


# Although Young People Recoil from Entering the Black Magic Industry, I Found its Treatment of Employees Quite Good When I Entered it, and the President and Familiar are Cute Too so Everything is Awesome!

A jumpchain document by dragonjek

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It's an unfortunate fact that your ability in your chosen field has very little to do with whether you are hired; instead, it's your social grace and skill at interviewing that lands you a job. The otherwise excellent white mage Franz finds this out to his detriment when not a single one of the 35 white magic businesses he applied to were willing to hire him due to him freezing up in his interviews. In a desperate bid for employment, he reached out to Necrogrant Black Magic Inc., only for all his prejudices about black magic—infamous for being a disgusting, dirty, and dangerous practice—to be dashed in a single meeting with company president Cercer.

Blood spilling?

Nope.

Sacrificing your lifespan?

No need!

Live sacrifices?

Goats are expensive, so no!

All that's a thing of the past! The new dark magic industry embraces being pure, pleasant, and permissive, with excellent pay and benefits. It focuses on employing dark magic for the good of society; transporting goods via skeletal dragons, cleaning out swamps via summoned familiars, maintaining cemeteries via wraiths, and rendering the by-products of other magical industries safe for both cities and the environment.

Oh, and sex rituals. Those too.

This is not a world of great heroes battling terrible villains. No, the evils of this world of fantasy are the very same evils you might find in the reality you once called 'home' – the evils of abusive corporate practices, exploitative employment policies, scams, and fraud. They are not wrongs that can be righted through judicious application of fist to face as you might find in many other worlds, but are life-ruining all the same. And these are the evils that Necrogrant opposes.

You arrive in this world one month before Franz first meets Cercer and summons his succubus familiar, and will be spending ten years here. You receive 1000 Choice Points to prepare yourself.

## Background

Select your background in this world. You may freely choose your sex, gender, and age.

**Drop-In (free)**:
You arrive in this world as you are; no relationships, no history, no background in the setting to help you get by. You will be a stranger in a strange land and have no legal documentation, which may make it hard to get a job.

**Employee (free)**:
You're an employee at a decent company. Not near the level of Necrogrant, but their employee benefits aren't too bad and they pay you enough to live off of while being able to afford some purchases for comfort or enjoyment. It's your choice what field this business works in. The options you take might improve or reduce the quality of this company.

**Boss (-100 CP)**:
You're an executive officer at a decent company. Not near the level of Necrogrant, but as a higher-up in the company you enjoy good benefits, just barely scrape into the top 30% of yearly income for your location, and your work is pretty cushy in comparison to your underlings. Again, it's your choice what field this business works in, and options you take might improve or reduce the quality of this company.

## Perks

These are options for you to spend those Choice Points on! General perks are undiscounted, but perks under your background are taken at a 50% discount—and 100 CP perks are free for your background!

### General Perks

**Nonhuman (0 CP)**:
You are one of the many types of nonhumans available in the setting. There's beastmen of all different kinds, ranging from classic catboys to gator-people—and scoring all over the furry scale. You could also be an elf; dark elves exist, but they're just normal elves with a tan. There are also zombies, which in a few months will get legal representation as people, as well as the oft-overlooked swamp trolls. For -100 CP, you can be a

particularly magical species, which will allow you to use magic without a focus such as a wand. For instance, there are succubi and incubi, also known as celebrities among demonkind, as well as vampires, who could be called the aristocracy of demons.

**Specialist Skills (-100 CP)**:
Select a specific field of study or form of employment, such as architectural engineering, golem construction and programming, sales representative, spell analyst, or even something as simple as waitress or tour guide. You gain skill in that field equivalent to 5 years of study learning the subject, and 5 years of experience practicing the subject. On each new jump, you can select a new topic to gain experience and knowledge in.

**Aftercare (-100 CP)**:
Sex can get pretty extreme in a world of sex demons, more so than normal people are probably equipped to handle. After sex, you can cuddle and whisper affectionate statements to your sex partner, which is guaranteed not only to increase your emotional closeness with your partner, but help heal any emotional or physical wounds they may be facing as a consequence of sex, mend minds that have been broken, and smooth over any resentment over their treatment (so long as the sex was consensual).

Because we know what a lot of Jumpers are like, you can expand outside what's appropriate to the setting at the cost of CP. You can spend an additional 100 for it to smooth over resentment even in regards non-consensual sex, and when you mend their broken minds, you can additionally slightly nudge their personality or thought patterns in a direction of your choosing. For a further 200 CP, you can use sex to smooth over resentment for non-sexual actions you've performed, and can outright alter facets of their personality or give them entirely new thoughts and ideas of your choosing. For another 200 CP, you are able to completely rewrite their personalities and memories via sex.

**Magic (-100 CP)**:
You're lucky enough to know magic! If you're a drop-in, this lets you skip the years of education required to get to the point that you can actually start casting spells; if you have a local background, your past includes receiving an education in magic. Whether it's from a formal institute, learned via family traditions, or self-taught, it doesn't matter; in regards to this perk, they're all equally effective. There are many different types of magic in the world, but you can select from the following list:

> *White Magic*:
> White magic is the loosely-defined magic of "good"; it can inflict justice on those who have done wrong, weaken powerful enemies, heal wounds and sickness, fill

inanimate objects with life energy to create golems, and so on. There is no requirement in the slightest that these magics be used for good purposes, however.

*Black Magic*:
Black magic is the loosely-defined magic of "evil"; it can create undead (who are often rather nice), summon demons (who are delightfully helpful), speak with the deceased (who may have good advice), drain life force (which with specialized application can be used to heal), invoke fear (useful for ending fights quickly), as well as the magic of making sacrifices to achieve something normally beyond your means. It is also the magic most frequently used for sexual purposes. Like with white magic, there is no requirement to actually be evil to use black magic.

*Purple Magic*:
Purple magic is closely related to black magic. While both are capable of a degree of mind control, manipulating emotions, and providing resistance to said effects, purple magic goes all-in on focusing on mental effects. It is capable of invoking hallucinations, causing illusions, full-on control of minds and thought processes, and brainwashing.

*Blue Magic*:
Blue magic is deceptively simple; it allows you to control water. However, considering how important the sea is to life in general, and to commerce in particular, this makes blue magicians an invaluable component of the economy.

*Red Magic*:
Red magic is the magic of fire and destruction. Although its most readily-apparent and obvious uses are for combat, red magicians are actually most commonly found in the field of engineering.

*Green Magic*:
Green magic is the natural magic of plants. It can manipulate them, make them grow faster, and affect their health. A vital component of the agricultural system.

**Multimagician (-200 CP)**: [Requires **Magic**]
It's pretty rare for a mage to know more than one specialty of magic, but you're one of those few. You may select another type of magic to know. You may take this multiple times.

