

Rope Master Jumpchain Version 3.0

Welcome to the world of *Nawashi*, or “rope master”, a bondage-themed ero-manga series and other tales of BDSM by Inoue Yoshihisa. In this magical world the nights of modern Japan are haunted by *ayakashi*, evil spirits which possess people and drive them to commit wicked acts against their will. These phantoms are hunted by shrine maidens and others with magical powers who exorcise them before their victims can bring harm to innocents. One such shrine maiden is Hina Hachisu, a teenage schoolgirl who lives an ordinary life by day and hunts ayakashi by night with help from her sister, Mana.

One fateful night on an ayakashi hunt, Hina encounters Narushika Amagase, a sorcerer known as a rope master who exorcizes spirits with magical shibari techniques. Hina immediately dislikes him, both for his arrogant machismo and his lewd magic, but quickly finds herself in need of Amagase's help to defeat an evil rope master with diabolical plans for herself and her sister... as well as discovering some new things about her own sexual desires and a forgotten childhood friendship with Amagase along the way.

Even if you're not involved with that particular story this is a world of BDSM and forbidden pleasure where magical girls fight evil spirits by moonlight, seemingly-ordinary young men gather harems of eager slaves with help from lewd magical artifacts, and a well-loved sex toy can come to life and become a goddess of bondage to help her owner get herself a boyfriend. Desire and magic are deeply intertwined in this world, and if you long for adventure then you're sure to stumble into all kinds of erotic and fascinating situations hidden just out of sight of the modern world. What other stories are waiting to be told? Perhaps you'll find a secret magical battle royale fought between masters and slaves hoping to earn a wish from a holy grail, or angels and demons waging a supernatural cold war for control of the human world.

Well you're about to find out because you'll be spending 10 years in this world. So settle in, get comfy, and go spend this **+1000 CP**.

Origins

Both origins can be taken as a drop-in option.

Submissive

By day you're an ordinary schoolgirl, working-class adult, or superpowered magical warrior... but by night you're a natural submissive or hardcore masochist for whom pain and pleasure go hand in hand. If you're involved in the magical side of the world you might be a Shinto priestess like Hina Hachisu, or a neophyte magical girl like Ookawa Agano and the rest of the Shibare-hime. Or perhaps you're a complete newbie who just discovered that magic is real? Either way, your time in this world will probably involve getting tied up and fucked a lot, so I hope that's what you're into.

Dominant

Not everyone is cut out to be a leader but your dominant nature is etched into your soul so strongly that it granted you magical potential. Whether you're an experienced rope master like Narushika Amagase or a seemingly-ordinary person with a BDSM kink like Hajime Takanawa, your dominant nature marks you as somebody who was born to be on top and you'll have no shortage of opportunities to indulge that desire. If you're involved in the magical world you're most likely a sorcerer or a rope master, but if not you're likely somebody who's come into some form of conventional power, like a clan heir or a wealthy businessman, or simply the head of a school club with questionable extracurricular activities. Either way, you certainly *have* magical potential even if you haven't discovered it just yet.

Age & Gender

Choose any gender and any age of 14 years or older.

Discount Rules

Any perks and items associated with an origin get a 50% discount off the listed price. Any options costing 100 CP are free for the origin they're discounted to. Alternatively, you can choose to apply your discounts to a mix of options from both origins rather than stick solely to one or the other. For each CP tier (meaning 100, 200, 400 and 600 CP perks and items) you can apply your discounts to any 4 perks and any 2 items. Only one discount at max can be applied to each perk or item.

Perks

General

Don't Try This At Home (Free)

BDSM can be a dangerous pastime. Ropes placed carelessly can cut off circulation, a whip wielded with too much force can leave bloody gashes, and much worse can happen the more extreme things become, and that's *without* magic and superpowers getting involved. But such accidents never happen to you and your lovers because you've acquired the protection of porn logic, that magical force that helps everything run smoothly whenever the clothes come off. Once the fun begins only a truly exceptional occasion can make it go awry: accidents never happen with your gear, like ropes snapping mid-scene because the sub was way stronger than expected, and the only way you can seriously injure one of your lovers is if you do so *very* deliberately for some reason. This perk's effects work just as well for your partners as they do for you if you're not the one on top, and they can be made to work just as well on unwilling captives provided that they've been thoroughly subdued, so a damsel who's been bested in battle then bound and gagged will be completely helpless against whatever nefarious ends you have in mind for her.

Wicked Pleasures (Free)

Magic bondage is great fun and all but don't forget about the more mundane fundamentals of good BDSM before you start tying people up. Whether from practical experience or long hours of research on the web you're an expert in mundane bondage techniques, from basic care and maintenance of your equipment to advanced techniques like suspension and artistic shibari. Of course you're also quite talented at the more vanilla parts of the act and you make an exceptional lover regardless of whether or not BDSM is involved. Even if you have no real experience these skills come to you naturally with practice whether you're on the giving or the receiving end of it. You also have a good sense for the fine line between painful pleasure and genuine injury and how far you can push (or be pushed) over them without harm.

Submissive

Glutton for Punishment (100 CP)

An ordinary life is hard enough without also trying to be some kind of schoolgirl superheroine on the side but you're tough enough that difficult things like that just roll off of you. You have a hardy constitution and can endure all kinds of rough treatment: from sleep deprivation and battle injuries to hardcore sadism, you can take a licking and keep on ticking without penalties to your health or physical performance, and any injuries you take heal extremely quickly. Bruises, scrapes, and rope burns vanish in hours while serious wounds need only a few days to heal. In general you thrive under unpleasant conditions, your suffering merely motivating you to fight harder instead of weakening your resolve and tempting you to throw in the towel, and if you aren't already a hardcore masochist who gets off on rough treatment you can choose to become one and get some extra thrills out of your ordeals.

Kink Magnet (100 CP)

Those who take pleasure from pain and submission might be said to be cursed, separated from others by desires that most will never understand. For you however it's not a burden to have such desires at all, not when like-minded individuals are drawn to you as if you were chosen by destiny to encounter each other. People who share your peculiar kinks are drawn to you as if by a magnet, and people you have especially strong feelings for are practically fated to come back into your life again and again. Don't be too surprised when the new friends you just made at school all coincidentally enjoy bondage play or similar kinks which are compatible with your own, though they might not realize that they're into these things unless someone gives them a crash course in exploring their desires. Likewise, that long-lost childhood crush you'd nearly forgotten all about is almost guaranteed to stumble back into your life at an opportune moment, and when they do they'll be equally certain to have some new and compatible interests you can bond over!

