblance but she does have a respectable control over water.

They are... a lot to deal with. That being said with some proper guidance they could be terrifyingly effective and life with them is never boring.



Fareeha, Lena and Hana (300): The world could always use more heroes, can't it? These three ladies have everything they need to push that quota up a bit. Known by their nicknames of Pharah, Tracer and D.Va they managed to come together for a common purpose. Fareeha is the daughter of a formerly famous Huntress from Vacuo and the same commitment to protecting the innocents runs through her blood. In battle she takes to the skies with a special suit that allows her to fly using Dust while raining justice down from above with a rocket launcher. Her semblance lets her calm those she fights for. Lena is one of the youngest operatives Atlas ever had, energetic, optimistic and a true joy to anyone who meets her. Her weapon of choice is a set of dual energy pistols and her semblance allows her to control her own 'time' in short bursts, rewinding herself to a previous position or skipping ahead. Hana is the youngest of them and has protected her home city in Mistral. Starting out as a streamer, some Mistralian Arms factory had the idea of making their small mech suits be piloted by the most skilled gamers. Hana excels at piloting what appears to be the little sister of an Atlesian Paladin, in part because her Semblance gives her increased reflexes.



Leafa, Asuna and Sinon (300): Are you a fan of videogames? The kind of friendships you can make online can be surprisingly enduring. Something you probably discovered when meeting these three girls in one of your favorite online games. Forming a guild together, you eventually met up in the real world and discovered they were... shockingly alike to their player characters! The habit of calling each other by their gamertags never truly left and now that you all start your education at an Academy, it only makes sense to bring your 'guild' to life. Whether or not that includes all the steamy online roleplays you four did from time to time is entirely up to you. Leafa is a skilled Kendo fighter and makes good use of these skills with her wind dust infused sword. Her semblance lets her grow a set of fairy like aura wings to fly. Asuna is the daughter of wealthy CEO's and dreads the prospect of being married off to further the company, in part becoming a Huntress and gamer to escape that suffocating life. She fights with a rapier that doubles as an assault rifle and her semblance lets her heal others, in combination with her fast and aggressive style giving her a reputation as a Berserk Healer. Sinon fights with a sniper rifle that has no melee mode. This is all rooted in a past trauma where she had to use a gun to stop a robber as a child. She at first wanted to combat her trauma through games and with your help did manage that, now determined to use her gun in real life to keep protecting others. Her semblance lets her predict what areas her bullets are likely to hit, aiding her in aiming.



Mari, Jessica and Diana (300): Now this is interesting! You have made the acquaintance of three women who normally wouldn't be from Remnant. See there was a time where various DC Heroes had a crossover with RWBY. Not these three apparently, who all are born and from Remnant. Mari, also known as Vixen to her friends, is a Fox Faunus from Vacuo with the Semblance to mirror the powers and abilities of animals. Jessica is a girl from Vale, an adorable ball of insecurities with a shockingly powerful semblance that allows her to create and bend light. Diana is essentially a creation of ancient magical technology forged by the Witch Warriors, living in seclusion on an Island near Menagerie. You can think of her as the Dust and Magic equivalent to Penny. Her Semblance allows her to create various artifacts like the Bracelets of Submission and the Lasso of Truth. Each one of them has the potential to be an incredible Heroine that Remnant would be lucky to have on their side. Just as any man would be privileged to have the chance to so much as go on a date with them.



Drawbacks

Supplement (+0): Do you want to make a different stay a little more spicy? You may use this Jump as a supplement to any other RWBY related Jump. This will not make any Drawbacks or Scenarios easier and the Tone will still dictate the overall experience. CP can only be spent on their respective Jumps so you can't simply use this to have an additional **1000 CP** in a different Jump.

Crossover (+0): RWBY has managed to be surprisingly widespread and touch a good amount of other worlds. If you like you may choose to include any such crossover appearances in this Jump.

Private Folder (+0): If you happen to have any 'favorite' interpretations of lewding the RWBY characters you may choose this. It allows you to make sure a selection of any of your favourite artists and their works to be featured in this Jump. This will not make any Drawbacks or Scenarios easier and the Tone will still dictate the overall experience. You can also choose to include other canonical content.

Earlier Arrival (+0): Remnants History is quite expensive, though we rarely see much of it outside of the modern day where the titular team is formed. If you like you can choose to start your Jump earlier, up to and including the Age of the Original humanity ruled by the Brother Gods. You can also extend your time in Jump, as long as it is at least 10 years.

No Kinkshaming (Varies): Taking a drawback can be considered consent in a way can't it? And maybe you simply aren't interested in being an invulnerable stud all the time. Some of the below options may even sound preferable to you. In that case you may opt to keep whatever drawback you pick below. They will turn into pseudo perks, toggleable and now focused on simply catering to your kinks. Alternatively you can activate them at 'full force', making them a genuine problem again and in return giving you their labeled number of additional CP in future Jumps.

No Semblance (+100/+0 and Mandatory for Grimm): You do not have a Semblance and can't awaken one for the duration of the Jump. Grimm can only take this Drawback for CP if they purchased **Anomaly of the Species** for 'Aura' specifically.

-No Aura (+100/+0 and Mandatory for Grimm): You do not have Aura and can not awaken it for the duration of the Jump. Grimm can only take this Drawback for CP if they purchased **Anomaly of the Species** for 'Aura' specifically.

-Aura Target (+200): You may or may not be a Grimm but somehow not having an Aura or Semblance makes you a target for those who have it. Your lack of soul not only puts them on edge but powers related to Auras and Semblances are more effective against you.

No Dust (+100): Dust seems to not react well with your otherworldly nature. Any sort of Dust will be unusable by you.

Weapon Malfunction (+100/+200): The many different things Remnants weapons can do are a sight to behold, but will be very tricky for you. The Mechashift weaponry you operate will always be littered with bugs and problems.

For **+200 CP** this is much worse. You simply can not deal with the more complex weapons of Remnant. Anything more complicated than a sword is something you are unable to fight with.

PTBD (+100): You are quite literally bound to the plot. No, this drawback has nothing to do with bondage. Instead you will simply be forced to participate in the coming events. There is no way for you to get away from the plot and you must be present at the very least. Surely you'll manage right?

Jumper is always Drunk (+100): You have some sort of addiction that while possible is difficult for you to overcome. It could be alcohol or something more severe like drugs.

Load Bearing (+100): You wouldn't expect anyone to be in pain from certain 'sizes' in a porn Jump would you? Think again. You have to deal with the realistic consequences of your curves and length, like say constant back pain from carrying boobs the size of melons around. Even if you lack the size for some reason and still take the drawback you still have to deal with the consequences.

Disarmed (+100): Not everyone can escape a battle unscathed. You now have a mark from such an event. You have lost one of your limbs. This drawback can be taken up to four times for a maximum of **+400 CP**, each one losing you one more limb. You can however find an alternative to replace them, though only with options available within this world and it will require maintenance.

-Tone Modifier: Dark (+100): The Limb you lost is for the duration of the Jump permanently gone at **Dark**. You will only get it back once you can make your choice. This Bonus will also only be given to you once, not once for every Limb.

S and M (+100): Now what are you more leaning towards? Being the one holding the whip or being the one whipped? Pick one choice between sadist or masochist. You find yourself leaning far more towards that direction, even to a sometimes shocking degree. Speaking like a dominatrix about to start a session and lean towards inflicting more pain than simply defeating some weak Grimm or calling the resident villainess mommy as you can't help but want to be hit by her. This does not overwrite anything about your morals or personality. You just have a lot more urges you need to get the hang off and live through healthily. Optionally you can opt to be both, in this case being a just as hardcore switch.

Numb to Pleasure (+100/Can not be taken with Hypersensitive): You have a much harder time actually enjoying the pleasures of the flesh. It's not like you're any less horny, just that you are much harder to excite and not as able to get into things. What for some would be a perfect night would get you barely hard.

Hypersensitive (+100/Can not be taken with Numb to Pleasure): You certainly will not be hard to get off now. Even a simple kiss to your neck leaves you a horny mess and simply fondling a sensitive part of you once will leave you seeing stars. However this increases your sensitivity to any feeling, making pain all the more intense as well and even small cuts feel debilitating.

Tiny Dick/Flat Chested (+100): There is nothing wrong with being a bit lacking in inches in certain areas you know? Depending on your gender you are either having a very tiny penis as a man or have no curves whatsoever as a woman. This doesn't mean you can't have sex or pleasure anyone however. It's how you use it.

-Tone Modifier: Dark (+100): A word of warning, if you select **Tiny Dick/Flat Chested**, at this Tone you get some extra CP but in return the world really punishes you for it. Any 'relation' will start with you being laughed at for lacking size and misfortune based around your small size seems to follow you around.

Dirty Mind (+100): Cant say I'd fault you given what this Jump is about. You are just utterly perverted and every spare thought you can't help but think about sex and all things lewd. Your morality is still the same and you can still focus on emergencies but whenever else you will simply want to satisfy your cravings.

Endlessly Curious (+100): Like a certain cat you crave new experiences. All the time. There is nothing worse for you than monotony and you need a constant influx of varied stimulus now and then. If you don't get it you will become more and more irritated.