**Inspiration to Incubi/Superstar to Succubi (-200 CP)**:
In sex demon school, a succubus or incubus will learn how to give their partner so much

pleasure that they'll completely forget about all the women and/or men they ever cared about in the past. You have a level of sexual skill equal to a succubus or incubus valedictorian. You also have a comprehensive understanding of how to adapt sex acts to different species, as well as knowing how to make any given sex act more titillating to an audience without decreasing the pleasure it gives your partner or yourself.

You do not, however, know the technique of how to give someone so much pleasure their soul flies out of their body.

**Pure, Permissive, Pleasant (-200 CP)**:
Whenever you are employed by a business, you are always guaranteed a certain bare minimum of employee benefits. You will be required to work no more than 8 hours a day at the most (with generous overtime pay), will have at least 2 days off a week, and access to a high-quality employee dorm for only 2.5% of your monthly paycheck. Speaking of paychecks, you are always guaranteed to make at least *double* the average wages for your job (as long as you keep up with your work, at least). You will get ample paid vacation time, paid medical leave, and paid maternity/paternity leave. Finally, if you have a familiar, they will also receive payment for your work due to their part in supporting you, equal to 40% of your paycheck. You are not, by any means, capable of accessing your familiar's money to spend on yourself, although you can spend their money with their permission to make purchases on their behalf.

Furthermore, this perk serves as a Capstone Booster; each origin's 600 CP perk and item will have an additional effect only available if you've purchased this perk.

**Actually 500 Years Old (-200 CP)**:
Whenever you go to a new jump universe, you can make some changes to characters that you know of within that world. These changes occur with only the bare minimum alterations to the rest of the setting and other characters, only what is needed to make it make sense. The changes you can make are twofold; firstly, if a character is under 18, you can age them up to 18; secondly, if an older character looks younger than 18 but is older than that, you can give them the physical development to make them look either 18 or their actual age, according to your preference.

**Crazily Competent Craftsmanship (-400 CP)**:
You have a way with your hands that is downright supernatural. You can accomplish a full day of crafting in but a single minute, and as a side effect your touch on the body is a delight few people can experience without climax, even if you were to fondle a part of their body that wasn't an erogenous zone. If you also have **Inspiration to Incubi/Superstar to Succubi**, then this is improved to entirely new levels. Your hands

can now please someone so much that if you exert yourself, you could mind break someone or give them so much pleasure their heart gives out. However, you gain immense expertise at knowing how to limit the pleasure your partner feels; not only does this allow you to edge them perfectly, but it ensures you can stay safely away from such extreme levels of pleasure, or even keep their ecstasy dancing on the knife's edge where they can feel the closeness of a shattered mind or death, but never quite cross over the edge into it. Some people find the experience exhilarating.

**Ascension to the Next Level (-400 CP)**:
You have ascended to a higher level of magic use, and you now constantly circulate mana through your body with skill, power, and finesse. In addition to improving the raw output of your spells, this also rejuvenates your skin, energizes you, gives you more stamina, reduces your need to rest, and increases the rate of your mana regeneration.

**Black Magician's Sacrifice (-400 CP)**:
A crucial aspect of black magic is sacrifice. Sacrifice of height to increase longevity; sacrifice of lifespan to increase the power of spells; on the simplest level, a sacrifice of mana is what leads summoned demons to do what you will them to. With this perk, it is guaranteed that no sacrifice you make will be made in vain. Be it a sacrifice of time, money, or blood, when you give of yourself you are always going to be repaid in accordance to what you sacrificed. As a consequence of this, however, you are no longer able to ignore pain—not your own pain nor that of others, and neither physical nor emotional. This is not a drawback, so this effect does not end once the jump is over, and bypasses abilities that would allow you to ignore pain. Is it an acceptable sacrifice to give up in exchange for the guarantee that your efforts will always be rewarded? Note: does not actually require you to be a black magician.

You may toggle this ability on and off; while off, you are no longer guaranteed to be repaid, but you also become able to ignore pain again. If you toggle this perk off before a given sacrifice has been repaid, that sacrifice is no longer under the effects of this perk, even if you turn it on again. You will always be aware of whether or not a given sacrifice has been repaid via this perk.

**Indescribable Nightmare Ancestor (-600 CP)**:
You are chock-full of magical power, filled to the brim with such incredible might that it is well within your power to destroy an entire city, and you could power a spell capable of bringing ruin to an entire nation. You have so much magical power that you could easily and repeatedly use magic without the need for a conductor such as a wand or staff, although if you do so you may have problems with not destroying your surroundings.

**Soul Fucking (-600 CP)**:
You've mastered the succubus technique of causing someone to experience so much overwhelming pleasure that their soul escapes from their body without death. But little do they know, that's just when the fun begins. You see, the soul is the very essence of who someone is. Which means that any scrap of pleasure the soul experiences is felt by every last piece of one's entire existence, from their skin to their organs to their very cells to their every thought. And because their soul has already left the body, they're unable to escape into unconsciousness, and without the limits of their flesh they can orgasm without end. Outside of the body the soul just looks like a blob, but you know the secret succu/incubi techniques to shape it into whatever fun toy you want. Because they're actually still alive, if you leave the soul alone for a while it will snap back to its body, although a small ritual will allow you to keep it separate from the body entirely until you push it back in. You can teach other people the effects of this perk, but make sure they're someone you can entrust your soul to.

## Drop-In Perks

**Intrepid Interviewee (-100 CP)**:
Not everyone is lucky enough to find a workplace that judges skill in their field above their skill in an interview. You won't have to worry about that, because in every area of interviews that pose a problem, you excel in even outside of the interview format. Self-confidence? You have it, without crossing the line into arrogance. Social anxiety? Gone. First impressions? You have a natural talent for making them which experienced socialites would trade their teeth for. Personal Appearance? It doesn't make you any prettier, but you do have impeccable fashion sense, skill in personal hygiene, and the personal motivation needed to keep up your appearance and exercise routine. The only thing you might lack is the skill in your chosen field.

**Pride Before the Fall (-100 CP)**:
You have a special talent for laying low those who would hold themselves superior to you. The haughtier and more arrogant someone is, the easier it is for you to seduce them. Get someone self-absorbed enough, and they'll wind up prepositioning *you* without you even needing to try. Furthermore, the more arrogantly they present themselves, the more sexual pleasure your touch will bring them, until you overwhelm their fragile little minds with pleasure.