No Means No! (100 CP)

Being a submissive doesn't have to mean being a complete pushover for every random villain or evil spirit who wants to force you to spread your legs. Your resolve may not be invincible but if you dig your heels in it can get pretty close, allowing you to shrug off things like spiritual possession and mind control that try to tamper with or overrule your core values. An evil wizard might be able to mind control you into having sex with him if you find him attractive or would enjoy it under other circumstances, but no amount of magical power can force you to betray your loved ones or turn your blade on the innocent unless you were already inclined to such acts of your own accord. Even when such powers do work on you you'll always be aware that you're being compelled by some outside force so you can't be gaslit into confusing a mind controller's wicked commands for your own thoughts and feelings, and other people will be able to tell that you're not acting like yourself while you're under the influence.

Ace Student (100 CP)

Anyone looking into your background would never suspect you of having strange extracurricular activities like fighting evil spirits, after all how could you possibly be doing things like that and also maintaining such good grades? You're an exceptional student with a very fast learning curve, especially when somebody is training you one-on-one. If you're a high school or college student your grades can easily be at the top of your class even with very little real effort on your part, but the real benefit comes when you have a master (in any sense of the term) training you in person. In such cases you soak up knowledge like a sponge and sear their lessons into your mind, absorbing lessons many times faster than normal and ensuring that you never forget what you've been taught. With your master's help you can even sharpen your body and mind using more erotic lesson plans, using time spent indulging in your fetishes as if you'd spent it on intensive training in a subject of your choice.

Exorcist Training (200 CP)

Many ancient martial traditions like shrine maidens and exorcists live on as secret guardians of the people against hidden supernatural forces. Whether you're a shinto warrior or part of some other martial tradition like samurai or ninja or martial artists, you've honed your body and mind into powerful weapons able to do battle with supernatural foes far beyond a normal human. This has sharpened your physical attributes and fighting skills to a level some call peak human, but to you this is only the starting line thanks to your ability to enhance your body even further using ki or magic power, which you have quite a substantial amount of. This training also grants a degree of mental fortitude: you'll never freeze up or hesitate in battle and facing many foes at once is no challenge unless they're far stronger than you. Your senses are also sharpened to such a level that you can easily detect the presence of ghosts or other enemies hidden by supernatural powers along with other forms of magic and magical beings like demons and ayakashi.

Mixing Business and Pleasure (200 CP)

By day you study and cram and run errands at the shrine, and by night you hunt evil spirits. When's a girl supposed to have some time to herself when you can barely find any time to sleep? You just have to learn how to multitask, that's all. You've learned how to accomplish multiple tasks at the same time without any hindrance to your performance or the experience of your tasks. You can go through the motions of work or school while secretly studying magic with nobody the wiser and still ace your classes as if you'd been paying attention the whole time. Or you can spend your evenings hunting evil spirits while wearing a lewd bondage outfit under your uniform and cumming your brains out on a vibrator harness. In both cases (and any other uses you can think of) splitting your attention this way doesn't impact your performance the slightest bit, nor what you get out of the experience.

Escape Artist (200 CP)

Bondage is supposed to be something you do for fun, but being accustomed to heavy bindings comes in handy from time to time. You're so used to being bound and gagged that you can easily get loose from almost any restraints imaginable if you *don't* want to be tied up. You're such a masterful escape artist that you could give Harry Houdini himself a run for his money if you ever went into the entertainment business. Ropes and handcuffs? You barely even need to try to get out of those. Straightjackets? Two minutes tops to get yourself free. Magical bindings or other supernatural powers? It may take you a minute to figure out how they work and how much give they have, but they're no harder than the nearest mundane equivalent once you take their measure. Of course if you're enjoying the situation you can conveniently forget all this knowledge for a while so you can still get the thrill of being caught and helpless "for real."

Red String of Fate (200 CP)

Shrine maiden Azanawa Rennyō went to great lengths on her quest to find the chosen one prophesied to inherit the legacy of Izuna Village. It would be very difficult to become a more devoted and worthy servant than she is, but you do share her gift of prophecy. Like a sacred oracle you're able to foretell the futures of the people around you, though your own fate is impossible to see except where it intertwines with another person's destiny. These futures are not set in stone, representing strong possibilities that can be derailed with a concerted effort, but if you see one of particular interest you can look deeper and see what actions must be taken to either cement that future into reality or ensure it never comes to pass. Azanawa foresaw Hajime's distant future as a powerful rope master and nurtured it using a convoluted years-long plot which only made any sense to her, but it ultimately worked out even better than she imagined despite seemingly incredibly long odds, and you can do much the same for the people in your life.

Power Bottom (400 CP)

Sadly common among shrine maidens are those who have been stripped of their spiritual power through the loss of their virginity. But there are other ways of doing battle with the enemy for those who still wish to aid their sisters-in-arms. Rather like a classical succubus, you have the ability to drain a partner's spiritual and magical power through sex as well as a nearly supernatural charm for luring others into sinful pursuits with you. Even if you're bound and gagged or otherwise helpless, any enemies who are unwise enough to fall for your temptation will find their powers being drained away as they indulge themselves in your body. Furthermore, once they've given in to their urges your victims find it almost impossible to pull themselves out and escape the effects of your charms even if they realize they've fallen into your trap, forcing them to either fuck you into unconsciousness or find some other way to get you to release your grip on them.

No Pain No Gain (400 CP)

For most shrine maidens the loss of purity is inevitably the end of their careers as exorcists. But that need not be so, for there exist rituals capable of restoring lost power if one is able to endure them. By spending long periods in a state of bondage or slavery you're able to restore any powers that have been lost to you and regenerate charges for perks or powers that have limited uses. The value of what's being recovered determines how long and how much bondage is needed: to restore the spiritual purity of a shrine maiden would need no more than partial restraint, such as wearing a shibari harness under your clothes for three days and nights, but more powerful effects such as perk-granted extra lives could also be restocked if one were willing to spend weeks or months as a sex slave or in full bondage. However your bondage must be genuine and administered by a master of your choice, a slave in name only gains no benefits.