FRZD (+100): Relationships are a tricky thing to navigate. Unfortunately you seem to be having a particularly hard time with them. It is very common for you to end up 'friendzoned' or even if someone has a crush on you for you to notice only far too late. It is not impossible to make relationships but simply much harder.

Incompatible Kinks (+100/+200): It is always unfortunate if your desires don't match your partners. For the duration of your Jump there is a 50% chance that your partners have a very different idea of fun, the kind that will either be a limit for you or just not enjoyable. For **+200 CP** instead you will find yourself regularly in situations where you have to deal with a kink you don't like at best and actively hate at worst.

CCKD (+100/+200/+400/+600): Not everyone is simply willing to let others be happy. In fact their happiness might be rooted in taking away someone else's. There is someone out there who wants what you have and is more than happy to steal any lover or friend you have for themselves. Any they manage to steal are no longer possible companions.

For **+100 CP** you are dealing with someone weak but perhaps crafty. Maybe Cardin constantly licks into getting blackmail material of you and your lovers.

For **+200 CP** they have considerable power and leeway by this Jump's standards. Think a high ranking White Fang Officer or a General in an Army.

For **+400 CP** you are dealing with someone who has immortality of some sort, like that of Salem or Ozma, whichever is worse for you.

For **+600 CP** they are a full on scaling enemy.

-Tone Modifier: Dark (+200): They are not just interested in claiming your loved ones for themselves anymore. They are after you, wanting to reduce you to some miserable state. If they succeed they also steal your chain, leaving you until the end of it in whatever cucked miserable state they put you in. Even worse they receive a boost to their luck.

Bad Landing (+100): Your insertion into this Jump did not go as planned. You start in a precarious position, whichever would be most disadvantageous for you. Now you are not simply going to drop into a pissed off Salem, but a few meters away from a pissed off Grimm pack or in the middle of a police raid of a drug den are all likely.

-Tone Modifier: Dark (+200): Not only are you starting this Jump in a precarious position, for the first few hours you will be effectively defenseless and vulnerable, passed out or maybe paralysed. You will get control of your body back eventually, at most after 24 hours but in that time window who knows what could happen to you.

Grimm Attraction (+100/+200/+400): The Creatures of Grimm are numerous, wild, horny and ravenous for you. Your mere presence is like catnip to them and they will prioritize you over anyone else as a target. Even being a Grimm won't change that. Now they will prioritize fucking you over killing you, but Grimm aren't exactly known for being able to hold back and it could end badly for you.

For **+200 CP** instead this will go from prioritizing you in a confrontation to actively seeking you out and preying on you when you are at your seemingly most vulnerable.

For **+400 CP** however this goes to ridiculous extremes, with every Horde of Grimm you fight seemingly having at least one incredibly powerful beast that you will find yourself struggling with. Not just that but spent too long in one place and you could see Titans like the Wyvern assault whatever Kingdom you're in once per month.

-Grimm Slut (+200/Requires at least one level of Grimm Attraction): It seems the Grimms desire for you is returned. You have a deep addiction to Grimm sex. The longer you go without such a wild beast having its way with you, the more difficult it will be to think of anything else or even try and do anything else. Best satisfy your urges regularly or find a good Grimm stud to pledge yourself to.

-Tone Modifier: Dark (+300): You, quite literally, can't fight the Grimm. You just can't. You could be a witch that makes Salem look weak by comparison and the weakest Beowulf could still bend you over and make you his sex slave.

Censored (+200): This just defeats the whole point of the Jump! Frankly, everything is censored now. A woman could flash you her bare chest and you'd see nothing but a black void where breasts are supposed to be and anything intimate will simply see

everything 'fade to black'. Even masturbation just isn't possible. You will still suffer any 'bad' sexual encounters if you end up in them but even then it's like a cut movie, still leaving you with all the pain.

ARGT (+200): You are one arrogant huntress. You think far too highly of yourself, underestimating whoever opposes you severely and not bothering to put in anything but a token effort. Before you realize you are in fact in trouble it could already be too late.

Under Lock and Key (+200): No time to waste with horniness. At least some of your allies, or perhaps just a single one, didn't want to risk you getting distracted and as such made sure to equip you with a Chastity device of some sort. Even worse it functions similarly as if you had purchased **Training Cage** without the benefits, them being the only one able to open it. Any teasing or arousing situations also become dozens of times worse for you, as well as any drawbacks related to such. Your Keyholder seems to be rather fond of seeing you squirm too and will refuse to unlock you for anything but brief rewards after an assignment, upon which the device will be put back on. It is advised you do not take this drawback alongside **Tiny Dick/Flat Chested** or **CCKD**. I shouldn't need to explain why.

DEBT (+200): Did you crash someone's club? Through one means or another you ended up with a rather severe debt that you simply can't pay normally, any attempts at doing so failing. The good news is that you can instead work it off. The bad news is that the people you owe this debt to are both shady and perverted, using you as they see fit to make sure you repay them. Even if they were to die or be taken care of somehow, someone else will take on your debt.

-Tone Modifier: Dark (+100): You are not only completely incapable of defying the people you owe in any way, you are essentially legal property of them as long as you owe them.

Cheap Whore (+200): Some girls can always coast on the wealth of their family. You are not so lucky. You are always poor, effectively unable to retain any amount of wealth, always living hand to mouth.

-Tone Modifier: Dark (+100): You are not only poor, but unable to make money with anything that isn't ultimately selling your body for someone else's pleasure.

PTSD (+200): There are too many things that could scar you for life around here. So many Huntresses can share their own stories about trauma. You now have some sort of PTSD that follows you around with all the symptoms that come with it like nightmares and panic. While it can be overcome, don't expect the road to it to be easy or short.

-Tone Modifier: Dark (+200): Whoever caused your trauma, they are still out there. If your paths ever were to cross again you find your PTSD is in full force, making facing them much harder.

HTDM (+200): You seem to be having a set of very dedicated 'fans'. Wherever you go there will be certain individuals who are obsessed with you but do not like you. In fact they seem completely dedicated to insulting, belittling and criticizing you for everything you do. There is no way to get rid of them for good as there always seem to be more of them just waiting for their turn to make you feel bad for existing. Oh but they will fuck you though! Being their masturbation aid is the only thing they think you are good for. They will surprisingly never force the issue but the only way for you to get some peace for a period of time will be to get them off.

-Tone Modifier: Dark (+200): You yourself have become far more receptive to their words now. Any insult sticks with you for far longer, innate resistances to such treatment essentially void. Even worse your actual performance will be affected negatively the more depressed you feel about yourself.

HEAT (+200): You may or may not be a Faunus but you sure as hell suffer like one. Every few months you enter an uncontrollable state of heat in which you are much more sensitive and your body craves a good fucking. Not only that but your desire will make you weaker, proportionally with the severity and length of the heat state. How long this state lasts is random but can be anywhere from a few days to a few weeks.

-Tone Modifier: Dark (+200): It's like you simply being in heat is lighting up a bonfire. All sorts of molesters or rapists are drawn to you like moths to a flame. All the while your attempts at fighting them off are downright pitiful while in heat. Hopefully you have some protective friends.

RCPL (+200): Are you familiar with raceplay? You are about to be. Whatever race you are you find yourself often in situations where you are looked down on, discriminated against or face prejudice. Often this will also involve some sort of sexual edge to it. You might see an Atlesian who thinks your faunus ass needs to be collared for a superior man or meet a radical faunus who demands human pussy reparations.

-Tone Modifier: Dark (+200): Not only are you the target of racism, you are in general weaker to people who are not of your own race. Even a skilled feline faunus Huntress might be thrown around by a burly human as if they were a mere street cat. Even worse is the fact that you can't help but get aroused by it, perhaps even intentionally seeking out such 'thrills'.

Power Lockout (+300): You are reduced to your bodymod and have no perks or powers from outside of this Jump.

Item Lockout (+300): Your warehouse is sealed away and you have no access to items or properties from outside of this Jump

AMNS (+300): You have forgotten anything and everything you know about RWBY and related media. Hopefully you won't be too shocked when things go down.

ALNE (+300): Hopefully you didn't intend on making any lasting connections here. You are forbidden both from importing companions, as well as taking companions with you from this Jump. Scenario rewards are the sole exception to this.

Nightmare Infected (+300): Nightmares are a very peculiar and pesky kind of Grimm. Unfortunately for you, you seem to have been infected with one. Good news is you are not actually suffering the full effects of Nightmare possession. All it does is throw you into very vivid, life-like and sexual nightmares every time you sleep. Bad news is that there is no way to get rid of the Nightmare. You will simply have to deal with your dreams becoming a constant hotbed dedicated to your own defilement.

Non-Combatant (+400): You were not made for the battlefield. You simply can't fight. Even Jaune at the start of the series would look competent next to you. You better hope you can stay out of trouble or have some way of being more useful alive to whoever gets their hands on you.

WNTD (+400): Isn't it nice to be wanted? Not in this regard. You are considered the number one priority target for one of the Kingdoms. They will want you locked up, defiled as 'reparation' for some crime you committed or even simply killed, happily bringing their resources against you. It is wise to not underestimate them as they will always have a way to take you out. This drawback can be taken up to five times for Vale, Mistral, Atlas, Vacuo and Menagerie. If you pick Menagerie this also leads to you being the target for the White Fang.

