Vore CYOA

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Welcome to a hungrier, more voracious world. Voraphilia is a fetish dealing with the act of consuming an individual, usually whole and alive. For those with great appetites, the fetish might derive from an urge to dominate and destroy those they consume utterly; melting the body of their prey down to increase their assets or simply as a meal. For those who wish to be devoured, the appeal might come from the desire to be utterly, intimately surrounded by another creature. And then there are those who simply wish to watch, or perhaps feed a hungry predator victims. To an outsider such a thing might look twisted, but the likes and dislikes of those with this fetish allow for a wide variety of scenarios both lethal and not. Perhaps vore is an intimate act done between lovers, who see it as the ultimate way of bonding- perhaps permanently. Or it could just be a way of survival in a harsh, unforgiving world. The possibilities and choices ahead of you are endless. Now, whether you're on the top or bottom of the food chain, at least the next ten years of your life will be spent here.

1000 CP (Chew Points) Gained!

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A Jumpchain Compatible CYOA

Location Options

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Rather than picking a location you'll instead design a world to go to. You may also choose to use this CYOA as a supplement, using this section to make changes to the world of another CYOA so long as they don't render it unrecognizable (galaxy level tech in a medieval setting, for example). Worlds like Felarya can also be visited by picking the appropriate options to build it. Options in the same category can be taken if they don't conflict. If you want an option to apply to yourself, pay the cost listed (or gain CP if it's a drawback); otherwise they'll only affect the world and cost 0 CP. Companions can purchase options here for themselves, but only the Jumper can "design" the world.

You may use this document as a supplement as many times as you'd like, but you will not receive more CP to spend in this CYOA. Instead, you may choose Location Options to change the setting within the listed restrictions above. Your companions and yourself can only personally be affected by the options here the first time you use this CYOA/supplement.

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Lethality: Fatal - This can be considered the default lethality setting when it comes to vore. For most people that are eaten going into a stomach is a one-way trip unless they're rescued, let go, or otherwise… find another way out of their devourer's body. In the case of alternative types of vore, such as breast or cock vore, digestion may or may not occur. (0 CP)

Lethality: Controlled - The predators here seem to have amazing control over their digestive processes, either because they're more in tune with the inner workings of their body or because they literally have manual control over their digestive tract. Because of this prey are only digested on purpose, as predators are able to ensure a safe full tour or regurgitate their prey with ease. Of course, a particularly incompetent or new predator might digest a person on accident, and if they're looking for a meal then anyone they swallow might be digested anyways. (0/100 CP)

Lethality: Reformation - In this world people who are eaten are returned to life after a period of time. Whatever allows this to happen will also apply to you and your companions while you are here, and so long as your death is caused by being eaten you will not fail the CYOA, even if you're bitten in pieces instead of swallowed whole. The digestive process might also be less painful or not painful at all so that being eaten is more of an annoyance than something painful or traumatic. Buying this will let you keep this effect, though it only applies to you and your prey. (0/200 CP)

Lethality: Non-Fatal - Being eaten in this world doesn't cause any damage at all, at least not from the stomach acid or lack of oxygen that would normally come with being on the inside of a creature's body- though teeth might still be a problem. Predators might derive some other benefit from ingesting prey, if they aren't just holding them- perhaps leeching calories from their pores instead. Another alternative is that their prey might hang around on their body after being digested- not just as fat, but fat with a conscious mind. Spending ten years as a pair of breasts might be an option with this, and like with Lethality: Reformation death from being eaten will not end the CYOA. If purchased you can keep this property, which only applies to you and those you eat. (0/200 CP)

Method: Tinies - Rather than predators possessing supernatural powers, it might be their prey that are unusual. Perhaps a race of diminutive beings exists alongside regular humans, or a supernatural event resulted in some people shrinking, or maybe shrinking technology is being used to help solve the overpopulation problem- in unexpected ways. Whatever the case, there's now a significant population of bite-sized prey that call this world home- though their small stature usually means that they'll call someone or something's stomach home eventually. (0/+200 CP)