Mazocian (400 CP)

It's common knowledge that wearing a blindfold can make your other senses sharper, but why stop there? You have a rare gift that only BDSM enthusiasts can truly appreciate: much like the brain's ability to adapt to losing one of your senses, when your body is tied up and helpless your mind becomes stronger, swifter, and more focused to compensate. Any skill or talent you can still use becomes that much sharper and the more you have to give up the more you gain in return. Ordinary sensory deprivation can make your sense of pleasure grow tenfold, and an ordinary schoolgirl could gain the acting skills of a world-class performer or the intelligence of a genius while she's tied up. Magical powers benefit as well as long as those powers don't require freedom of movement: a submissive sorceress is at her most dangerous when stuffed full of vibrators and sealed into a gimp suit or something of the like.

Divine Retribution (400 CP)

Despite your masochistic tendencies you are not some helpless damsel waiting for a villain to tie you up and make you his latest victim. You have turned your masochism into a source of strength: as you suffer injuries, pain, or even simple humiliation you can convert your misery directly into spiritual power, storing up all the punishments you suffer and then turning them back on your enemies with all the power and fury of a lightning bolt. This additional power is stacked on top of whatever your attack would normally inflict, and it needn't be your enemies who inflict that pain on you either: a trusted friend or a consenting partner can help you build up a charge just as well as your foes. Once you've built up such a charge you can hold it for a maximum of 72 hours before it dissipates on its own, and beyond the limits of this jump the power of your retaliation strike can grow without limit.

Sacred Threads Intertwined (600 CP)

A slave and her master are two halves of a whole, and when they work together there's very little that can hope to stand in their way. You and your master are the perfect team and combine your powers flawlessly whenever you work together toward a shared goal. Whether you're on a dance floor or a battlefield you're always in tune with each other and can effortlessly pull off combo attacks and other displays of teamwork that require absolutely flawless coordination. In particular you can defend your master against any danger so long as he's in your line of sight by seemingly teleporting to his side at will, while obeying your master's orders allows you to draw out the deepest depths of your power. Your master's approval can even replace the activation conditions of any other powers or items you possess. A sword that can only be wielded by a pure maiden will come to life in the hands of a sex slave with her master's aid, while a werewolf would be able to transform at her master's command even without the full moon to empower her.

Bound Princess (600 CP)

If sexual desires are sinful and impure then maybe purity isn't all it's cracked up to be. There's strength to be found in embracing your darker and lewder self, and you've found that strength and made it your own. Like Hina and friends, you're a magical girl (or boy) whose sexual desires have transformed into a source of magical power, allowing you to use magic based on your kinks. As a bondage-themed magical girl you might gain the power to conjure and command magical ropes and chains like a veteran rope master, while a love of wax play and electrostimulation might grant you fire and lightning magic. These magical powers (and any others you have) are at their strongest when you're being subjected to your own kinks, turning pleasure into even greater power. A bondage princess can multiply the strength of her magical powers by binding herself in her own ropes or sealing herself into a gimp suit, and by bringing herself to orgasm she can fire off super-powerful finishing move spells even stronger than that. Despite their lewd nature these powers are considered holy and are extremely effective against ayakashi, demons, and similarly evil foes.

Sacrificial Maiden (600 CP)

Mana Hachisu once tried to capture all ayakashi within herself so they could be sealed away at the cost of her life. A noble sacrifice but not one her sister was willing to make, nor is it one that you'll have to make if you find yourself in a similar situation. Your body and soul are an extremely secure prison for evil spirits or other supernatural beings that might normally be impossible to kill, and with help from a lengthy ritual you or someone you trust can seal such beings away forever within yourself. This ritual can only be cast when you and the spirit are both present and they'll be sure to try to disrupt it if they can, but if you're successful then even the most powerful beings can be locked away within yourself. You could even learn to tap into their power and use it for yourself, such as using an ayakashi's curses to conjure up dozens of tentacles to tie up and ravish your enemies into submission.

The Science of Bondage (600 CP)

Magic shmagic, there's nothing that can't be explained by good old-fashioned scientific inquiry and you'll be the one to prove it! Yours is a scientific mind on par with Shijounawate Misaki, dissector of the secrets of the so-called "cheat rope". Your mastery of mundane science is world-class, but your unique strength is how you can dissect supernatural phenomena like magic and reverse-engineer them to create miraculous inventions based on the same principles. Analyzing a magical artifact and discovering how to replicate its exotic material components would be child's play for you, and it wouldn't be much harder to discover how a magical curse or ritual works and invent a device capable of countering or replicating it. Even the speed at which you unlock secrets and build new devices can be increased dramatically with lewd experiments, like observing while somebody masturbates with the aforementioned magical artifact or being tied up with the magical ropes you're analyzing. Once per jump you can even conjure a new device practically out of thin air if you have a sudden need for a *deus ex machina* to save the day at the last possible second.

Dominant

Shibari Master (100 CP)

BDSM normally needs a lot of careful work and prep time. It's very easy for a careless dom to accidentally hurt his slaves because the ropes cut off circulation or made it harder to breathe, and the less said about amateur sadists the better. But you're long past the point of needing to worry about things like that: you're such a master of BDSM that your skills seem supernatural even before any real magic gets involved, and you can handle these mundane concerns effortlessly. Forget long setup times when you can deploy your bindings with the flick of a wrist, skipping the hard work even for complex setups like full-body harnesses. Likewise, you can easily measure the blow of a paddle or the strikes of a whip and cause *exactly* enough pain to be exciting for your lovers while never running the risk of giving them genuine injuries. Should you ever find yourself in combat you can also apply this self-control to hold yourself back just enough to avoid causing serious injuries even as you pummel your enemies into submission.

Yin and Yang (100 CP)

Dominants and submissives are two sides of a coin, and when they meet they inevitably click together like destined lovers or matching puzzle pieces, although naturally the dominants tend to draw the submissives into their orbit, not the other way around. Whether you're an ordinary person or a veteran rope master you have the charm and charisma of a natural dominant. Your raw animal magnetism makes you seem almost irresistibly charming and seductive to those who're naturally weak-willed or submissive, as well as anyone who's had their submissive desires awakened by your hand. Such love interests might not be very hard to seduce or dominate in the first place, but these charms make your success as close to certain as can be. Once you set your sights on them your future slaves can't help but reciprocate your interest unless you're truly horrible to them: even the most temperamental tsundere won't be able to stop fantasizing about you until you either lose interest in her or conquer her heart.