**Satan's Not a Siscon (-100 CP)**:
Having someone be attracted to you when you don't—or can't—love them in turn can be painful, as Nightmare Mary's brother can attest. Thankfully, you won't have to deal

with that problem. People you don't feel attraction to will not feel sexual or romantic attraction to you. On the other hand, if you feel desire for someone you don't want to be attracted to, you have the ability to just turn it off, and not be attracted anymore. If you were attracted to someone who in turn desired to you, and turn off your own attraction, they will find their affections fading at a rapid-but-not-suspicious rate. If you later turn on your own desire for them again, their own want for you will not magically return; you'll have to earn it the hard way.

**Elite Student (-200 CP)**:
You are excellent at studying, knowing exactly how to divide your time, when you need to put your nose to the grindstone, and when you need to take a break to let your mind process what you've learned. You're supernaturally good at it, in fact! No matter what your study focuses on, be in martial arts, magic, or academic knowledge, you learn at 3x normal speed. This also multiplies the effect of any perk that gives you a set number of years of learning, practice, training, or experience in a subject, such as **Specialist Skills**.

**Ace Wing(wo)man (-200 CP)**:
Your friends (and lovers, if you have **"As a succubus, this is fine!"** or are otherwise in an open relationship) will not only encourage you to have sex, but will actively try to set up scenarios to get you laid, regardless of their own views on pre- or extra-marital sex. Neither they nor anyone else will view this as being counter to their normal opinions regarding sex.

**Three-Dimensional Runecrafting (-400 CP)**:
You are able to do what was previously thought to be only theoretically possible, and can craft 3-dimensional runic patterns. This allows you to craft runes into the very structure of an object, letting you weave a spell into its fabric to be activated whenever a triggering event of your choosing occurs, as long as it has enough time to gather more mana out of the air. This does require you to craft the object or possess means of altering it post-creation, and although you are skilled at carving/weaving/etching/etc runes into multiple layers of the subject of this perk, you don't actually have any particular skill at craftsmanship from **Three-Dimensional Runecrafting** alone. Without special means outside those provided in this jump, this perk cannot be used to put runes on a person; the closest you could come is tattooing runes, which is just two-dimensional runes on a three-dimensional surface, which lacks the permanency and self-charging abilities of runecrafting done in three dimensions.

**To the Victor Go the Spoils (-400 CP)**:
When you and at least one opposing party make a bet on something—be it the results of a duel, the results of a coin toss, or any other form of competition—then the losing

party is compelled to give their bid to the victor. It doesn't matter if the bid is money, a lifetime of slavery, a title of nobility, or even an abstract concept such as the years off of your lifespan; the winner of the bid gets what was gambled. Although you can trick someone into agreeing, cheating on your part invalidates this Perk and the loser is not required to pay, although they may optionally decide to do so anyways. Conversely, cheating on the other party's part automatically makes them lose the bet. Regardless of the specifics of the bet, this will always be considered to be legally permissible by any authorities, even if gambling is otherwise forbidden.

**A Rebellion is… Fun! (-600 CP)**:
There's a lot of slavery across the multitude of multiverses you'll be visiting. Sometimes those slaves will be forced to work under horrifying and inhumane conditions; at other times, they may be driven to fight against you (which, depending on what perks you've collected up to this point, might well qualify as horrifying and inhumane treatment). Wouldn't it be so much easier if you could just free the slaves, and let them take care of their slaveowners themselves? Well, now you can do that! You can target an individual, and upon touching them, all of their slaves are freed.

This refers to both literal slaves, and people metaphorically enslaved to this person. Chains and locks snap open, mental conditioning is reversed, mind control is broken, physical transformations are undone, debts are paid, blackmail disappears… whatever is needed to free people from this person's control, it happens. This can even emancipate children from their parents, if the child is treated more as a slave than as a person. However, once a person has been completely freed via this perk, they cannot be freed in this manner again until 10 years have passed.

Note that this does not apply to consensual, non-coerced slavery such as some people in the BDSM lifestyle engage in. In order to free slaves to a state or organization, you need to touch the person nominally in charge of said group; in the instance of group leadership, you need to touch the figurehead who in the eyes of others most represents the leadership of the state or organization.

> *Capstone Booster – Let Freedom Ring*:
> Some people are in debt to multiple people; some people may be all but enslaved to their spouse, only to be transformed into a living onahole by someone else. It can be hard to find everyone who has, in some manner, enslaved a specific person you are trying to free. This lets you reverse the target of **A Rebellion is… Fun!**, allowing you to target an individual, and upon touching them, free them from everyone who could be considered their slaveowners. This applies to individual people who have metaphorically or literally enslaved them, as well as

freeing them from organizations, businesses, or states which have done so. As a final clarification, healthy employee/business and non-tyrannical citizen/nation relationships are not considered to be a form of slavery.

## Employee Perks

**Fraternize Away (-100 CP)**:
You will never get in trouble for the non-hostile relationships you have with others in your workplace, regardless of if these relationships are romantic, sexual, or purely friendly, whether they be with coworkers, subordinates, or your superiors.

**Employability Skills (-100 CP)**:
You have the basic set of skills that make a good employee, including flexibility, time management, organization, customer service skills, critical thinking, collaboration, conflict management, and interpersonal skills, as well as the many other skills that aren't job-specific, but enable one to be a productive member of a business.

**Sweet Nothings (-100 CP)**:
By giving signs of your affection to others—be it through gifts, kisses, compliments, or other sweetheart-type actions—you can give them the sort of power boost that a love confession gives to a succubus, letting the subject of your affection move faster, lift more, and use magic more powerfully. Also, your compliments take on a pseudo-physical form, triggering the subject's mind as though you were caressing their body in your hands. Pick the right words, and you might bring someone to orgasm with your voice alone.

**"As a succubus, this is fine!" (-200 CP)**:
You having a prolific sex life, even if it's outside of an existing relationship or extra-marital, is seen by others as a positive thing, although they might have different opinions as to why. A girlfriend might see her boyfriend fucking a stream of different women as raising his value as a man, a succubus familiar might be proud to show off her master's "goods", and an overprotective brother might view his sister's dozens of paramours as finally giving her as much attention as she deserves. Conversely, having sex with only a single person, or not having sex at all, does not diminish your social status.

**Cuck-Proofing (-200 CP)**:
Franz got lucky, but you won't need luck to keep your lover when the incubi and succubi come to play. At your discretion, people you've had sex with will simply never possess

any desire to cheat on you, and cannot be coerced by mundane or supernatural means to do so.

**And Stay Gone (-400 CP)**:
Criminal organizations can be a real nuisance. Not only do they have a habit of worming their way into fabric of society, to the point that destroying them could have catastrophic impacts on the local economy, but breaking apart one criminal organization only leaves their turf open for someone else to set up shop. But this won't be the case for you any longer. When you kill someone or destroy something—even an organization— and desire it to be gone for good, it will stay destroyed and a new organization won't just rise up in its place to do the same things. Additionally, major consequences to the world as a result of this destruction just sort of don't happen. So, killing a tyrant who was also the only person holding a country together won't make it all fall apart, but it won't stop you from having a bounty put on your head for doing it.