Method: Size-Difference - Predators in this world are significantly larger than other people, though thankfully for everyone else their caloric needs aren't as high- though of course the best, most plentiful food source for them are still other people. Starting at around 100 feet in height, these giants are easily capable of swallowing a person whole. However, they can reach much greater sizes if you wish; naturally, this also increases the amount of food they need to eat… If you want to be taller yourself than this option costs 100 CP per hundred feet of height, with a limit of 1000 feet- though beings that are taller still may exist. With Cause: Stretchy smaller heights than 100 feet are possible, though this still costs 100 CP at base. (0 to 1000 CP)

Method: Stretch - Predators are more elastic than normal humans; capable of stretching their mouths and other orifices wide to take in prey. This isn't Mr. Fantastic levels of stretching; it's more akin to how a snake or a frog eats, only more extreme. Predators who eat people like this might be stronger or even bigger than normal people- up to eight feet in height- to help them devour prey more easily. You can choose which orifices this applies to, including nipples and other odd choices. (0/100 CP)

Method: Absorption - This is a rather bizarre method of eating prey. Basically, the predator is capable of pulling prey into themselves somehow- possibly possessing an amorphous body of some sort, or perhaps working like a full body "suit" to contain their prey instead. In any case, this method is bizarre enough that few will see it coming and is a bit harder to escape from, as well, due to the predator's body being much more resistant to harm. (0/100 CP)

Method: Food Transformation - Simultaneously one of the oddest and yet most normal methods of devouring prey, the predators here are somehow capable of converting other people into various food items such as candy through some strange power, perhaps even having them retain their sentience after the transformation. The prey might stay self-aware until they're entirely digested, even after being chewed into pieces, or they might "die" once enough bites have been taken out of them. This transformation can be resisted by those who are strong enough or who have strong supernatural protections. (0/100 CP)

Method: Soul Vore - Another strange method of eating; predators are capable of sucking up the souls of their prey, either after eating them the normal way or even by plucking the souls right out of their body! Souls can be made tangible objects like this, or remain wholly spiritual; whatever the case, predators that metabolize souls will increase the power of their own soul. If they don't "digest" the soul, then it to hang around in the predator's body. This can potentially be resisted by those with strong souls or supernatural protections. If you'd prefer, instead of souls predators might be capable of doing the same thing with other intangible essences, such as "life energy" or stamina. (0/200 CP)

Method: Cannibal - Predators here prefer their victims the old-fashioned way- with fava beans and a nice chianti. Also covers cannibalism and "vampiric vore" (blood-drinking) in general. (0 CP)

Result: Variable - How much weight a predator gains, and the amount of waste they produce, depends on their metabolism and the size of their meal. Same-size meals will miraculously not kill predators despite the surplus of calories, though even a single meal is likely to result in significant weight gain. (0 CP)

Result: Anti-Scat - This option is essentially the same as Variable, only with the added benefit of reducing or removing the need for a predator to "dispose" of their digested prey. (0/100 CP)

Result: Beneficial - Eating prey seems to supercharge a predator's metabolism, often making them stronger or more beautiful compared to normal people. This can ensure that protein helps build muscles, or that fat is deposited on the hips and chest rather than the belly (or in addition to the belly, if you'd like); by consuming enough, a predator may even grow in size, eventually becoming a giant! Alternatively, no amount of prey will change a predator's appearance; they will always look the same, no matter how much they eat. (0/200 CP)

Result: Transformation - Rather than being digested, consumed prey are instead transformed into beings similar to the predator who ate them- and might even revert in mindset, becoming the predator's young. Usually happens slowly, but can take as little as a day. (0/200 CP)

Rarity: Rare - Predators are very uncommon, numbering in at as few as a single example or as many as 1% of the population; they're more akin to mythical creatures than an everyday threat for most people. If you or any of your companions are predators, it's even possible that you or they are the only ones that exist. This can be both good and bad; on the one hand, obscurity will make it easy to cover your tracks. On the other hand you might stand out from the crowd, and depending on your choices you may even be hunted. (0 CP)

Rarity: Uncommon - Predators now make up a decent portion of the population, but are still outnumbered by their prey. It might be common to have "token predator friends" or to know one via school or work. Applicable for 2 to 49% of the population. (0 CP)