Piercing the Veil (100 CP)

The world is full of stuffy prudes who look down on others for their kinks, but you're far more open-minded than that. Familiarity with your own desires has made you highly-aware of the feelings of other people, so much so that you can easily pierce through deception to sense a person's true feelings regardless of how deeply-repressed they might otherwise be. At a glance, you can tell when a schoolgirl is quietly crushing on you, when your teacher is hiding a vibrator in her panties, or when a mother's lewd behavior is caused by an evil spirit instead of her own desires, and you never *ever* miss the subtle tell of a "no" that's actually a "yes" or vice versa. With a bit of observation you can also figure out what kinks people have, letting you spot a deeply-closeted submissive long before she discovers her own taste for bondage, and you're quite effective at finding exactly the right words and deeds needed to persuade or seduce these poor repressed souls into coming out of their self-imposed closets and embracing their true desires.

I'm My Own Master (100 CP)

Most dominants have no real authority outside their bedrooms. Society doesn't care that you're a top, you still have to go to work and obey your boss just like anyone else. But not you: maybe you have an aura of dominance that makes other people think twice before trying to push you around, or maybe you're just so roguishly charming that most people just let you flaunt the rules, but you'll find that you can get away with many minor forms of lawbreaking and suffer no real consequences for doing so. You can easily skip work or school to hunt monsters without losing your job or falling behind in class, carry weapons openly without attracting unwanted police attention, or take your slaves for a naked walk without being arrested for public indecency (or going viral on social media). Those who would normally police such behavior will simply fail to notice unless you deliberately flaunt your antics right under their noses, though if your actions cross the line and get someone hurt then all bets are instantly off.

Pleasure is Magic (200 CP)

Sexual prowess is much like any other skill: master it thoroughly enough and eventually you leave behind the mundane and enter the realm of the supernatural. Thanks to your innate magical potential your sexual prowess and attributes are on another level from most humans, and you can easily perform feats of erotic strength and skill which should be impossible outside of porn: from holding up your partner's entire weight with your cock alone, to suppressing your refractory period and lasting for hours at a time, to stuffing your slaves so full of seed that their bellies grow full and swollen with it. If you're properly trained in magic then you can also turn any spell you know into a tantric ritual, adding your sexual prowess to your magical skill. You could easily perform an exorcism on an evil spirit by simply fucking it out of its host the same way the rope masters do, or channel a surge of orgasmic bliss into a potent arcane fuel useful for breaking curses, bestowing enchantments, unravelling seals, and much more.

Way of the Rope (200 CP)

Those who train in the ways of the rope masters learn to turn their skill at bondage into a weapon, making them every bit as capable on the battlefield as they are in the bedroom. You're a skilled fighter who wields ropes, whips, and other tools of bondage with all the same strength and skill as an exorcist's blade. Empowered by your spiritual strength, you've mastered an arsenal of secret techniques and can do battle with superhuman enemies like ayakashi using your martial and magical skills as well as your considerable sexual prowess. Perhaps you bind your foes from a safe distance, laying traps and shaping the battlefield like a spider weaving his web around his victims, or perhaps you combine your ropework with martial arts so that every blow you land binds your enemy tighter and tighter until they're totally helpless to resist you. Fighting in this way torments your opponents with pain and pleasure, draining strength and magical power from them with each blow you strike, and should you bring an adversary to climax even the strongest foes won't be able to escape losing a good chunk of their strength in an explosion of orgasmic bliss.

Bound Memories (200 CP)

Some rope masters have been known to train others in the art of BDSM only to seal that knowledge away until a fateful moment many years later, when it suddenly returns with a terrific surge of power and insight. You've mastered this unique art: not only are you a teacher of great skill, but by sealing away memories of your lessons you plant seeds of incredible potential in your students and guarantee they continue growing in your absence. Naturally you can awaken their potential whenever you decide the time is right for it, and by doing so you grant your student a power-up equal to having spent the intervening time in training using whatever lessons you imparted on them. It may seem like a strange and tedious training method but you'll have many opportunities to put it to good use, as you can opt to have already planted these seeds as part of your origin with a handful of characters you share your backstory with, such as a childhood friend you'd like to train into a rope slave, or a student you want to groom into a powerful heir to a rope master clan.

Sacred Desires (200 CP)

Lust and sexuality are vital parts of human existence that ought to be embraced rather than spurned, and neither men nor gods have any business judging you for your desires. You'll find that people are far more tolerant of your kinks and relationships so long as they aren't harmful or abusive: you could romance your own sister without condemnation or gather a harem of slaves with no more difficulty than a single partner, and by exposing your partners to those kinks you can turn mere *acceptance* into *interest*. Tie up a demon in front of an exorcist and you might awaken her to a new fascination for bondage she'd never had before, or you could flirt with your sisters and find them growing curious about your strange taboo feelings instead of just being disgusted by them. Even the gods are indifferent to your sexual indulgences: you can make love to a shrine maiden without stripping away her divine powers or romance an angel without making her fall from grace for the "sin" of lust. Such absurd rules simply don't apply to you or your lovers any more.

Command and Conquer (400 CP)

A good master brings out the best in his slaves whether they're doing battle with evil spirits or studying for final exams. You're a natural leader with the charisma and leadership skills to turn a handful of slaves into a proper battle harem. Managing a harem and handling the personality conflicts and other challenges that inevitably arise from it is second nature to you and a relationship with a dozen girls is no more challenging than staying single even when those girls are fierce rivals with each other. But rivals or not, whenever you give them orders your slaves instantly become far more competent at working together and carrying them out thanks to the improved motivation and morale that your leadership inspires, and by leaning into it with punishments and rewards for slaves who put on a bad or good performance you'll get ever-greater results and power up your slaves even more than usual.