-Tone Modifier: Dark (+200): You have already been captured by the Kingdom who wanted you. In some remote jail or similar you are kept as a prisoner. You are powerless while imprisoned, unable to escape with your own power and must do whatever your captors want of you.

CWRD (+400): You are obsessed with one thing and one thing alone: your own survival. Like a true cowardly lion or raven, your own life is the most important thing to you. You might actually be worse than Lionheart and Raven though, because at the slightest risk to your life you will already find yourself filled with panic and worry. You will be willing to do ANYTHING if it means you won't die.

MDBK (+400/+600): You've already had your mind broken. Your intelligence has taken a steep hit, only able to think of the next orgasm. Anything else is secondary from your morals, your friends to even your own well being.

For **+600 CP** you at least already have a Master who owns you. You can not defy them in any way and while they will never make you kill yourself, you better keep them entertained for even their annoyance with you causes deep depression in your lust addled brain.

Bad Breakup (+400/+600): To think all of Remnants problems started with the most catastrophic breakup in history. It's something you will be able to painfully relate to. Someone who you used to love, maybe someone from your past, is in this Jump as well. Your break up was about as bad as Ozma's and Salem's and while your feelings

might be different they simply hate you and want to make you suffer. They also have plenty of power to make good on their threat, effectively a scaling enemy.

For **+600 CP** instead the comparison to Ozma and Salem is much more accurate as they have a similar Immortality as one of them, whichever would be worse for you.

-Tone Modifier: Dark (+200): Forget about making you suffer and then killing you, they have much worse fates for you in mind. If you lose to them they will keep you in that miserable state forever and take over your chain.

Reignited Remnants (+600): Oh you expected this to be easy didn't you? After all you are Jumper, having all these powers and going to such a vastly weaker world than what you're used to. You will be spanking Salem over your lap by the afternoon before dominating the Gods. Well think again. The power level of this Jump has been altered entirely. At BEST you're only matching the higher end of a premier Beacon Student just starting their education. The less is said about how far outclassed you are by Salem or the Gods now the better. Good luck surviving and I hope you didn't intend on taking this as a vacation.

Grimm Parasite (+600): Well this is a very unfortunate addition to your biology. You have been, like Cinder, affected by a Grimm Parasite. Unlike Cinder you have basically no positive benefit from this. The Grimm inside of you is constantly wriggling, destroying you from within and putting you through a world of pain. The only thing holding it at bay and stopping it from killing you are a special kind of emotion. Mainly those that come from sex, the more humiliating and masochistic the better. There is no way to get rid of it, only after your time here is over and you can make your choice.

-Grimm Defilement (+800/Requires Dark): Forget about being released from this. The Grimm is now a part of your bodymod and essential being. You won't be free of them until you cease to exist.

Scenarios

Feel like spicing up your stay? This section allows you to do just that. Below you can find a variety of Scenarios to undertake during your time in this Jump. Every Scenario you take will reward you with **+200 CP** up front but in doing so you will be required to complete it during your time here. Failing to do so will result in a failed Jump.

Alternatively you can decide to forfeit the **+200 CP** reward until AFTER you complete the Scenario. In this case you won't get the additional CP beforehand and can only use them to make additional purchases afterwards, but failing to complete the Scenario will not result in a chain fail. Regardless of what you choose, every completed Scenario will offer you unique rewards.

Entire. Team.:

Taiyang really got around a lot didn't he? With 2/3 of his team he had children and it's not unreasonable to think SOMETHING happened between him and Qrow in this world. Unfortunately, it didn't end so well for everyone involved. Let that be your warning if you take this Scenario.

You are tasked with seducing an entire Team worth of Huntsman or Huntresses. You will find yourself slotted into the position of being the fourth member of one, potentially a canon team, a team consisting of separate individuals or maybe even Companions found in the companions section of the Jump. You will attend a combat academy together and there will be plenty of opportunities to form bonds with them. That being said, there will also be several issues and problems on the horizon, each team member having their own unique issues that you must help them with.

At **Dark** these issues could rapidly escalate till the team not only shatters, but they themselves end up suffering fates worse than death. You perhaps might join them, even if you don't, you will be haunted by your failure.

Reward:

Congratulations on avoiding the fate of Team STRQ Jumper! Your little harem is something to behold. **Taiyang would be proud.** That isn't just an expression but the name of the Perk you are rewarded with. Any romantic relationships you or your loved ones have are now fiat backed to never impact work performance negatively and will not deteriorate. Those you love and who you love always end up making each other better, naturally allowing them to overcome any character flaws or issues.

Naturally the **TEAM** you seduced and became a part of can be taken as companions free of charge. They always automatically import into future Jumps, only taking up one companion slot.

Finally if you completed this Scenario on the **Dark** Tone you also receive the Perk **Cowardly Bird**. You always know exactly when someone you care about is about to make a bad decision and when confronting them about it will always be able to talk them out of it.



Vytal Festival:

The Vytal Festival is a celebration held every two years. The finest and brightest of students at the various Huntsman Academies come together for the entertainment of the people to show their skill and talent. It is a celebration of the end of the great war and meant to symbolize the unity and peace between the Kingdoms. By the end of the Tournament, someone will be crowned as Champion for defeating all their adversaries. Now this Champion must be you.

For this Scenario you are tasked with competing and winning the Vytal Festival. You must have your own Team to participate and must be the representative to go into the final fights. Some of the best Huntsman and Huntresses in the world will battle you for the title so don't think it will be at all easy.

Unfortunately that isn't the only problem you face at **Normal** and **Dark**. See you also need to ensure the Vytal Festival can proceed as planned. The 40th was nothing short of a disaster in canon, with mass destruction and chaos. It is guaranteed that, even if you don't participate in the 40th and it's not Salem, someone will try to ruin it. Keep an eye out and stop any plots before it is too late. If you fail at **Dark** you effectively become a magnet for things to go wrong when you are at Tournaments, there always being some sort of catastrophe of the lewd or non lewd kind.

Reward:

First things first you gain the title of **Vytal Champion** coming along with a fitting Trophy. This title comes with a certain sense of prestige, earning you fame and glory as a skilled fighter wherever you go. You are basically a sports celebrity now and anyone interested in such things will have their panties wet as soon as you approach them.

Additionally you get to keep your own version of **Amity Arena**. The floating Arena is capable of simulating a vast variety of environments for the combatants, while in your case also allowing you to summon 'shades' of past enemies you encountered to fight again. Sparing here is more effective than it would normally be too and if you defeat someone in this arena, shade or not, they will be very receptive to you 'taking the victors spoils'.

Lastly, if you did this Scenario on **Normal** or **Dark**, you get the Perk **No Interruptions**. Once per Jump you can make one public event effectively untouchable by outside forces. Nothing will prevent it from going smoothly. At **Normal** this only applies to one iteration of the event but at **Dark** you can make the event itself fool proof even for future iterations.

THE 40TH ANNUAL
VYTAL FESTIVAL
TOURNAMENT



HOSTED BY THE CITY OF

Vale

Team RWBY Protection Squad (Incompatible with Light Tone):

If there is one thing anyone can agree on it is that Remnant is filled to the brim with sexy women. Naturally the main characters are not exempt from that fact. Between the cute Ruby Rose, the elegant Weiss Schnee, the mysterious Blake Belladonna and the busty Yang Xiao Long, there is someone on Team RWBY that is bound to get your attention.

Unfortunately for them this also means that there are a lot of people who are after them specifically. Between lustful Grimm, perverted criminals, corrupt officials and who knows what, the amount of attention they get is both immense and of the worst kind. These girls are dealing with enough problems as is they do not need the pressure of constantly avoiding being the resident rapist's new target. Which is where you come in.

By taking this Scenario you are tasked with protecting Team RWBY from the many, many individuals who want to ruin them. Any 'Bad End' that is on the horizon, be it ending up enslaved in some brothel or club, mindbroken as a Grimm's breeding stock or similar, are events you must prevent from happening. It should go without saying that if you enter this Jump at **Dark** this endeavour will only be more dangerous and difficult. If you fail there is a good risk of you joining them in whatever predicament they ended up in, your chain coming to an end or giving your new owner your chain with you and Team RWBY as the first companions. Even if you don't you will always be haunted by your failure here.

You will always know when they are especially at risk but not always what the exact danger may be. There is also the fact that the girls are pretty strong in their own right but the people after them will often have some sort of unfair advantage. Occasionally these enemies may target people outside of Team RWBY as well. Technically speaking you don't need to keep them safe but you can make the 'Bad End' warning also apply to any other woman of the cast you may want to keep safe.

When the Jump ends and none of the girls you swore to protect are suffering a Bad End, you will have succeeded in the Scenario.

Reward:

Your first reward for keeping the titular main heroines from becoming Bad End Hentai material will naturally be **Team RWBY** themselves. They can follow you on your journey and after everything you've done to make sure they are safe it is not unlikely that some or all of them have developed feelings of their own towards you. Should you have kept any other character safe they may also be part of this reward too. They all effectively take up only one companion slot and can be imported free of charge in future Jumps.

You also receive the Perk **Protection Squad**. When you don't want to constantly worry about your favourite character, you can use this Perk to give them what is

essentially Plot Armor. As long as you are alive, no harm will come to them. You are able to give up to four people this shield at a single time.