**Soul Substitutions (-400 CP)**:
If Franz didn't have to sell his soul to get a succubus familiar, why should you? For any purposes that may require you to sell/consume/destroy/etc a soul, you may instead opt to substitute money in place of the soul—don't worry, you don't have to remember the payments, they'll be deducted from your salary or savings automatically. Although there is an underground market for souls, each soul is a person and, despite people trying to impose monetary value on them, is thus invaluable. As such each soul thus substituted will cost the equivalent of $5,000 a month for the rest of eternity. However, as time and eternity function differently for a Jumper, you only need to pay for 10 years to completely buy off the soul. If you default on your payments, whatever force you bargained with will attempt to repossess the soul(s) they're owed—and yours in the process. If you sacrificed your soul to an ability provided by one of your perks, or if there otherwise isn't a force that can attempt to repossess the soul(s), then your Benefactor will punish you by taking away your out-of-jump powers, perks, and items on your next non-gauntlet jump. Post-Spark, this punishment will instead temporarily negate your Spark for ten years, after which you regain it without problems.

**Certified Badass (-600 CP)**:
Like Totoro the Rider or Cross-Scarred Leda, you don't need magic to kick ass. Your body is upgraded to peak human fitness, you can skill in evasion, and you become an expert in three combat styles. Furthermore, although you don't *need* magic to win a fight, it certainly makes it easier. As such, you're skilled in the use of magic for combat purposes (at least, if you knew combat already), including keeping chanting despite performing acrobatics or being injured, and in twisting otherwise noncombative spells to violent

purposes. Finally, you gain a special ability for taking on groups of foes at once; unless someone in a group is capable of defeating you one-on-one, the group as a whole can't take you down, regardless of their numbers. You can still get too tired to fight, though.

> *Capstone Booster – I Can Do This All Day*:
> Now even that weakness is gone! Well, mitigated. You gain a superhuman physique; you could outrun a cheetah, throw a carriage-sized boulder, and have the stamina to do heavy work for a full 24 hours before you start tiring.

## Boss Perks

**Management Skills (-100 CP)**:
You know how to lead a group, get people to work together, have excellent organizational ability, and generally have all the skills required for a job in the upper management of a company. You gain an excellent eye for talent and potential, and are able to observe others without being blinded by prior biases.

**Encouragement (-100 CP)**:
When you encourage people, it genuinely helps them in their task. When you tell someone that there's no pressure on them to succeed on the first try, their anxiety and nerves will actually go down. When you tell someone that things can get better, they'll actually believe you. If you were a cheerleader, your team would perform better just because you were cheering for them. Just don't make a habit of lying when encouraging others, or they'll start to disbelieve you.

**You're Hired (-100 CP)**:
Maybe you can't resist a sob story, or maybe you're just easily led around. Either way, you may find yourself hiring people without actually having a specific job in mind for them. With this perk, you are guaranteed to always have a use for everyone you hire and for every follower who gathers under you. If you don't already have a use for them, you will find one soon enough.

**Company Policy (-200 CP)**:
Necrogrant is pretty impressive for having all of its employees being such good people. Its president, having recruited almost all of them herself, is probably the cause, and so it is for you. When you have followers, subordinates, employees, minions, underlings, or what have you—people that follow your orders and work under you—they are guaranteed to at act in accordance to your personal morals and ethics… at least, while they're on the clock. This only applies to people genuinely working under you; spies or people who joined under false pretenses aren't affected by this. You can purchase this a

second time to affect even off-duty personnel, but it ceases to have effect once they leave your service.

**Trust is a Two-Way Street (-200 CP)**:
Unlike Vanita Zeal, when you trust someone, your trust will always be repaid in kind. People won't betray your trust, people you loan money to will always earnestly try to pay you back, and you effectively become immune to scams. However, this works only if you actually trust them (although they aren't any more inclined to betray you than they normally would be).

**Magic Inheritance Ritual (-400 CP)**:
Normally an ability restricted to black magic, you're lucky enough to get access to an enhanced version of this. Through ritualistic sex, you are able to teach other people magical spells. It does have the drawback of requiring the subject to already know how to use magic, but it can be used to teach magic of a different color to someone who only specialized in one. Furthermore, it is quite effective, capable of teaching 35 spells in a single session of sex—the equivalent of two years of dedicated study. Originally this could only be used to teach black magic spells, but you're able to use it to teach any type of magic to anyone as long as they already know how to use one type of magic. This includes out-of-jump magical abilities you know. Note that this enhanced version of the ritual is a perk rather than a normal spell or ritual; attempting to teach it to others will only teach them the black magic inheritance ritual, which is only useful to them if they already know magic that could be qualified as "black".

**Rebranding (-400 CP)**:
For a long time, black magic was treated as a secret meant only to be shared with those who already knew about it. This practice, while giving black magic a mysterious and powerful reputation, also resulted in almost no one knowing the truth about it or how it really worked, and made finding new recruits for black magic businesses hellishly difficult. That's now changing as the Black Magic Association (not to be confused with the more conservative Central Black Magic Committee, a collection of black companies if there ever was one) endeavors to present black magic in a more understandable, user-friendly perspective to appeal to wider demographics. Now, you too can exert some degree of this change in future worlds you go to. If you go to a world where there are organizations or secretive cults that are hoarding magic, knowledge, or secrets to themselves, when you arrive they will undergo a change of heart and become more open to those who would seek to learn. People who know one-of-a-kind secret techniques will be more willing to teach them to students, and region- or organization-locked spells that aren't available to outsiders will become available. In short, people

trying to keep information to themselves isn't going to prevent you, and other people, from learning it anymore.

**Growth Potential (-600 CP)**:
People who work under you—be they followers, servants, slaves, employees, royal subjects, subordinates, recruits, whatever—will find that, while they are in your service, they have no limits to how much they can grow. As long as they keep practicing and learning, they will continue to grow in ability, with no upper limit. If someone keeps exercising, they will continue to gain strength past the limits of what a physique actually allows; as long as someone keeps practicing, they will perfect a skill to a supernatural level that lets them accomplish impossible things; as long as they keep practicing magic, their skill will continue to grow without peaking. Furthermore, your subordinates' rates of growth will not slow as they gain experience, keeping a fast level of growth throughout. This growth does not apply to those who entered your company under false pretenses, such as spies.