Spellbound (400 CP)

The purest form of dominance and the pinnacle of a rope master's arts is his command of magic, allowing him to dominate the world around him and bend it to his will with no more effort than a misbehaving slave. You're a powerful sorcerer who can perform all manner of spells, from conjuring ropes or other objects out of thin air, to dominating your enemies with hypnosis, to weaving your spells into objects to create magical artifacts like dragon ropes. These are but a few of the powers at your command, but truly mastering them will demand many years of training. Your dominant nature also empowers your magic with your willpower. Your foes may outclass you in magical power or skill, but if they succumb to your charm or lose a battle of wills then you can leverage that weakness to level the playing field, shrugging off their spells or punching right through their best defenses like tissue paper. Even the most powerful enemies you can imagine can be brought down to your level and forced to fight you like an equal if your will is stronger than theirs.

Divine Punishment (400 CP)

Exorcists do a commendable job protecting ordinary people from supernatural dangers but they're not the only holy warriors around. Whether because you're chosen by the gods or because you're a good person with a righteous heart, you're a wellspring of holy magic and you have a natural gift for using your powers to smite the forces of evil. You're very resistant to the powers of unholy beings like demons and ayakashi and you can strike back at them with divine magics that they're naturally weak against. A succubus or an evil spirit who could normally shrug off sex magic and drain you dry for trying to ravish her into submission will find her defenses nearly useless against your sacred spells and "holy sword". Other powers you might have are similarly strengthened by this holy gift: you can just as easily slay demons with spells that punch through their profane defenses, or you could seal away a wicked kitsune for a thousand years of orgasm torture and rest assured that your seals will break when you want them to and not a moment sooner.

Resistance is Futile (400 CP)

Mana Hachisu was an experienced and powerful shrine maiden, but once she was trapped and bound by Yasaka Amagase's shibari she was powerless to resist his hypnosis and became his helpless rope slave. Rope masters learn both magic and bondage but they're at their most dangerous when those powers are welded together: whenever you have somebody physically restrained, your bondage becomes a conduit for your magical power and allows you to break through any magical resistance that they'd normally have. The more thoroughly you restrain your slaves the more of their resistance they lose: simply binding hands and feet might be enough for a normal person with abnormally strong willpower, but even someone who'd normally be totally immune to your magic can have that immunity endangered if you're able to completely smother her head to toe in leather and latex and dragon rope. So long as you keep your target safely tied up for the duration even an extreme difference in power can be overcome this way.

Powered by Horny (600 CP)

Those who have natural magical talent but lack training often learn to cast spells through pure force of will or unquenchable desire. Much like Hajime Takanawa you're a sorcerer of immense natural talent, capable of bringing your lewdest dreams to life. Your magic feeds on your desires and is much stronger and easier to use when bent to erotic purposes, even allowing you to bend the rules of magic in your favor when they stand in your way. Other magicians might be stumped by things they don't understand or hit walls trying to go against the rules of magic, but you can simply brute force those issues with raw power so long as your intentions align with your libido and you're willing to spend much more magical power than you'd normally need to on the resulting spells. If a ritual is about to turn your waifus into human sacrifices you don't *need* to know how it works to save them when you can shut the whole thing down without endangering anyone by jamming a metaphorical wrench into the gears and ... except maybe yourself, because if you overtax your magic and go beyond your limits you might find yourself paying a very steep price for it.

Genbu Tale (600 CP)

You may be an exorcist or a magician by trade but at heart what you really are is a slave trainer. Few will admit to admiring your talents but none will deny your skills, for you're a master of your craft who can turn an ordinary person into a work of erotic art. A slave under your care is as malleable as the finest clay, and you can easily sculpt them as you please, from breaking down unwanted resistance or training new skills to reshaping your slave's entire personality. Under your care your slaves develop their powers and skills in a fraction of the time they'd need on their own even if you lack specific knowledge of their chosen fields (though obviously being a skilled and knowledgeable teacher will help them grow even faster). Those who have supernatural powers can even unlock new levels of power and shatter any mental blocks holding back their progress. But such gains come at a price: anyone you train as a slave becomes your slave in truth, searing the pleasures of submission and eternal loyalty into their bodies and souls, until not even magic or mind control can take them from you.

Mandate of Heaven (600 CP)

Some men have to struggle all their lives to gain power and influence but others are simply destined for it. Just like Hajime Takanawa you're a natural fit for positions of authority and destiny conspires to put you in positions where these gifts can be put to good use, as if you'd been chosen to rule by some higher power. Once per jump you can choose a faction to take control of, so long as it's no larger than what you've ruled in the past, and destiny will conspire to make it happen one way or another. Any faction is certain to thrive with you in charge: not only are you an extremely talented leader, managing your duties so easily that you can almost do so in your sleep, but applying your kinks to the job has purely beneficial effects for you and the organization. You may be destined to revive a fallen village of rope masters but when you turn it into a flourishing tourist hotspot by offering a unique BDSM experience it's because of your skill as a leader.

God of Rope (600 CP)

Even great rope masters are still mortals in the grand scheme of things but you're something else entirely. Much like the rope goddess Izuna, you're a newborn godling with all the powers a god would be expected to have, such as hearing prayers from your worshippers and performing miracles of great magical power. While you're nowhere near as powerful as gods like Amaterasu, you'll grow much stronger as you amass followers and earn their devotion, and you can bless your most loyal servants with power and create your own exorcists. The loyalty and submission of your followers greatly magnifies what they receive from you and you from them, especially when you impose divine laws for them to follow. Even when you have little power of your own to give, laying down a code of laws like "thou shalt not kinkshame" or "shrine maidens must always remain chaste and pure" allows you to grant the greatest rewards to those faithful enough to follow your creed, whatever its tenets might be.

Items

Submissive

Self-Care Kit (100 CP)

Bondage is difficult but not impossible to practice without a partner. You have an arsenal of rope, sex toys, and miscellaneous accessories designed for self-bondage and similar sorts of play. Whether you prefer to put yourself in elaborate predicaments or indulge in more simple scenes you'll find things in this collection to enable your wildest fantasies and do so with perfect safety. While you can't rely on a partner to untie you if something goes wrong, you also won't need to because the ropes would sooner snap on their own than cut off circulation or otherwise endanger your health. Accidentally tying yourself up so well that you can't escape at all is a nice fantasy but won't actually happen when push comes to shove. Moreover, your self-care routines are exceptionally effective at eroding magical effects like curses or addictions or other hostile spells that you currently suffer from, allowing you to purify yourself of such things. More powerful curses may require a great deal of time and effort to destroy them completely, but any sort of curse can be removed if you work at it hard enough.