Finally if you completed this Scenario at the **Dark** Tone you receive the Perk **Knight in Shining Armour**. You are a natural when it comes to preventing Bad Ends, especially if they are off the sexual variety, knowing when and where they are likely to happen. Even things like Porn Logic fails to affect you and those you protect and if it is at all possible for you to protect and save someone you will know exactly what to do. Of course this will likely end with you gaining admirers in those you save.



Crimelord of Remnant:

The Grimm really are unnecessary. There is more than enough darkness within man's hearts to cause chaos and suffering among their own. Criminal syndicates are a dime in a dozen throughout the Kingdoms. Can you blame them? As unsavoury as it is there is much to be gained from a life outside the law. You are also tempted by the riches that can be gained, leading to this Scenario.

Pick one of the Kingdoms You must become the main criminal force in said Kingdom. Rivals must either be busted or made to submit, all while staying out of the eye of the law or any heroic figures. How you rule is entirely up to you. You could be worse than Salem's vision for Remnant, a smooth criminal like Roman simply in it for money and power or the kind of criminal mastermind that happily helps the heroes and is tolerated by them since they manage to actually bring about order.

Reward:

Your **Criminal Empire** can follow you on your chain. It will naturally be untouchable by any sort of other criminal group in local future Jumps, never at risk of being absorbed by rivals.



Newly Crowned King:

Funny how despite being named 'Kingdoms' the amount of Kings in Remnant is practically zero. Blame the King of Vale for that. He saw it fit to change the world completely after the Great War. Now the Kingdoms still need to be run, ideally competently. Perhaps you'd like to try it yourself?

For this Scenario you simply need to gain political control over at least one Kingdom. Becoming elected on the council and being able to sway your fellow council members works. Violent takeover as well if you want to try and do like the Crown in Vacuo. Ultimately you need to make sure the Kingdom is actually standing by the end of your Jump, that its populace accepts you and is actually happy with your rule and of course remain in power.

At **Dark** it is guaranteed that you have to deal with many problems towards any attempt to rule. Jealous rivals, terrorist cells, why even a second great war is possible.

Reward:

Obviously you get to keep the **Kingdom** you earned the crown off. It can be brought with you on your chain, effectively fiat backed to always be yours. It will never suffer from internal fighting or see problems related to it or random chance like plagues or food shortages. This can be rewarded multiple times. If you somehow manage to unite all of Remnant (Vale, Mistral, Vacuo, Atlas, Menagerie) you can even take all of **Remnant** with you, the shattered Moon included on the house.

At **Dark** you also receive the Perk **Warrior King**. Whenever an invader or enemy tries to take land from you or an ally of yours, you will be empowered to defend it. You could singlehandedly fend off armies and those who should be your equal could be defeated with considerable difficulty. It would take someone surpassing your power by a lot to actually take your land but even then they will bleed for every inch and find that their attempt at holding it will be much more difficult.



The Faunus's Fate:

The Faunus are a curious folk. They were a creation completely unrelated to the Brother Gods, evolving on their own in a Godless world. Since then they constantly ended up in conflict with humanity, discriminated against and hated. The White Fangs actions to try and change their fate had mixed success and even though they got their own sort of Kingdom in Menagerie after the Great War, large parts of Remnant are still unaccepting.

By taking this Scenario you have decided to take it upon yourself to decide what would happen for the Faunus. Question is... what direction will you go for?

The first path is coexistence. Create a world where Humanity and Faunuskind walk hand in paw with one another. The majority must be able to accept one another and see them as equals with racism and such outlawed in the various Kingdoms.

The second path is dominance... for either party. One group must end up proving themselves the better over the other, putting them in shackles and teaching them their new place. Whether or not its humans enslaving faunus or the other way around, either works. You don't even need to be part of the dominant species by the end. A traitor to their own kind can succeed in this Scenario just as well.

At **Dark** this Scenario will be all the trickier as you need to deal with far more widespread enslavement attempts for both sides of this interracial divide, yourself being considered a valid target by whichever race you aren't and depending on your methods even your own. Do yourself a favour and keep an eye on Adam and the Schnee Family. If you ended up enslaved and trained to accept being a 'Lesser Race' being this kind of inferiority is now attached to your bodymod. You will consider your own kind inferior and get aroused at the thought of them being humiliated.

Reward:

Depending on how you answered the question on the Faunus place in Remnant the rewards will be different.

If you manage to ensure there is peace between the two species you get the Perk **Interracial Acceptance**. You are the natural anathema to racism and bigotry. Within a few conversations you can get all but the most extreme to drop their hatred and prejudice. Just by living in a world it can in record time become more accepting until racism is a thing of the past.

If you end up establishing one of the two as the 'dominant' race you get the Perk **Collared and Leashed**. You are very good at making your bigotry become the new norm simply by abusing those you see as lesser. Collar enough faunus, especially certain 'important' ones known to the public or in influential positions, and hordes of their kind would end up joining their fate as others take up your cause. Even the 'inferior' species may become downtrodden and defeated in their fate, losing the will to fight back.

Either way you can choose to make **Faunus** become a thing in the population of future Jumps that exists naturally. Their standing in society and overall number will be about the same as it is in this Jump.

At **Dark** you also receive the Perk **Uncollarable**. You are impossible to enslave in any way, shape or form. Physical restraints will break when trying to contain you and your mind and soul never gives in to even the most extreme of slave training.



Master of Maidens:

The four Maidens are among the most powerful beings in all of Remnant. They originally were four women who one of Ozpin's previous incarnations gifted magic. Their power is highly sought after, both for the magic itself and their ability to open one of the Vaults hiding a Relic away. The Maiden powers are passed down normally from woman to woman, the previous Maiden needing to have the next Maiden in their final thoughts to give them the power.

For one reason or another you have decided to seek out the Maidens yourself as for this Scenario you are tasked with claiming their power akin to one Cinder Fall. The way you go about it is up to you. If you are a woman yourself you could try and kill them or earn the power the legitimate way. There is also technology that can transfer aura or Grimm means of extracting the magic.

That being said, you need not use such ugly means. Remember you are tasked with 'claiming' the power, not necessarily owning it yourself. If you can seduce the four Maidens or otherwise convince them to be yours, this Scenario would also be considered complete.

Rewards:

Your first reward will of course be the raw **Maiden Magic** you gained during all of this. Your magical talent matches all four Maidens combined and can even rival Salem or Ozpin in their prime. With this also comes a sizable boost to any other magical power you gain or already have, roughly by a factor of four. Not only that, you have effectively admin powers over the Maiden Magic, able to take and gift them away as you please, though only to four girls at a time.

If you want a more pacifistic role in acquiring the powers, naturally the **Four Maidens** can come with you as companions as well, automatically importing into future Jumps as one companion slot. You also get the Perk **Claimer of Maidenhood**. Any individuals who have a power that is in some way exclusive to them will find themselves not only weaker in the potency of their exclusive power when bringing it against you, but also find you yourself more charming. It would be easy to seduce them and claim their loyalty with some effort. In doing so you can receive a fraction of what was their 'exclusive' power, able to train it as if it was your own till it matches or even surpasses the original.

If you didn't leave them alive however you instead get the Perk **Hunger for Power**. Choose one 'target group' per Jump. By killing them you can absorb their powers into yourself. Powers gained in this matter can not normally grow through training however, instead only growing the more you kill that target group.



Silver Bullet:

General James Ironwood is a painfully complicated man. He sees himself as the only true Hero of Remnant... or at the very least Atlas. This is why he tends to do radical solutions with an iron fist. How exactly that manifests could be seen after the Fall of Beacon potentially but there is one program known by very few that showed Ironwood's mentality. The Silver Bullet program. Named after the individuals it was all about, the Silver Eyed Warriors.

After James found out that silver eyes have powers that work as anathema to the Grimm he approached Summer Rose with an offer. Use these invaluable genes of hers to... well okay let's not beat around the bush it was a breeding program. Summer would retire from her work and be impregnated routinely by the best huntsman Remnant and especially Atlas has to offer. The fact he viewed himself as a viable candidate was entirely accidental (seriously he did not consider the implications, blame Mettle). Perhaps expectedly, Summer almost cut apart the human half of his body before he was even allowed to finish. And the less is said about Ozpin's reaction (the man who literally fought his wife when she wanted to replace a magicless humanity with their own children) the better.

The topic has since then been put on ice and while he was planning on broaching the subject to Ruby, he knows Taiyang and Qrow might just kill him on the spot if he tried to guilt trip Ruby into becoming a broodmare.

That being said, the Silver Bullet Program is not entirely as sketchy as it may have sounded. He didn't plan on governmentally mandated gang rapes. James was never going to force someone into this, perhaps heavily debating on why it was invaluable for the survival of Remnant but he isn't that far gone. After a successful impregnation the woman would be retiring on a steadily paid, generous government allowance. The child would then be given to carefully selected foster parents with a tuition fund for their future education as Huntsman and Huntresses, already with a prewritten permission to enter Atlas Academy. He also considered expanding this program with other potentially beneficial traits like large aura reserves, potent semblances (in the hopes that there would be more like the Schnee families) or even useful Faunus traits. Not that him playing around with eugenics casted him into a better light.