> *Capstone Booster – Employee Benefits*:
> Your subordinates gain more than growth potential, they gain access to your perks! Or at least, what perks you are willing to share. Each subordinate gains access to one perk of your choosing that you possess. Each subordinate in a leadership role—commanders, executive officers, majordomos, or just those who are closer to you than your other subordinates—gains access to two perks of your choosing. You don't need to apply these perks individually if you don't wish to, and can instead apply them broadly across all your subordinates, or categories of your subordinates, while picking individuals who will gain specific perks. You can change which perks you share when you move on to a new jump or when 10 years pass, whichever comes first.

## Items

Here's some more stuff to spend your CP on. Again, items within your background are discounted, and the 100 CP item for your background is free. All items obtained via this document are supported by jump fiat. Unless an item specifies otherwise, then they will be returned to your Warehouse after one week if lost, stolen, damaged, or destroyed (or, if simply damaged, will be restored in a week). All items are guaranteed to function in all realities, even those with a different physics or system of magic.

## General Items

**Wand (-100 CP)**: [free with **Magic**]
You are now in possession of a wand—a tool for using magic and inscribing runic circles, ranging in size between a long twig and a staff, and typically decorated with details suited to the wizard in question's specialty in magic. It is possible to use magic without one, but it is so prohibitively expensive in terms of mana that a focal tool such as a wand is all but required if you want to use magic more than once a day. You could reduce the cost in magic to the level of using a focus if you draw a magic circle, but this is time consuming and not viable in an emergency. However, combining a magic circle with a wand halves the mana consumption of any spells you cast, enabling you to work magic outside what's normally possible for your mana levels.

**Sex Museum (-200 CP)**:
You gain an attachment to your Warehouse consisting of a museum devoted to recording the sexual history of every jump you've been to, updating with each new jump. This includes detailed manuals of all known sexual positions, one copy of every work of pornography, hentai, erotica, or similar content, and three of every type of sex toy or sexual paraphernalia ever used in any world you've been to. This does not include sex toys you may have purchased with CP, although you may optionally store them within the museum.

Nothing placed as an exhibit in the museum ages, and they are all cleaned automatically.

## Drop-In Items

**Salary of a Jumper (-100 CP)**:
Being a Jumper is now a job! Well, not really. But you get paid like it was. You now get paid salary on a monthly basis in local currency. Its value is equal to twice the average income for your location. If you also have **Pure, Pleasant, and Permissive**, it is instead three times the average income.

**Exhaustion Recovery-Pattern Socks (-200 CP)**:
This pair of socks has a three-dimensional runic circle woven into them. They will draw in mana from the atmosphere to re-energize and revitalize you, refilling your stamina and removing the need for sleep. With these on you could run all day, and keep returning to your peak shortly after you start getting tired.

**Defensive-Pattern Socks (-400 CP)**:
Another pair of socks with a three-dimensional runic pattern, they draw in mana to

improve your defense, and are capable of stopping a powerful explosion at point blank range. However, they need time to collect more mana to reestablish their protection. If you also purchased **Exhaustion Recovery-Pattern Socks**, you may optionally combine them into a single pair of socks with both effects.

**Cerberus Bone (-600 CP)**:
This is a small femur bone. When you channel a bit of magic into it, the bone shatters, and summons a mighty pack of cerberi—which in this world aren't actually three-headed dogs, but rather a form of single-headed hellhound of varying sizes capable of transforming into mostly-human form, save for their tails and ears. This pack in particular features an alpha the size of an elephant, four rhinoceros-sized cerberi, four cerberi the size of lions, eight cerberi the size of wolves, and eight cerberi the size of Cocker Spaniels. In their human-like form, they all within the normal height range of humanity. They'll do your bidding for a short while—no more than an hour—before disappearing. If lost or destroyed, the bone reforms in your Warehouse after one full moon.

> *Capstone Booster – Cerberus Crown*:
> A crown made of bones, this replaces the normal bone of this item… or rather, incorporates it. The Crown has six bone spikes, each of which can be broken to summon cerberi. The crown reforms after one full moon. This pack features an alpha the size of a dragon, four elephant- and four rhinoceros-sized cerberi, eight the size of lions, eight the size of solves, and sixteen the size of Cocker Spaniels. They will obey you for a full day before disappearing. You may also permanently summon a single Cocker Spaniel-sized cerberus as a pet.

## Employee Items

**Official Documentation (-100 CP)**:
At the beginning of every jump, you are provided all the legal identity and documentation a contributing member of society is expected to have, as well as licenses for whatever skills you possess that may require special permission to perform (such as a medical license, driver's license, or a license to practice law). All documentation will be completely legal to any degree of inspection.

**Résumé (-200 CP)**:
Whenever you are required to submit a résumé, such as when applying for a job, you will be provided this magically-updating one. You are guaranteed to get the position, although if you don't perform you job to satisfaction you may find yourself looking for a

new job soon enough—it doesn't ensure that they'll *keep* you, just hire you in the first place.

**Fundamentals of [insert color] Magic for New Employees (-400 CP)**:
This is not actually the definitive and user-friendly guide to black magic written by Necrogrant's Leda; rather, it's a book providing detailed and easy-to-understand instructions on the use of any single form of magic, chosen when you first enter a jump. This is a comprehensive study of the chosen branch of magic, and contains all knowledge the world possesses in that field. For every new jump, you gain a new volume covering another magic type of your choice; if the jump has magic it is required to be of a local category of magic, but on non-magical jumps you may select fields of magic from any jump you have previously been to. The book is enchanted to have more pages than it looks like it has from the outside.

**Dragon Skeleton Transportation (-600 CP)**:
You have the reanimated skeleton of a giant dragon, its body modified for transporting cargo. Being skeletal, its wings were useless and thus trimmed off to increase aerodynamics—it can run along at 180 kph with a full load, without any need for rest or fuel. Its ribcage is modified into a deck capable of transporting a dozen cargo containers, while the "rider" drives it from a platform installed inside the skull. It isn't capable of acting autonomously, but you can control it for combat.

> *Capstone Booster – Dracolich*:
> A little jump fiat pushed into the deal elevates your mere dragon skeleton into a dracolich… or something resembling one. Although no more intelligent than the machine-like being it was before, this dracolich still has its skeletal wings, and is magically capable of flight, with a maximum velocity of twice their running speed. Your dracolich is also capable of breathing out ghostly blue flames, which burn like normal fire but don't spread. It's also considerably stronger than before, despite still having no muscles.

## Boss Items

**Tiger Mask (-100 CP)**:
You have a small shipping container full of cutesy, full-face tiger masks. While wearing a tiger mask, nobody will recognize you, no matter how distinctive the rest of your outfit or hairstyle might be. However, people may recognize your identity as "the person in the tiger mask", and if you tell someone your name or they see you put it on, they will make the connection. If multiple different people have tiger masks, they can tell the difference between them, but will only recognize that they are all people wearing tiger

masks and not make the connection between their real identities and those of the people wearing masks that look just like them.