Bondage Shop (100 CP)

What's a normal girl with absolutely no sexual appetite to do in her spare time except get a part-time job? This ordinary-seeming shop is similar to the Agano family bookstore and it does a brisk business in porn and other adult goods, pulling in enough income to live on very comfortably regardless of whether you run it yourself or have a few attractive schoolgirls doing it for you. There's nothing stopping you from sampling the goods if something catches your eye but the real benefit is how it draws in unusually attractive people with interests similar to your own instead of the sorts of creepy perverts who're stereotypically associated with such places. This makes it surprisingly effective as a hookup joint even with people who would never be caught dead in this sort of venue under normal circumstances.

Bewitching Blade (200 CP)

The most essential tool of the professional exorcist, this magical blade was created to cut down evil spirits and monsters and does so with great effectiveness even if they're possessing some unfortunate human or have no corporeal form. Alternatively you can choose some other sort of weapon, like a naginata or a bow and arrows: regardless of form it harms the spirit more than the body and can easily cut possessing spirits out of their hosts without meaningfully harming the victim unless the wielder specifically wishes otherwise. However unlike Guren this magical blade doesn't care if its wielder is a virgin or not and works regardless of your sexual activities. Instead it discriminates against those with evil hearts, refusing to leave its sheath if drawn by such a wielder and becoming dull and useless in the hands of someone with evil intentions.

Scroll of Ofuda (200 CP)

Ofuda are paper talismans with prayers or incantations written on them which are used for exorcisms and Shinto rituals. This item is a roll of such prayer strips (or similar small holy items that fill the same purpose should you not be of the Shinto faith), which you can draw and throw from your sleeves in a giant shotgun spray of paper. Any evil creatures struck by these magical talismans will be paralyzed for several minutes, or even instantly exorcized if you have significantly greater magical power than your target. Moreover, you can make more of these prayer strips out of simple ingredients, just a little bit of paper and ink, and even infuse them with any magical spells that you're familiar with, allowing you to cast those spells in advance and then store and save them for later, although very powerful spells might require the use of a multitude of talismans to save up the whole thing.

Princess Wand (400 CP)

The four princesses of the Shibare-hime are unusual magical girls who can't transform unless someone brings them to orgasm via their respective kinks. This device, a staple magical girl accessory, helps solve that weakness by reproducing the unique activation conditions required for any transformations you have. By itself it simply armors you in magical power, making you very difficult to hurt even for powerful enemies but offering little resistance to those who have lewd intentions, but if you wish it can also trigger any other transformations you might possess. For one of the Shibare-hime it can recreate the experience of being ravished by a lover, while a werewolf who only transforms under a full moon can use it to create moonlight at will, reducing impractical requirements to transformation sequences straight out of a magical girl anime. Final results may appear somewhat different than normal, for instance a sexy wolfgirl instead of a savage beast or a magical girl adorned in a kinky outfit reflecting her inner desires.

Kindred Spirits (400 CP)

It can be awfully lonely being the only person in your life who fights evil as a part-time job. Luckily for you you'll never be in that position because in this jump and all jumps to come you're destined to encounter a handful of friends who are fated to gain great power and join you on your adventures like the magical girls of the Shibare-hime. They number three in total, whether they're magical girls or exorcists or something else entirely, and while you can import them as companions just like any others in your retinue they don't need you to spend CP on them to keep pace with you, as they seem to accumulate new powers naturally. However, just like the Shibare-hime, what they're best at will always be powers related to their kinks in one way or another.

Sacred Shrine (600 CP)

What is an exorcist without a place of worship? Whether as a Shinto shrine or a Christian church or some other place of spiritual power, this place is both a home and a home base for you and any of your allies. At the center of the shrine is an ancient tree, which is a massive wellspring of magical energy. Training at this shrine is exceptionally rewarding and allows you to develop any spiritual abilities you have with only a small fraction of the usual time it would take. The shrine is also outfitted with a great deal of equipment for detecting evil spirits and other magical phenomena across a city-wide radius, alerting you whenever any noteworthy magical activity occurs within that radius. Lastly the shrine is defended against any evil beings which might wish to cause you harm: enemies with weak spiritual power cannot enter the shrine at all and even very powerful spirits lose a large chunk of their power if they enter the sacred grounds uninvited.

Company Resources (600 CP)

Misaki might not be the owner of the research company she and Hajime work for but that doesn't stop her from treating the R&D budget like her own personal piggy bank for whatever projects she cares to pursue. Whether you're a powerful CEO or just a mid-level manager, this company is functionally yours and gives you virtually bottomless resources for all but the most ludicrous expenses that your adventures may incur, from cross-country road trips to emergency helicopter rescues and so forth. What exactly the company is making that money from and *why* you have such blank check access is up to you, but apart from financial resources it also has an especially large and well-funded R&D department which you can put to good use by giving the eggheads magical resources to dissect and unravel into new products and discoveries. Give them a bundle of magic rope and in a few days they'll know what it's made of and how to make more of it.

Dominant

Bag of Bondage (100 CP)

BDSM is an extremely gear-heavy hobby and it would really suck if you ran into an opportunity to indulge only to miss out because you left your ropes at home. Not to worry: this unassuming backpack, briefcase, or similar accessory has space enough to hold an entire arsenal of kinky accessories plus everything else you might want to carry around with you. Anyone who tries to go through your stuff without permission will find nothing suspicious inside but as soon as you need the contents they'll be ready and waiting for you to have your fun with them, as if you were actually prepared to have a random encounter while out in public. In addition to ordinary BDSM accessories such as ball gags and bundles of rope you can also conjure up related but somewhat more exotic implements, such as a chloroform rag and a phony time bomb for your "evil villain kidnaps heroic police girl" roleplay fantasy. Even minor enchanted items like dragon ropes and can be conjured up if you could easily have made them yourself.

Slave Raiments (100 CP)

Masters and slaves are bound together by something stronger than rope, but that's no reason to skimp on accessories for your loyal slaves. You own a vast wardrobe of outfits and accessories for your rope slaves to wear, from collars and cuffs to corsets and panties to full ensembles such as gimp suits, maid uniforms, miko robes, and much more. These enchanted threads are like nothing you'll ever find in a store because they're woven out of your own magical power like the threads of a dragon rope, and when they're worn by your rope slaves they strengthen the bond between you, allowing a slave to always be within reach of her master's magic no matter where she is. You can easily toy with a shibari harness or tweak the settings on a set of vibrator panties from clear across town, and you'll instinctively know whenever your slaves are in enough danger to need your help, or if they've been naughty and need to be punished for breaking a rule you've set for them, like "no masturbating without permission."