The sheer logical use of it can not be denied though can it? Which is why for this Scenario you will be tasked with completing and ushering in the Silver Bullet program yourself. Ironwood will be genuinely relieved if you approach him on this, glad to see someone else finally understand his vision. While still naturally paranoid and suffering from his other character flaws, he would be inclined to see you as a most valuable ally at least. From that point forward your job is simple, bring back the silver eyed warriors from the brink of extinction and if you're up for it prepare other more useful future huntsmen and huntresses to be. Silver Eyed Warriors are the primary goal but nothing against a few babies with Glyphs or massive amounts of Aura.

How exactly you go about this is entirely up to you. If you are a silver eyed warrior yourself that would naturally be the easiest solution. As a man or perhaps futa, he would see to it that some of the finest huntresses he can get his hands on would be recruited to be bedded by you. If you are a woman he would volunteer to impregnate you instead, or if you prefer find the perfect stud to knock you up. That being said perhaps you could succeed where James failed, convince Ruby and other women of interest to participate. Or if you are more scientifically inclined you can try to genetically engineer the desired traits. Perhaps you could isolate the gene that leads to the creation of silver eyes to make clones and test-tube babies or create a serum that guarantees that a child will have silver eyes when they are born.

How you go about this is only the first hurdle. The second will be in ensuring that all these babies actually grow up to enter a Huntsman Academy. They must be kept safe from anyone who may want to do them harm and grow up actually wanting to protect people from the Grimm. No creating child soldiers that are ticking time bombs.

The Scenario will be considered a success when there is one classroom worth of successful 'Silver Bullets' to use against Grimm and other threats.

At **Dark** there will be additional problems, those who would be opposed to this program taking very 'active' measures of destroying it as soon as they find out. Ironwood's paranoia and own issues will also only get worse and you better try and keep him sane. Otherwise there is a good risk of you both dying and even if you don't and simply move on? You become a hazard for any long term project with the intent to save the world, exposing it to people who shouldn't know about it or otherwise being a nuisance.

Reward:

Remnant's likelihood of survival in the long term has suddenly increased by a large degree thanks to your competent guidance. Which is why you can now extend this to future worlds. From now on the **Silver Bullet Program** will be a factor in future worlds, used morally and to great success. 'Special' individuals who can benefit the survival of humanity and earth (and/or other groups and planets you want to see safe) the most will be more common and always guaranteed to work towards the greater good. If you yourself want to participate in the program you will also find yourself to be an excellent candidate, as long as your partner has some of the genes needed, you being the ideal sperm or womb donor.

Beyond that you showed that the path to hell is paved with good intentions but doesn't need to end in one's own damnation. Which is why you gain the **Greater Good Perk**. Even the most sketchy appearing plans, as long as they have a chance of doing actual good, will now have a more moral alternative, one you can always find and perform.

At **Dark** you also receive the Perk **Smooth Operation**. Once per Jump you can make any single plan or large scale operation be guaranteed to succeed. This cannot be something like 'I will succeed at everything in the Jump'. It needs to be something

that at most takes one year to fulfill and needs to have a specific goal like 'increase the fighting chance of humanity by having a dozen more warriors specialized in fighting the enemy'.

Finally you can have **James Ironwood** as a companion. You might have become one of the few individuals he actually trusts after all this.



Schnee Dust Cucking:

Jacques Schnee is the CEO of the Schnee Dust Company. In terms of resources and capital, he is perhaps the most powerful man on Remnant. He is also an utterly horrible husband and father, perverting the legacy of Nicholas Schnee, driving Willow into depression and drinking and completely messing up Winter, Weiss and Whitley Schnee. As the cherry on top he is also effectively the boogeyman for all of Faunuskind, one of its greatest terrorists being radicalized through a brand bearing the SDC initials and to top it all off his political ambitions practically handed Salem Atlas on a silver platter.

...Yeah this man needs to be dealt with.

For this Scenario you are tasked with removing the problem that is Jacques. But not only that you need to NTR him in the only way that will actually affect him by stealing the company he himself stole from Willow. If there ever was an acceptable version of NTR by even the most vanilla of perverts, it is this.

How you do this is up to you. You could of course try killing him, but that wont do anything to get you the company. You could try and do a Hostile Takeover. Or maybe you could throw Weiss a bone and help her take over the company from her father, marrying her and effectively gaining dominance over the SDC like that. As long as you or someone allied with you is in charge and Jacques is removed and punished for his crimes, you will clear this Scenario.

At **Dark** this will only be more difficult. Jacques' resources will make him incredibly difficult to get rid off or see him face any punishment and as soon as he learns someone is trying to take what is his he will use every Lien he has to 'get rid' of them. If you survive whatever he has planned for you in the event of your defeat you will at least not lose your chain to him, unless you're so broken you want him to keep owning you. That being said you will effectively be useless against anyone who is exceptionally wealthy and powerful, inherently unable to defy them.

Reward:

Congrats on turning Remnant's worst dad into a cuck! Why not celebrate by keeping what you stole? The **Schnee Dust Company** in its entirety is now yours, all its resources and wealth available to you. It will retain its wealth in future Jumps and be always able to extend their operations. The other members of the **Schnee Family** may also be taken as companions, varying degrees of grateful towards the new head of the family.

You also get the Perk **Under New Management** allowing you to know exactly what to do to replicate this feat and take over other companies and enterprises. At **Dark** this Perk is upgraded, allowing you to once per Jump outright take over a company no questions asked. The previous leader will not be killed and may want it back but you can deal with that right?

Another reward you get for succeeding at **Dark** is the Perk **Capitalism is my Bitch**. When fighting you, wealth simply doesn't seem to matter. Throwing money at a problem when you are the problem will only be a drain in resources and offer no actual benefit to your enemies.



Whipping Willows (Incompatible with Light Tone):

So... remember the bit about Jacques Schnee driving his wife into depression and drinking? It appears this wasn't how it had to go. In another world, Willow Schnee stood her ground and effectively outed Jacques, taking control of her company. Sounds like a good ending doesn't it? Well... this Willow has had quite a libido as it turns out, using her company's resources in its entirety to satisfy them and her futa cock. Resources that allowed her to figure out how to travel through the Multiverse even to gather more woman to fuck and collect. Yeah somehow Remnants poster woman for drinking problems has a variant of herself that is a slave gathering dominatrix. How did that happen? You tell me.

The problem is that Willow sees consent as a suggestion at best and now has her eyes set on a certain someone who has more refined multiverse traveling abilities. By taking this Scenario you not only guarantee that this Willow will find her way to this Remnant, she becomes hell bent on enslaving you and taking your place in the chain though rest assured the latter can only happen when you take this Scenario with the **Dark Tone**. With her immense wealth, potent dick and group of mindbroken sex slaves, she is a force to be reckoned with. Not physically perhaps but who knows what she could do with enough time. Not only do you have to remain free from her lust, you have to turn the tables on her and show Willow what real domination looks like. If you fail... well Willow has a new favourite slave and you become addicted to Futa dick, if you aren't already.

Reward:

For managing to avoid becoming this bored rich woman's newest plaything you get **Willow's Riches** for yourself. A thriving SDC Company, combined with a large mansion keeping various slaves from other universes that are grateful you rescued them. If you want them too they happily stay with you rather than return to their old life. Frankly they are too used to a life as a plaything to really want to leave. This also includes Willow herself, pacified and harmless, as well as the means she discovered to travel between universes. You can use this to travel in the local Multiverse but not between Jumps until you Spark.

At **Dark** you also get the Perk **Icequeen Dethroning**. You are the natural predator to any wannabe predators. You're the type a Dominatrix can't help but impotently flick her whip at, finding herself utterly unable to even try to dominate you. This proportionally makes them feel more naturally submissive towards you as well. They can still try and kill you or hurt you but dominate you? That will simply not be possible. As a small side benefit you can effectively get rid of cocks and futa cocks at will, them simply disappearing.



Happy Ever After:

The Ever After is a strange place that Team RWBY, Jaune and Neo quite literally fell into by accident. Before them, Alyx and Lewis had to navigate its insanity. Journeying through it is in many ways a spiritual journey as it is a physical one, maybe even more so.

This Scenario guarantees that you, in some way or form, end up in the Ever After. Your Task is to find a way back to Remnant but there is a catch. Any power, item or similar means you'd have to instantly return to Remnant is unavailable to you. You will have to do it the hard way. Reaching the Great Tree in the middle. Sounds simple right? Well to even be able to go there you must go on a journey that challenges certain character traits within you. You must come to accept the Tree's purpose as a place of acceptance and healing, as well as overcome your own flaws and emotional hangups. What exactly that will look like? You tell me. The Ever After is different for everyone who went into it. All that is guaranteed is that it will challenge you in ways you can't expect. Also, no shortcut by 'knowing' the purpose of the Tree through your OOC knowledge or the like. You will have to undergo character development whether you like it or not.