**License to Reanimate (-200 CP)**:
You are fully certified to the reanimation of the dead and authorized to employ them. You will face no legal or social repercussions for animating the dead as undead beings, so long as they are either A) mindless, and therefore you are held to no standard of conduct, B) sentient, but so long as you provide them decent treatment, or C) sophont, but treated as full-fledged people who are simply in a new stage of existence. Sophont beings that you reanimate can provided with new documentation taking into account their new status in life, which for all legal purposes will be accepted as proper legal credentials. This documentation, should you choose to provide it, is given by fiat and isn't something you need to organize yourself.

**Library of Magic (-400 CP)**:
You have a library attached to your Warehouse. This library contains a copy of every book of magic ever written in this world, available for you to read and learn from. You can also lend the books out to others; when the time you agreed to lend them is over, the book automatically teleports to the library, in pristine condition regardless of how it was treated. If you already possess a library (or libraries) in your warehouse, this merges with them to enable you to lend out books from your library, and have them automatically return. If you purchased this together with **Fundamentals of [insert color] Magic for New Employees**, then this library will grow with every jump to contain copies of all books of magic (or magic-adjacent powers) ever written in the new dimension. Considering that some worlds have inherently dangerous tomes, your library will also contain a "Restricted Section"; any books with possibly harmful effects, as well as any books you place within it, cannot be checked out, read, or even touched by anyone else without your express permission.

**Jumper [insert color] Magic Inc. (Varies)**:
You own a business which operates via providing goods and services through magical means. Select one of the types of magic; your company specializes in that form of magic, and all of your employees will be at least competent in its usage. You can select more types of magic, and have a mix of different magicians, but having a workforce that can do a little bit of everything isn't as successful a business strategy compared to having a workforce that can perform a single job very well.

For 100 CP (subject to your origin discount), you run a small-time business that earns you the local equivalent of $50,000 a year, after all expenditures needed to keep the company itself running, such as taxes, salaries, and upkeep. For 200 CP, your income

from your company increases to $100,000. For 400 CP, you now run a business large enough that you operate from several different locations, and your personal income increases to $1,000,000 a year. For 600 CP, your business is now a national chain, and you get a solid $50,000,000 a year after all other expenses. Note that this is your personal liquid funds, not the net value of the company.

Your company can relocate to new jumps with you, establishing itself into the local history of the world. Your employees are considered to be followers, and so long as you treat them decently, they will remain loyal to you. Your business is largely self-operated, and although you can choose to involve yourself in its affairs, it doesn't really require you to maintain its day-to-day operations. If you do choose to involve yourself, you can increase or decrease the value of the company through your decisions and the influence of the local economy; when you stop personally managing things, the company will continue to provide you money at the same rate it did when you were last involved in it.

Your Benefactor will deal with the minor details to make it fit into worlds, converting wealth and goods/services to suit the new jump you bring them to, teaching employees local customs and languages, and returning employees that quit their jobs to their home realities. You can never be replaced as the owner of this company unless you elect to give it away or sell it, in which case it is completely disassociated from your jumpchain and will naturalize itself to whatever world you are currently in. On worlds where having an openly magical business would be inadvisable or dangerous, they will instead use magic secretly and surreptitiously, and all employees will keep magic a secret as effectively as if they were specifically trained to do so.

> *Capstone Booster – Jumper's Magical Megacorporation*:
> You only gain the benefits of the Capstone Booster if you purchase the 600 CP version of this item. Your business is now an international enterprise with multiple subsidiary companies, and you get $1,000,000,000 a year.

## Companions

Here you can purchase companions to accompany you on your jump.

**Business Associates (-50/-200 CP)**:
You may import a companion into this CYOA. Such companions are provided 600 CP to purchase backgrounds, perks, and items. You may purchase this multiple times, paying

50 CP per companion. However, if you import a full 8 companions, this only costs 200 CP. You may optionally create entire new companions instead of importing them, if you so desire.

**Canon Companion(s) (-100 CP)**:
There are plenty of characters you might want to bring with you on your jumpchain, so why not bring some along? As long as you can convince a character in the setting to come with you, you may bring any number of them along with you as a companion in your jumpchain, each character occupying their own slot. Do note that due to their familiar contract, if you want invite Franz or Seruria with you, you have to bring the other, too.

**Familiar (-50/-100/-200 CP)**: [Requires **Magic**]
You may summon a familiar, a permanent companion of a magical species that will accompany you for the rest of your life, or until you bring your contract to an end. This is especially important if you know black magic, as a black magician without a familiar is considered untrustworthy in the industry. For -50 CP, you may summon a fairly weak creature such as a common fairy or an imp to be your familiar, or use an ordinary animal (which will be enhanced to human sapience by the familiar ceremony). For -100 CP, you may summon a more powerful creature, such as an owl large enough to ride on or a huge turtle demon. For -200 CP, you may summon one of the truly impressive beings as a familiar, such as a cerberus, succubus, or incubus. Normally summoning a familiar is a contract that would require some form of payment on your part (oftentimes the specifics are substituted for simple money), but because you're paying with Choice Points your Benefactor will complete the payment on your behalf.

**White Magic, Black Company (-50 CP)**: [Discounted with *White* **Magic**]
This human companion isn't quite middle-aged, but they're as exhausted as an overworked elderly person after their lengthy time serving in a rather inhuman company. Terrible working conditions, low pay, forced overtime, and threats of legal action if they dared to quit ground down many people working at this company until they were the mere shadow of the people they used to be. This companion helped blow the whistle that brought their company down, but they're still very much affected by the work environment they endured for so long. Overwork and stress have effectively killed their libido, and it would take someone pretty impressive to wake it up again. Still, they are, more than merely a competent mage, a highly efficient one capable of accomplishing more with fewer spells as a result of trying to find ways to meet the impossible demands they once faced.

**Black Magician Girl (-50 CP)**: [Discounted with *Black* **Magic**]
Or Black Magician Boy, if you prefer. Or even both~ This gator-person has just barely turned 20, but has already inherited her family's black magic shop due to a tragic work-related incident. She is an earnest young person who firmly stands behind the Black Magic Association's stance on making black magic more accessible and appealing to the populace. Her shop only has a couple of employees, so they focus on counter-cursing, exorcisms, and cemetery maintenance. Her shop will follow her into new worlds, and she will always be able to find a new application for her black magic to earn a profit regardless of the nature of this new world (that said, her shop follows the same rules as **Jumper's [insert color] Magic Inc**; in worlds where magic might be dangerous to be seen using, she'll use her magic subtly to avoid being identified). She knows the black magic inheritance ritual, so although what she has to teach would be fairly limited in scope, she'd be more than happy to perform it with you.