Master's Mansion (200 CP)

Alright, maybe the name is a little disingenuous but this luxurious home might as well be a mansion by the standards of the Japanese housing market. It's much more a penthouse suite than a bachelor pad, being large and well-furnished in your choice of western or eastern style with excellent views of the surrounding city or countryside and plenty of space for guests. It's also built and furnished specifically for practitioners of BDSM: from the lavish master bedroom with a bed large enough for a harem of rope slaves to join you, to the well-equipped and sound-proofed sex dungeon hidden behind a fake wall, to furnishings equipped with subtle anchor points for restraints and other device scattered throughout the house. The house also serves as an effective training ground and makes your slaves far more responsive to training of all kinds, sexual or otherwise, taking a fraction of the time it would normally take to train their bodies and hearts.

Dragon Ropes (200 CP)

Ropes hold great symbolic and magical power as bindings that separate the world of man from the world of magic, but that's not the only reason why these bindings are so effective in the hands of a rope master. These magically-enchanted dragon ropes are supernaturally durable, stronger than steel cables thanks to the enchantments placed on them and very responsive to having magical power channeled through them, so their strength increases even further as your magical power grows. They bind ghosts and spirits just as easily as corporeal beings, and any creature bound in them becomes several times more sensitive to pain and pleasure until they're released. You have several coils of this divine rope bound together in loops like a lasso and you're able to conjure more out of magical power whenever you need. You can also substitute chains, ribbons, and other implements of magical bondage instead of ropes if you prefer.

Sealed Space (400 CP)

Even time and space can be made to bend to the will of an experienced rope master. This item is a space separated from the physical world, a pocket dimension which you're able to project around yourself. Time and space are frozen in this sealed-off space, making it an excellent place to have battles in public places like a school building (or to have a quickie with your favorite slave) without getting innocents caught in the crossfire. The only way for a trapped enemy to leave this zone once you've projected it around them is to kill or incapacitate you or for you to release them on your own. Time resumes as normal once the barrier is lowered, with any damage inflicted on the surroundings vanishing with it. It can be combined with other items to reshape the interior space, transforming an ordinary classroom into a fully equipped sex dungeon using **Bag of Bondage** for instance, and as your magical power continues growing the size and power of the barrier will grow with it, from the size of a classroom to the size of a large building.

Empty Vessels (400 CP)

Especially powerful dominants have desires so strong that a single body is insufficient to contain them all. Like Hajime you're able to project your lusts outside of yourself and create multiple independent bodies to sate your desires. These shadow clones are empty vessels, mere puppets that you control remotely, and they have no minds of their own beyond whatever desires you put into them. They can manifest either as full bodies like your own or as floating body parts like hands, cocks, and other parts of yourself (including your alt-forms, if you have them) needed to sate your desires. These extra bodies allow you to effectively become a one-man gangbang, but you can use them for other things as well, though it may take practice to use them for anything not related to satisfying your libido in one way or another.

Cheat Rope (600 CP)

More properly known as Chiito, this divine artifact is a dragon rope made from the soul of a shrine maiden and she's chosen you to be her new master. The Cheat Rope is an immensely powerful magical relic that has all the same benefits as the **Dragon Rope** item *and* substantially boosts its wielder's magical abilities thanks to Chiito herself, who acts as a guardian spirit for her master. Even amateur rope masters can cast powerful magic with Chiito's help simply by wishing for a spell and trusting her to do the work of casting it, but in the hands of a talented rope master she shows her true strength by adding her abilities to your own. She has enough awareness and autonomy to act without orders, although she only does so to protect you from harm or grant your desires. As a loyal rope slave she will never betray you, although she might act in mischievous ways when she knows it will help you, like using her magic to bring your idle fantasies to life.

Izuna Village (600 CP)

For nine hundred years Izuna Village has been the ancestral home of the rope masters, and their powers are strongest on this sacred ground. You're the true lord of Izuna Village and the surrounding countryside, a land rich in magical power and unfettered by the laws of the outside world, making it a tiny kingdom that you can develop as you see fit. The town itself is poor and rural but has lots of room to grow and plenty of resources to tap into: in particular, the local geomancy provides an ideal environment for your spellcasting and grants your magic an extra boost as long as you're on your home turf. Where applicable the influence of your perks spreads across the whole village, drawing in submissives and junior dominants alike to help swell your numbers, and anybody who lives in your territory quickly assimilates into whatever order you've chosen to establish. If you wanted to revive the rope master clans under your leadership you could do so quite easily using this village and its resources as your base of operations. Those who swear fealty to you can even be taken with you on your chain as followers.

Companions

Companion Import (Free/100 CP)

Interested in bringing some friends along? For 100 CP you can import a single companion into this jump, giving them an origin and 600 CP to spend on perks and items. They can't gain any additional CP from drawbacks but you can purchase this option up to eight times to bring eight companions. Alternatively you can import your companions for free if you're willing to pass on the bonus CP, giving them only an origin and whatever free purchases they qualify for.

Perfect Partner (Free)

During your time here you'll encounter a special partner of whichever origin you didn't choose for yourself. Much like Hina and Amagase you and your partner are a perfect match for each other both romantically and sexually, and if you're not interested in meeting someone new then you can choose to import one of your companions (but *only* one) into this option instead. This special companion gains a free origin and 600 CP to spend on perks and items and you can donate your own CP to their build at a 1:1 ratio, though the opposite isn't true and they can't purchase any drawbacks.

The Shibarare-hime (100 CP)

The heroines of Nawashi's sequel, the Shibarare-hime are a team of four bondage-themed magical girls: Genbu priestess Hina Hachisu, Byakko priestess Ookawa Agano, Seiryu priestess Yoko Kuzuryuu, and Suzaku priestess Suzume Hiyoshi. These four are a packaged set, and you'll have to convince all four of them to come with you in order to bring them along, but they form a single group companion. All four girls have the effects of the **Bound Princess** perk and magical powers related to their respective fetishes: bondage for Hina, whipping for Ookawa, wooden horses for Yoko, and wax play for Suzume. They also have the Exorcist origin and 600 CP to spend on perks and items.