At **Dark** this is made more complicated by a different figure who accompanies you. The Curious Cat is one of the earliest creations of the Brother Gods and meant to enable and facilitate the Ascension process. However it can not do so for itself, is doomed to be eternally curious and stuck in a realm that it has long since grown tired of. The only way it can escape is by pushing someone into despair who has a connection to Remnant, possessing their body and walking through the portal. Surely you can guess where this is going? You are now guaranteed to encounter the Curious Cat and be a target for its scheming and manipulation. While its manipulations can be overcome, it will still be very good at pushing your buttons to try and make you fall into despair. If it leaves the Ever After while puppeteering you, it effectively takes your place in the chain.

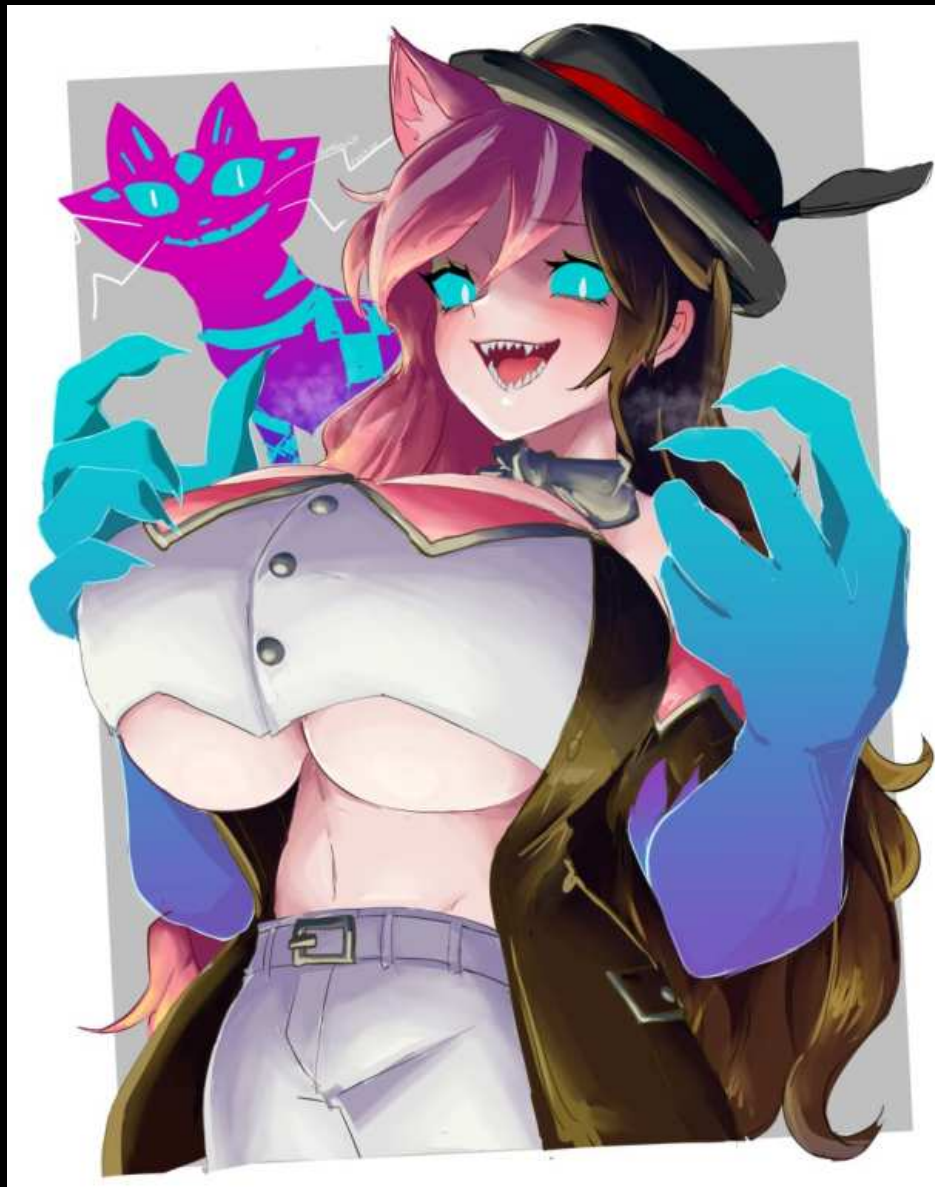
Reward:

Congratulations on ending this step of your journey. Are you still the same Jumper who started this Scenario? Only you know for sure and can be assured that with the Perk **What Are You?**. You are completely immune to any attempt at altering your mind, personality or body that you do not consent to. Furthermore you are impossible to break in any way, powering through despair, doubts and torture alike. You yourself can still grow as a person but never will you break or doubt yourself. You are you and that is enough. You also receive a **Portal to the Ever After**, allowing you to return or send someone else into it whenever you want.

At **Dark** you also managed to navigate through one of the many examples of the Brothers own flawed nature. As such you receive the Perk **True Balance**. True balance is when a world is in equilibrium with itself, not constant battle. That is why you know how to make the world itself slowly become more harmonious. Everything

from organisms, ecosystems, to forces locked in a neverending battle could be made to reach a balance with your help and enough time. Furthermore, you yourself are in harmony with the world around you, able to balance corrupting forces or contradicting powers while you yourself are no worse for wear.

As a final reward, if you want to take them with you, the **Curious Cat** can be taken as a companion. Maybe you feel like fixing the thing that can not fix itself or offer it a way to sate its own curiosity.



King of Grimm (Requires Grimm Biology or Grimm Bodypart):

When the God of Darkness created the Grimm, it was done to destroy all his brother made. Since then, they plagued all that was living and good, long after the Gods departed gaining a new Master in the Witch Salem. With the Creatures of Grimm at her fingertips, Salem's ability to wage war with all Kingdoms is incredible. Who wouldn't be a threat with an endless army of monsters made of darkness and destruction? Perhaps you like to have them fighting for you instead.

You have the task of establishing yourself as the 'King of Grimm', someone who can properly rule all these Creatures. To even be able to attempt this you must be in some way Grimm yourself. Whether or not you are literally one or a human with a Grimm appendage matters little as long as you are in some way recognizably associated with them. Moving forward, you need to prove you're the one meant to wear the blackened crown.

How to go about it? That is entirely up to you. You could fulfill their mission of wiping out all life on the planet and destroying civilization, only keeping your favorite woman alive. You could challenge Salem herself in all her power, dominate her and take over as Master that way. Why if you are daring enough you could even try to change the fate of the Grimm, allowing them to pursue another destiny and perhaps even peacefully coexist with all that lives after besting the most powerful wild Grimm. Or if you truly feel brave or crazy you could present the Grimm their own Creator as yet another figure beneath you. Either way, you will be facing opposition.

On **Dark** this Scenario is further made difficult. Beyond the simple fact that the world is darker as a whole and you yourself are at greater risk, you will have active rivals to contend with. 4 Grimm, each one of incredible power and gaining intelligence. They are guaranteed to be able to challenge you in some way and each have their own plan on becoming King/Queen of the Grimm. Victory is not guaranteed, yet you must tame them or slay them if you wish to succeed. If you have not claimed the Crown after 4 years, another 4 Grimm will arise. What exactly they could be? Who knows. **If it helps you can think of them in the terms of this Jump as being of the Grimm Species and Villain Origin, having all the Grimm Perks (though by default being the Free Tier of Grimm Biology), one Free purchase of Grimm Advantage, Benefit, Power and Dominance and 1000 CP to spend on this Jump document.**

Reward:

Long live the King! Your right to rule is unopposed and as such **The Creatures of Grimm** as a whole shall follow you. They are eternally loyal to you and very susceptible to whatever changes you want to make to them. If you want you could even transform the entire race into sexy monster girls. Additionally you receive the Perk **King of the Dark**, making any creature similar to Grimm feel compelled to obey you naturally. For especially powerful examples you will have to defeat them yourself but they will even beforehand know that you deserve respect. The exemplars of these species who submit to you are likewise open to any changes you make to

them. Go ahead: have every Goblin be a shortstack harem girl. Or hell, apply a new code of conduct that forces all Goblins to behave like Knights in Shining Armor. No reason you can't be a benevolent King of Darkness.

If you clear this Scenario on **Dark** you receive the **Former Rivals** you defeated. They function similarly to the **Legendary Playthings** Item as one group. As an additional bonus you get the Perk **Grimm Omnipotence**. No this is not actual Omnipotence. However you now have every ability and power every single Grimm possesses, the Perk itself even updating if you were to make Grimm with new powers. Non-Grimm races who submit to you can have their powers likewise added to your own.



Light in the Darkness:

Salem is by far the most powerful individual on Remnant and the biggest and most existential threat to every lifeform on the planet. But she wasn't always like this. There was a time where she was simply a woman desperate for freedom, having grown up in a tyrannical household. What followed then was one heartbreak after another, losing her husband, failing in her rebellion against the Gods, being the only person on a dead world, reunited with her lover to rule what evolved back only to lose her man and their children.

In many ways, Salem is still that abused, desperate and sad woman in the tower all those years ago. All she wants is for her pain to end, even if all of Remnant has to join her in the grave. But maybe, if you feel enough sympathy for her, you could bring about a different path.

For this Scenario you are tasked with doing something that may seem suicidal. Romance Salem. Let her jaded heart feel love again. And finally, give her a reason to live again.