**Blood-Red Mercenary (-50 CP)**: [Discounted with *Red* **Magic**]
An expert in red magic, this human has been bouncing from job to job. In these peaceful days, there isn't much call for someone who's primary skill set revolves around combat. However, bandits still exist, so it isn't unknown for businesses to hire caravan guards to protect their shipments. She's managed to make a living off of this, but inevitably starts a fight with her boss over some corporate policy or other, and has to find new employment. To her embarrassment she's never quite managed to get laid due to a sizable burn scar on her face, which she pretends not to be ashamed of having.

**Blue Blood (-50 CP)**: [Discounted with *Blue* **Magic**]
This vampiric companion has no experience in employment, as they've never wanted for money a day in their lives and has only recently felt the inclination to do something more with their life than lounging around and attending orgies. A prodigy at blue magic, they've dived into researching it further and have refined their skill, and have started champing at the bit trying to find a challenge to use it on.

**Green Thumb (-50 CP)**: [Discounted with *Green* **Magic**]
It might be unexpected for a green mage to despise working with plants, but it's certainly the case for this person. They're germophobic, despite being an orc, and the dirt is just too… dirty. They don't mind the tops of the plants, and are proficient at magic that manipulates them, but they hate touching them and can't bear to even try planting them, making the typical agricultural pursuits of green mages out of the question. They've made due with a job waiting tables, but they lack any particular skills outside of green magic that would get them hired. Despite being germophobic, they have a kink for sexual fluids that simultaneously arouses and disturbs them.

**More of a Deep Violet, Really (-50 CP)**: [Discounted with *Purple* **Magic**]
A cat-person specialist in purple magic, they know a smattering of green magic from having studied it before awakening to their true calling. They're a detective focusing on taking apart scams, fraud, and corporate misdeeds, and take a vicious satisfaction in tearing down the machinations of others in a way that's actually beneficial to society rather than just indulging in her own fetish for the misery of others.

**Rider (-100/-200 CP)**: [Discounted with **Certified Badass**]
This dark elf is a former member of a Rider gang, groups roughly equivalent to motorcycle gangs if they instead rode giant skeletal dragons. They have their own **Dragon Skeleton Transportation**, although theirs is designed for speed rather than transportation and is capable of going twice as fast as yours would be able to, even unladen. They know what they like and know what they want, and they act on it—they're the kind of person to catch you against the wall in a kabedon. They know a little bit of black magic and a little bit of two other types of magic, although not to the degree of any of the other companions. They're also as strong as someone with the **Certified Badass** perk. If you instead purchase this for the price of 200 CP, you get a small gang of Riders, four in total. Although they only have two **Dragon Skeleton Transportations**, and will be a little more wild and unruly now that they're together in a like-minded group. They swap out who drives every so often.

**Minidemon Army (-200 CP)**: [Discounted with **Indescribable Nightmare Ancestor**]
You gain an army of minidemons equal in number and power to that of Nightmare Mary. You can summon hundreds, or even thousands, of these minions, who will eagerly do your bidding—anything from combat to secretive investigations to exposing malpractice. At least some of your minidemons are competent in just about any field you can imagine. Your minidemons are considered to be a single companion, and when you do not need them you can unsummon them until you wish to call them up again. However, they do operate in shifts, so on any given time you call upon them there will be a portion of them having time off. They don't work on major holidays.

## Drawbacks

You may find yourself wanting to purchase more than you have the points to buy. If that's the case, you can find some more here, by taking drawbacks. As a reminder, all

drawbacks are supported by jumpchain fiat, and jump abilities aren't able to overcome them.

**Necrogrant's Newest Employee (+0 CP)**: [Requires *White* **Magic**, the -400 CP version of **Familiar**, the **Employee** background, and NOT *Black* **Magic**]
Rather than showing up in the world a month before Franz's meeting with Cercer, you wake up as Franz, with all of Franz's memories, at the very moment of completing the summoning spell which called forth the succubus Seruria as his—now your—familiar. Like Franz, you will have to go through the entire process of learning black magic the long way. Well, not the LONG-long way, as there's still the black magic inheritance ritual, but longer than automatically learning it via fiat. Seruria will automatically, and for free, come with you as a companion once you leave this jump, even without purchasing **Canon Companions**. If you are a sex other than male, Franz's history in this world will retroactively change to make "him" a member of that sex.

**One-Sided Rivalry (+100 CP)**:
You gain a rival. This will be someone who knows the same type of magic as you (or not know magic at all if you didn't take the **Magic** perk). You will almost certainly surpass them in ability, but they will constantly act like your superior and challenge you. You will be unable to decline these challenges. If you took the perk **Multimagician**, you gain an additional rival for each type of magic you possess, but without gaining any extra CP. If you so desire, at the end of this jump you may take your rival(s) with you as a companion, their obsessive need to challenge you cooled into simple competitiveness. If you have multiple rivals, they fit into a single companion slot.

**Oops, It's Sex Tentacles! (+100 CP)**: [Requires **Magic**]
Whenever you use magic of any kind, there is a 6.66% chance that, instead of the spell you were intending to cast, you instead summon a bunch of sexual tentacles that will do your bidding, and then disappear. There is a further 66.6% chance that these tentacles will not be under your control at all, and will just attempt to molest anything within reach. This includes you yourself.

**Sunset Industry (+100 CP)**: [Requires **Jumper [insert color] Magic Inc.**]
The industry your business specializes in is in its decline, and it's harder for you to make money. Your company provides you money as though you had purchased it at one tier lower, with the 100 CP version providing you with the equivalent of $25,000 a year.

**Who Am I? (+100 CP)**: [Requires **Boss** or **Employee**]
Normally, when you enter a new world through a local background, your identity in this world and your identity as a jumper smoothly integrate, as you naturally wake up to

your “true” self at the point you arrive. Now, however your past identity and your new identity are *not* the same individual, and you will feel a conflict between your new and old memories, as well as new and old emotions, behavior patterns, and morality. This will be a persistent problem throughout the jump, although with time you may come to a degree of peace between your different identities.

**Unemployed (+200 CP)**:
You just can’t hold a job. You can get hired, sure. But circumstances will conspire to see you fired, laid off, or force you to quit within a week. If you possess any perks or items that provide you an income, they cease to function for the duration of the jump. If you have any items or perks that would automatically provide you a business, it ceases to operate for the duration of the jump.