Muzzled Maiden (100 CP)

Most victims of spiritual possession can be cured with an exorcism but this young lady isn't quite so lucky. A near-death experience while possessed by a demon permanently merged both their spirits into a single hybrid soul and left a gentle and innocent schoolgirl with powerful demonic urges she struggles to control. Fortunately you were present to help restrain her and help her adjust to her situation and the supernatural world in general and she's now become something of a sidekick on your adventures. While no cure exists for her condition, her lustful urges can be managed by keeping her bound by ropes (dragon or otherwise) hidden under the traditional kimono she prefers, though naturally this keeps her rather lustful by ordinary human standards. Should you ever need a demon's strength, she can shed her bindings instantly and come to your aid with superhuman strength, speed and fortitude.

Drawbacks

First Steps Into a Larger World (+0 CP)

The world is much larger than the tiny corner of it that we see in this series, and full of much more than a handful of ghosts and some exorcists to fight them. By taking this option you can use this jump as a supplement for other jumps in the modern urban fantasy genre, such as High School DxD or Harry Potter. The CP pools from each jump can only be spent on options from the respective jump without any crossing of the streams, and if the two jumps have similar drawbacks only one can be taken from either jump.

Nympho (+100 CP)

You know it's not good to repress yourself too much, right? You've got what you might consider a healthy sexual appetite but others might think is kind of excessive. You tend to get horny at the drop of a hat and slip easily into fantasizing about various situations you find yourself in (or might find yourself in). This can make personal interactions with others awkward and uncomfortable, especially if you can't keep a lid on your perversions.

Insomniac (+100 CP)

Much like Hina's double life as a schoolgirl and an exorcist, you've got something going on that keeps you busy for most of the day and night. Not always, and that might be the worst of it, you can't really predict when you'll have off days and when you'll be too busy to get any sleep, but it'll be frequent and random and very inconvenient for any other plans you might be trying to make.

Otaku (+100 CP)

There's no getting around it jumper, you're an otaku. Not one of the cool ones either, you're one of those fat greasy slimeballs who always seem to show up in hentai, the ones who tend to be rapists because they're too gross for anybody to willingly have sex with them. You're probably going to have a hard time getting laid too, though it's not impossible: if you work at it hard enough, maybe somebody will get to know the real you?

Repressed (+200 CP)

You've got a hang-up about sex that's going to cause problems for you in this jump, especially because spirits and monsters tend to come in sexual forms. You react violently when confronted by sexual desires and you probably think they're impure or sinful, which will cause you a lot of angst over how much of a pervert you are. This is especially troublesome if you've also taken the Nympho drawback, and your own desires will often paralyze you with lust as your repressed desires run out of your control in inappropriate situations, like when you're trying to fight monsters.

Haunted (+200 CP)

Well at least now you don't need to worry about hunting spirits down, because they're going to be coming straight to you instead! You're a magnet for evil spirits and other kinds of monsters and they'll come out of the woodwork to attack you night after night, possessing any nearby innocent bystanders to try to rape you and any allies you might have. There will usually be some big ghost or source of corruption that you can hunt down to make them stop, but that will only buy you a few weeks of peace and quiet before the next one shows up.

Unstable (+200 CP)

...maybe it's not the ghosts you should be most concerned about. Your spirit is unbalanced and prone to possession by evil spirits, though thankfully these episodes are short and generally less severe than a full possession. However this still means you'll spend a great deal of time having dark thoughts and behaving erratically, like a person who's slowly coming apart at the seams, and that's really not good for someone with as much power as you have...

Ghost Wars (+300 CP)

Hina and Amagase never got farther than purging relatively minor spirits in the original manga, but in your time here you'll cross paths with much stronger spirits and monsters capable of powerful magic. What's worse is that they're coordinated: some great evil lurks in the shadows behind these ghost attacks, watching your movements and learning your weaknesses. What it wants is a mystery but it can't be anything good, and it'll be up to you and your allies to stop it before your time in this jump is over.

I Don't Tie Up Men (+300 CP)

Whether as a matter of personal preference or actual spiritual limitation, your magical powers just plain do not work against a full 50% of the human race as well as any supernatural races or possessing evil spirits you might encounter. You can choose male or female at the start of the jump but once you do your choice is locked in for the remainder of the jump. If you want to fight a villain of your chosen gender you'd better find someone else to help you out with it.

Possessed! (+300 CP)

Somehow the worst has happened and one of your companions has been possessed by an evil spirit. Your own abilities are powerless to exorcise them and if you try to kill them to cleanse them then they die *permanently* regardless of companion status or extra life perks. Your only options are to ally with them and try to reign in their excesses or find and raise up a local exorcist capable of purging the evil spirit, such as Hina. Beware though, this spirit will possess the most powerful companion in your group, and you may need the assistance of all four of the Shibarare-hime if your companions are too powerful.

Bondage Princess (+300 CP)

Look, being in tune with your fetishes is great and all but isn't this taking it a little too far? Much like the heroines of Nawashi's sequel manga you're just a normal person without any powers or special abilities until a special trigger happens: maybe someone drips candle wax on you or beats you with a whip, or whatever your fetish of choice is, and when that trigger brings you to orgasm you can transform into a powered up state, like a magical girl. The problem is that all of your perks and items aside from the ones you purchased here are sealed off behind that transformation and can't be accessed unless this specific condition occurs.

Ending

So you've reached the end of your time in this jump. How do you want to proceed?

The Journey Continues

There are whole worlds of women waiting for you to claim them!

Settle Down

Evil spirits aside, this place isn't so bad. Maybe you'd rather stay here?

Return Home

Head back to your world with all the spoils of your conquest.

Changelog:

1.0 - Original version

1.1 - Rewrote a few rope master perks, tweaked the Companion Import, added the Ending.

2.0 - Significant overhaul to perks and items of both origins.

2.1 - Rewrites to a few Rope perks and items, new drawback.

2.2 - Extra fluff for Exorcist and Rope Master perks, Perfect Partner is free now.

2.3 - Added location options, general perks and items, new OC companion.

3.0 - Giant overhaul to both origins, now includes content from other Inoue Yoshihisa doujins.

Notes:

A rope master's techniques work with any rope-like objects including chains, ribbons, and so on.