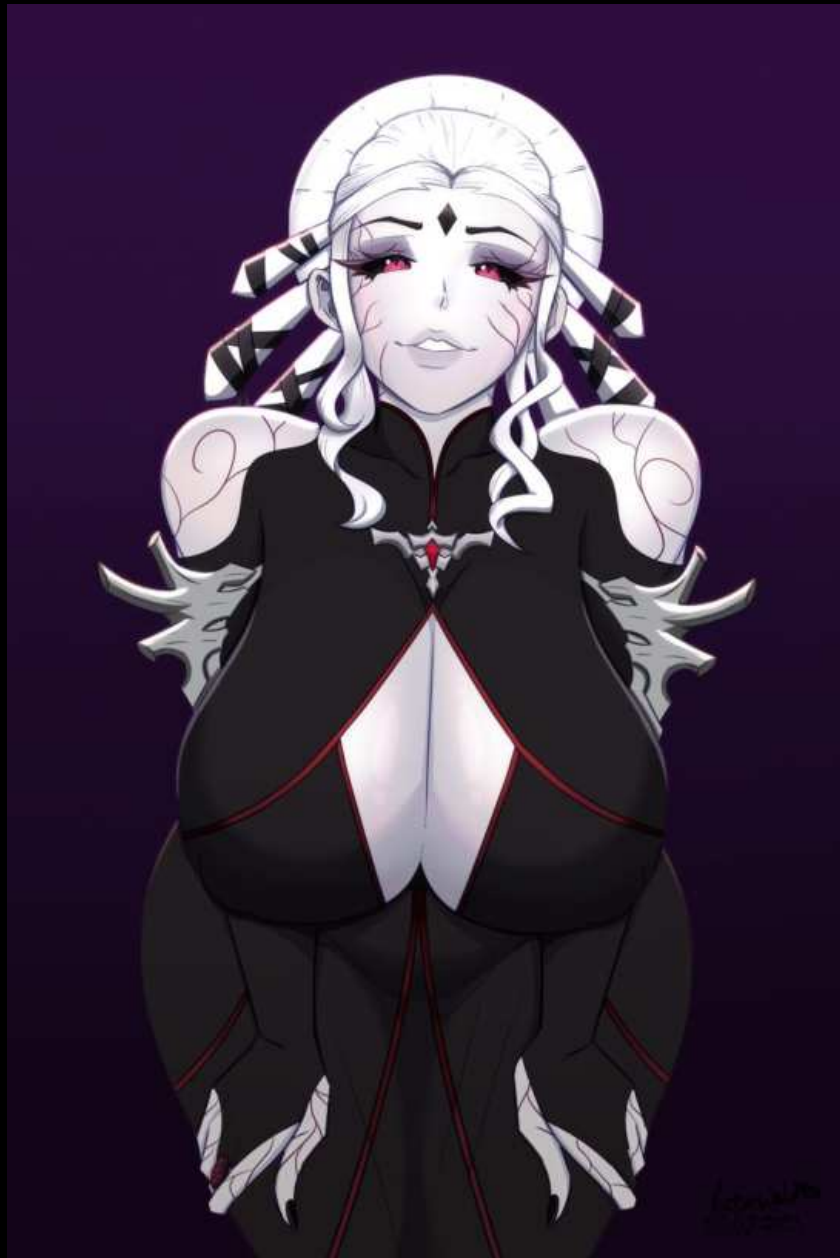
This will not be easy. To say it's a challenge for even the greatest of romantics would be an understatement. Salem has been a creature of darkness for longer than humanity and faunuskind existed in Remnant and what love she could still feel died lifetimes ago when she had her fight with Ozma. But... isn't it worth trying? Worth trying to save this evil but fundamentally tragic woman from herself? Yes she has done horrible things but isn't it worth trying to find a better way? However you go about it, dicking her down till she is too busy thinking of you and your cock or courting her like a Prince would a Princess is up to you.

And if you are curious, do not worry about 'cucking' Ozpin either. Frankly, he would thank you for dealing with his ex-wife that has since made every day of his life a living hell.

Reward:

Congratulations on saving the world! As a reward, naturally its former biggest threat **Salem** can join you as a companion. If you are so inclined **Ozma** might even come with you as well, though that might take a bit more convincing for both parties.

You also get the Perk **Bewitching**. You are capable of making even the most jaded, heartless and dark individuals feel genuine love. With some time and effort even they could be reformed and redeemed.



God of Remnant (Requires Unique Replacement):

Godhood certainly has its appeal doesn't it? The divine right to shape a world and its future. Remnant was abandoned by its creators but given you already wanted to emulate the brothers powers, maybe you wish to step in? You wouldn't be the first to try, Salem and Ozma in the past having presented themselves as Deities to the people of Remnant.

This Scenario is quite different to most others presented here. For one you must have the **Unique Replacement** Perk to even be able to accept it. Furthermore if you do, **your Perks and Items that are not from this Jump will be locked away for the duration of the Scenario. Taking the Power Lockout and Item Lockout Drawbacks will also give you no CP.**

In return the limitation on the **Unique Replacement** Perk is lifted and you can already start to develop your powers further without having to wait until the start of the next Jump. In fact, your training speed when it comes to properly growing into them is increased. Realistically, you could reach the powers of the Brother Gods in a single lifetime.

As for the Scenario itself, you must establish yourself as a deity to Remnant at large. The majority of Remnant, at least 90% of the population, must recognize your status, power, authority and divinity. How exactly you go about this is up to you though developing your own religion would be a good start. Maybe a sex cult... just saying. Not all Remnants people need to be active believers, though the religion must be the most commonly held religious belief.

Needless to say there will be other problems on the horizon. A lot of people will consider you mad at first, or even become paranoid about a being with your powers. That is not even mentioning Salem and Ozma. Their reaction to an unknown 'deity' on Remnant could be anything from fear to rage. Salem would hate you by association and Ozma would likely consider you not trustworthy compared to the Gods he does know. You could actually be the one thing they bond over if things go especially south. How you go about managing them is up to you but remember, you do not have the godlike power to deal with them as easily as the brothers could. They could still be a threat to you. Though who knows they could also be your allies.

You can start this Scenario in an era where the Gods still are on Remnant, though as a result this becomes even more dangerous. You will be put directly in contact with the existing deities who are very unlikely to want the competition.

You might be wondering how this could get worse on **Dark**. Well, consider for a moment what it actually means for a world to not have higher powers. The people are alone and have to deal with their issues all on their own. Not just their individual problems, but any threat to Remnant as well. Something is coming. It could be an eldritch monster, Gods from other Galaxies or maybe a demon lord opening a portal into this dimension. Whatever that threat is it would require a being on the level of the Brother Gods to properly combat it and match it. You have a decade to prepare

before it happens. Though at this Tone there will be one more advantage given to you. Your learning speed towards mastering your divine powers is further increased, so that with constant training you could in fact master them well within that timeframe. Don't think having the original Gods around for this threat will help you. They will refuse to take it seriously until it is too late and at best you may have to save them from falling victim to this threat.

Do you have what it takes to be the God of Remnant?

Reward:

Praise be to Jumper, the only deity Remnant needs! You did quite well for yourself in achieving apotheosis and as such your rewards will be worthy of a god like you. For starters, over the course of the Scenario you will have fully matured into your **Godhood**. You are an equal to the Brother Gods in every way. **Remnant** and your **Religion** will likewise follow you, with your Religion being established as a decently large faith in future worlds if you will it so, having enough followers to be comparable to most other faiths in the setting. Perhaps because you grew into your powers on Remnant and because of the people, you will also be capable of increasing your powers through faith and worship, in both potency and ease of use.

At **Dark** your powers as a God are further increased, to the point where both brothers combined couldn't defeat you. You also get the Perk **Undisputed God**. While on a planet where your religion is the dominant faith, any power you do not permit to work related to other divinities, demons or eldritch beings will not work. This does only work on worlds that are 'yours' absolutely but isn't it good to have peace of mind knowing you never have to worry about such a thing again?

Whatever the **Vanquished Invader** used to be, it is also now neutralized and it and its resources are at your disposal.



Divine Dominance:

The Brother Gods are... hmm?... oh! Excuse me. It seems we were wrongly informed regarding Remnants Creators and their true nature. The Sister Goddesses are among, if not ARE the most powerful beings in this Universe. The greatest creation from the Tree, they filled the Ever After with their works before being offered to travel to a greater beyond. At first they warred with one another, with the Goddess of Light defeating the Goddess of Darkness and offering a truce, making something they both could be proud of: humanity.

They created Remnant, introduced the concepts of Creation, Destruction, Knowledge and Choice, granted them Magic and are so powerful that the united armies of the original humanity were unable to so much as scratch them. They are also very flawed Goddesses.

The Goddess of Darkness is theatrical and aggressive, yet desires the worship she never got and had to see her sister constantly gain. She desires it so badly she broke the deal between her and her sister when it seemed like Salem was willing to put faith in her. It was also she who wiped humanity out after they rebelled.

Meanwhile the Goddess of Light claims to be for balance in all things but her actions are anything but balanced. She cursed Salem with immortality instead of simply helping her through her grief and explaining things and didn't raise a finger to stop her sisters genocide. She then proceeded to bring back Ozma, breaking her own rules, to send him back to Remnant and unify the planet, promising to wipe them out a second time for good if they were resummoned and the world was still divided... while seemingly ignoring the fact that the last time they saw humanity they were united against them.