**Crapsack Résumé (+200 CP)**:
This overrides the effects of **Résumé** by effectively turning it on its head. Whenever you submit a résumé to apply for a job, what you wrote will be replaced with technically-accurate truths about your skills and experience, but phrased in such a way as to make you look incompetent. Should your potential employer reach out to the locations of your previous jobs, your past employers will always remember you in the most negative light and it will reflect in their “recommendations”. Note that they only remember you badly for purposes of this drawback; in normal interactions with them they will remember you appropriately to your past interactions. Any items or perks that would provide you a business or income cease to function for the duration of the jump.

**Dirty, Disgusting, and Dangerous (+300 CP)**:
If you are an Employee, then whatever your job is you will always be overworked, underpaid for the work you do, will never be paid for your overtime (which will be mandatory), and your workplace will always hold a toxic environment that perpetually finds flaws in anything you do, and will demand more of you than you have to give. This *will* grind away at your emotions, motivation, and willpower over time. For one reason or another, you are unable to find employment in any business that does not have a toxic workplace, negating the effects of **Résumé**. This overrides **Pure, Pleasant, and Permissive**, and disables any perks or items you have that would provide you your own business or income for the duration of the jump.

**The Demon Lord or Something Cliché Like That, IDK (+300 CP)**:
This world has true evil in it, and I’m not talking about workplace exploitation and unpaid overtime. No, the world now has a demon lord, rallying the more monstrous of demonkind together to conquer the world, which has a tragically underdeveloped military. Your intervention will be necessary to keep the demon lord from enslaving the

world and instituting mandatory 7-day work weeks with 16-hour shifts, where the failure to meet your quotas is punishable by death and reanimation as an undead to keep working.

**That's Racist (+300 CP)**:
An impressive part of this world is so many different races having the ability to live peacefully together with minimal racism. If you take this drawback, that will disappear completely. Oh, there will be individual pockets of equality and shining examples of their kind able to ignore the difference between their species, but overall every species—from the humans to the succubi to the pigfolk to the catboys to the gator-people to the vampires—will view itself as superior to other races, and will act accordingly.

## Where You Go from Here

Well, it's that time again. Ten years have passed, and all of your drawbacks are negated. It's time to decide what happens to you. Do you

**Stay Here?**
If you have a decent job this isn't a bad world to settle down in. Plenty of people don't, of course, but maybe you do? Keep all of your perks, items, powers, and companions from your chain and settle down in this world, ending your jumpchain. As a parting gift, gain 1000 additional CP to spend on anything you like from this jump.

**Go Home?**
Maybe you've gotten homesick? You go back to your home on earth, ending your jumpchain. You still keep all the perks, items, power, and companions you obtained, however. Because it's been fun, you can take with you an additional 1000 CP worth of content from this Jump.

**Move On?**
It's been a fun decade, or at least we hope so, but there are still worlds you haven't seen and that Oldspark is still looming in the distance, waiting to be claimed. Keep everything you purchased in this jump, and move on to a new one.

# Notes

**Runecrafting**:
The manga doesn't get very detailed about Runecrafting, but I've drawn a few conclusions. Firstly, we know 3-d magic circles and runes are only hypothetical (until Favistania invented it in her sewing). Franz is also very surprised by the items she crafted with it, despite living in a world where magic items exist, and is further surprised by how effective they are. So there's something special about 3-d magic circles that sets them apart from other magical items in the setting.

It's probably one, or both, of the following traits; increased effectiveness beyond what could reasonably be expected of a magical item, or the ability to self-charge from surrounding mana. This would imply a limit to the power of ordinary magical items, or that they need to be manually charged with mana from an outside source to function. For purposes of this jump, consider both of them to be true, unless the author has come out with more details on the magic system between the writing of this jump document and you reading it.

**Changelog v1.1**:
Moved a few perks around, but no changes in category, just the order they're in.

Fixed all the typos I could find.

Added the Aftercare perk.

Clarified that the minimum wage for Pure, Pleasant, and Permissive is for your position to allow it to affect more varied salaries.

Turned Pure, Pleasant, and Permissive into a Capstone Booster, and added effects to the capstone perks and items of all origins.

Reduced how strong Inspiration to Incubi/Superstar to Succubi was. You're now "only" equal to a valedictorian of sex demon school, although you don't have the ability to fuck someone's soul out of their body.

Allowed Crazily Competent Craftsmanship to supercharge your II/SS perk, although only with your hands.

Soul Fucking now clarifies that the soul will naturally return to its body (since they aren't dead), but that a ritual will allow you to keep it separate.

Satan's Not a Siscon clarifies what happens if you turn off your attraction to someone already attracted to you.

Elite Student now multiplies any perk that gives you a set number of years of experience or knowledge in a subject, including Specialist Skills.

Ace Wing(wo)man now clarifies that even if this contradicts their normal views of extra-/pre-marital sex, no one considers it odd that they try to get you laid.

Expanded on Three-Dimensional Runecrafting, and included some more explaining and a bit of theorycrafting in the Notes.

Clarified on cheating and trickery on To the Victor Go the Spoils

Clarified the extents of A Rebellion is… Fun!.

Made Cuck-Proofing less invasive and creepy, but also made it effective against supernatural coercion.

And Stay Gone now only comes into effect if you want it to.

Soul Substitutions only requires you to pay for 10 years, and is expanded upon. Instead of failing your jump, the entity owed the soul attempts to repossess it; if no one is owed the soul, Jump-Chan punishes you instead.

Clarified under Wand that you can use magic without one without exhausting yourself, but only if you make a magic circle.

Clarified that you can't teach your enhanced version of the Magic Inheritance Ritual.

Clarified that Growth Potential does not apply to spies.

Sex Museum now preserves your stuff.

Clarified a bit more on cerberi with the Cerberus Bone.

Made Salary of a Jumper stack with Pure, Pleasant, and Permissive.

Fundamentals of [insert color] Magic now is a comprehensive collection of all knowledge in that specific field of magic.

Clarified that Jumper's [insert color] Magic Inc's first tier is free for the Boss origin, and clarifies how it works in worlds where a magic company would be dangerous or unfeasible.

Black Magician Girl's shop is similarly clarified.

Made it so you can't rely on your own salary or business with Crapsack Résumé or Dirty, Disgusting, and Dangerous, and that the latter prevents you from being employed in healthy workplace environments.

**Changelog 1.2**:

Corrected Typos.

Added a Restricted section to Library of Magic.

Reduced the cost of companions.

ACTUALLY clarified for Black Magician Girl's shop. I could have sworn I did that already…

Added a new tier to Rider, letting you get a full Rider gang (although they have to share two Dragons Skeletons between them).

Increased the space between sections. I dunno, it just seemed a little cramped.

Gave an additional 1000 CP to anyone who wants to end their chain here. Yeah, like that'll happen.