All that in mind, clearly Salem had a point. A point driven by extreme grief and rage but a point all the same, these Gods are more trouble than they are worth. Don't you think someone should put these all powerful bitches in their place for caring so little about their own creations? If the answer is yes this Scenario is for you.

Your task is to finish what Salem started. Take down the Sister Goddesses and make it so they can never harm anyone again. Sounds easy on paper but in terms of doing the deed there isn't a task more difficult in this Jump.

The first problem is going to be in finding them. They haven't been to Remnant in countless years and they only intend to return when all four Relics have been united. You could try and find them yourself if you can bring Remnant into a space age or have some ways of traveling outside the planet (made harder by Dust not working outside of Remnant) but uniting the world and Relics to backstab them when the time is right might be the better course of action.

When you find them the obvious problem of taking them down makes itself evident. The Goddesses are not shown to have any clear limit and can resurrect and send you to the afterlife with but a wave of their hand. That being said they are not all

knowing and have in the past been manipulated against each other. With enough time and resources and certain abilities not native to this world, there could be a way to defeat them. Or maybe you can find a way to take them out some other way. Wouldn't it be exciting to turn things back around on the Slave Mistresses? Or if you don't see the red flags in divinities that treat genocide as an acceptable punishment you could try and romance them and make them see you as their rightful superior and dominant hubby.

If you happen to take this Scenario at **Dark**... well their already incredibly powerful Goddesses. Just imagine them even more spiteful and prone to escalate and hold grudges when it concerns you. You are also going to be at the very least vulnerable to their powers no matter what now. They are also shown to happily inflict fates worse than death so proceed with caution.

Reward:

What does it feel like knowing not even the deities could stop your desires? For successfully putting the Goddesses in their place once and for all you gain the Perk **Godlayer**. Any divine being you encounter is made more vulnerable to your attacks and schemes. Not only that but Goddesses of all sorts will find themselves slightly more submissive in your presence.

Furthermore you get the newly created Relic. The **Relic of Divinity**. It takes the form of an item of your choice that is bound to you. While wielding it you can use the powers of the Goddesses for yourself, even assuming your own dragon form. Not only that but the Goddesses themselves are imprisoned and powerless within in their own dimension. Time on the outside world stands still when you are inside and though you can let them out, they are completely incapable of defying you or escaping the control of the Relic over them.

At **Dark** the **Relic of Divinity gets further upgraded**, now able to trap other divine beings into the dimension if they are defeated or otherwise made vulnerable. Using their powers won't come as natural and they will be able to fight back but that can be fixed with time.



Final Choice

Got all the LEWD out of your system? Excellent! Clean up because the time to make your choice is at hand.

Go Home: Had enough of the debauchery? Fair enough. Return home with all you have gained.

Stay: Remnant has a unique charm to it doesn't it? You can stay here and continue lewding it to your hearts content, your affairs back home being put in order.

Move On: There are still things to enjoy outside of Remnant. Proceed to the next Jump.

Notes

-Yes parts of this Jump are heavily taken from my existing RWBY and Lewd Jumps. If you take offense I apologize for not caring. There are only so many ways one can make say Semblances or Lewd different from one another and if I am ripping off anyone I might as well rip off myself. I did try my damnest to make this Jump feel unique in experience to any of my existing Jumps though.

-As usual I own none of the art used in this Jump. You can find the original sources for all in order below:

<https://rule34.xxx/index.php?page=post&s=view&id=2303823>

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-Why is being someone from the Ever After a Perk and not a species? Honestly I wanted to keep the **Origin** and **Race** selection at 4 each. Besides the whole **Stranger** Origin is all about figures who aren't supposed to be from Remnant so it felt fitting enough. You can also consider this the path to being a 'Monster Girl' or some variant.

-The **Private Island** Item is loosely based on both Merlots Island and Sappan Island. The former is from the Game Grimm Eclipse and the latter is from the Japanese Lightnovel RWBY: The Session. It's one of the most obscure media for RWBY and was never translated into English... and was basically their canon beach episode believe it or not.

-The **Acre Customization** Section was honestly pretty tricky. In part because the Ever After is meant to make no sense and most clear information we are given on it I only managed to get from commentary or twitter posts from RWBY staff. That is where stuff like an Acre being potentially infinite in **Size** is from actually. Sana Freeman who worked as a 2D artist implied as much. And stuff like **Experiment** is based on things Miles and Kerry dropped in the commentary. I am mainly saying this to clarify I am very much not adding fanon stuff here and trying to give the proper 'Acre' experience. If you're willing to spend enough points you could basically make your very own Ever After without needing the **Tree Seed**.

-I've had some fun with the **Companion** options in this Jump. As explained they can be roughly divided into canon adjacent and expy's from other series. With the canon adjacent ones I was trying to give some lewd or interesting prompts... without impacting the story too harshly from the get go just by virtue of their existence. RWBY and Star Wars for that matter aren't like FGO where there are multiple versions of the same person just running around or summonable so that always is limiting companion options like that.

With the expy companions I was mainly inspired by 'RWBYfying' other Fairytale/Disney characters, characters from existing crossovers and their series and what kind of individuals I thought could fit into Remnant. On the topic of Fairytales/Disney I tried to avoid characters that already have a 'Remnant' version, except for Snow White. Mainly because she was the first Disney Princess and I liked

the idea of a companion who could be the 'Jaune' to the Jumpers 'Pyrrha' with the Jumper there to guide their potential till they become a capable fighter.

Also, just to have it said again, anything that describes how you 'met' the companion is pure flavour text. Feel free to change it as you like. Maybe instead of finding **Maria** in the Ever After you started your Jump in her time and simply saved her from **Tock** or **Tinker Bell** somehow fell to Remnant instead of you falling into the Ever After. I am just throwing out ideas here for you to use or not use.

-I blame **Eve Taurus** existing purely on how much genuinely well made genderswap art there is for the male RWBY cast. While I hate Adam I also think he is a great villain and I kinda wanted to offer a 'date functional female Adam' experience alongside screwing with him a little. At the same time, I genuinely wanted to add something that makes his character perhaps also more interesting, how even his own family doesn't recognize who he is anymore and is scared of him. That leads to a pretty easy way to justify a 'mirror' sibling like that.

I kinda like to imagine that, if you help Eve and manage to turn her away from Adam for good, their dynamic will be a bit like Alucard and Dracula from Castlevania's Netflix but as brother and sister instead of father and son. This may seem like an odd comparison but in that series Alucard is in part motivated to kill Dracula because his father had become such a genocidal shell of himself consumed by hate. Eve would view killing Adam likewise as a mercy kill in a way. But that's just my rambling.

-Quick question: Where did the Futa Willow as a multiversal dom thing come from? Seriously. Like don't get me wrong I've been on the internet long enough to understand people think there is an inherent appeal in stuff like that. What I don't get is why it's the Willow of all people. I just feel like there is a pretty huge leap between 'alcoholic depressed mother stuck in depressive compliance' to 'milf who bribes/fucks/rapes her way through worlds'. And if it's JUST about a RWBY Milf... Salem is right there? Or Raven? Hell Raven literally has portal powers. I'm just confused how Willow specifically got so popular with that trend. Well I figured since I offer a Scenario for Jacques I might as well offer a more explicitly lewd equivalent in **Whipping Willows**. If you like you can do away with the flavour text of it being a 'Willow' and treat this as a generic world hopping slaver enemy of some sort.

-For **King of Grimm** on **Dark** the rivals are meant to be challenging, though not a guaranteed defeat for you. Think of them as pseudo-scaling enemies. It's definitely hard, among the harder Scenarios that don't include the Gods, but the rewards are well worth it. The rivals will not team up against you by default, they all want to be King in their own way after all, but may work united against you if you appear as the biggest threat. At the same time you might be able to form temporary alliances yourself. It's your story, do something fun with it.

I didn't feel like dictating what you have to contend with so feel free to design your quartet of nemesis yourself. Keep in mind they have the entire Jumpdoc to use for their purchases and if you succeed they become your subordinates.

To be on brand thinking of hentai big bads when designing them would probably be the most fitting. But if you want some ideas:

–A Cuthulhu-esque Tentacle Grimm who can break your mind and ‘mindbreak’ someone.

–A humanoid succubus Grimm who is like the Demon Queen of Monster Girl Encyclopedia.

–A Kaiju sized Spider Grimm who wants to envelop her prey for eternity in cocoons of mummification silk bondage.

–A tiny worm Grimm who burrows into someone's mind to hijack them and can extend his hivemind through sex.

–A powerful Minotaur Grimm with unparalleled physical strength and a battle harem of cum addicted huntresses.

–A greedy Dragon Grimm who wants to exploit humanity and faunuskind to give him their riches, enslaving the men and owning the woman.

–An enormous Snake Grimm with a hollow body who wants to devour all there is into himself.

–A more powerful version of the Jabberwalker who thinks as the ‘Proto-Grimm’ he should naturally be their King.

Or really any combination of Perks and Items you think could make for something interesting.

I really shouldn't need to say this but I will anyway. As hot as some of this stuff can be, this is all a Fantasy at the end of the day. Whatever you use this Jump for to get your rocks off in ways ranging from vanilla to extremely dark, it is still a fantasy.