Rarity: 50/50 - Around fifty percent of people are predators; if you wish, choosing this option will allow you to select one gender that is exclusively predatory in nature, though exceptions might be possible if you really want. This might mean that in a world where shrunken people are the prey of choice girls won't eat them unless they're forced to, even if doing so is extremely popular among the guys or even if eating tinies is considered an attractive trait; or men might lack the ability to swallow others whole entirely, or simply choose not to use it while the girls around them sport massive churning bellies. (0 CP)

Rarity: More Than 50% - Ranging from 51 to 100% of the population, by picking this predators will outnumber prey by at least a small margin. It's important to note that just because a predator can eat people, doesn't necessarily mean they have to or that they'll eat themselves to extinction. (0 CP)

Acceptance: Feared - Predators in this world are feared for their ability to consume others. The nature of this fear will depend on how lethal vore is; if it's fatal, predators will naturally be feared as man-eaters, and might be hunted down by the authorities if it's illegal or vigilantes if it isn't. The same might apply to Reformation, or it might just be seen as an inconvenience since being digested takes such a long time and may be painful. With Non-Fatal, it's pretty much just a nuisance- though in any case a phobia of being eaten will be more common in this world. This doesn't necessarily mean that vore is illegal; just that getting a meal is harder for predators. (0 CP)

Acceptance: Indeterminate - The vast majority of people are unaware of predators, and vore is- seemingly- still in the realm of fantasy. The other options you pick in this section will heavily determine what the overall opinion on vore is if word gets out. (0 CP)

Acceptance: Mixed - Like many things in real life, opinions on vore are mixed. There are those who revile it, while others love it and want to experience it, even if it ends in them padding out some predator's ass. There are those with more subdued opinions, seeing it as disgusting or scary but not going out of their way to protest it, or those who simply see it as a kinky way for two people to get to know each other inside and out. And then there are those who just plain don't care. (0 CP)

Acceptance: Accepted - Opinions on vore are almost overwhelmingly positive or neutral, with only a small minority of people having a problem with it. However, even these people see it as more of a social issue than anything cannibalistic or depraved. With positive opinions about vore being much more common, while not everyone has the fetish there are a large amount of people who are predator or prey curious. Essentially, vore is seen as a kinky but not unusual sex act like bondage. If vore is illegal, enforcement is very lax- with penalties usually only occurring if some other taboo is broken, such as a person being eaten against their will or if a child, or public figure is eaten. (0 CP)

Acceptance: Casual - Eating people? Being eaten yourself? Nothing unusual about that; it's just how things are. Sure, a few people might not like getting eaten, but so long as they're not on the menu they won't have an issue with someone else being scarfed down. Willing prey is more common here, but not quite ubiquitous- still, predators are unlikely to be short on snacks. (0 CP)

Acceptance: Loved - Vore isn't just a popular fetish; it's pretty much a cornerstone of society. It may be that being eaten is seen as the new hip thing, or maybe it's predators that enjoy the popularity; it might even be both, leaving predator and prey alike in the limelight. In any case, expect voraphilia to be a common subject in books, TV shows, movies, video games, school plays… (0 CP)

Legality: Illegal - The act of eating someone is illegal- like it is now- with the severity of the charge depending on other factors such as harm to the prey and how accepted it is. (0 CP)

Legality: N/A - This option is for worlds where vore is unknown/uncommon, or worlds where the law cannot effectively prevent predators from preying on others. In some cases, this effectively means that vore is illegal but lacks a specific legal classification like murder/cannibalism. (0 CP)

Legality: Legal - Vore is totally legal, though the public may or may not support this. Alternatively it's only legal in certain situations, such as when consent is given by the prey or when the eating is done by a certain species, gender, or even profession. (0 CP)

Legality: Protected - A predator's right to eat others is protected, by law, and any prey that resist are subject to prosecution under that law- and more often than not, a predator's stomach. (0 CP)

Technology: Antique - Ye olde times, or ancient history. You might have ended up back when knights and castles were common or gone all the way back to the Stone Age. Of course, being eaten is still a concern whenever you are, but the tech level is probably far below what you're used to. (+100 CP)

Technology: Modern - The world is modern, much like your own, with no noticeable advancements in technology beyond the ones brought on by having a different culture. (0 CP)

Technology: Futuristic - The technology level of the world you've found yourself in is much more advanced than what you're probably used to. While the more advanced technologies like shrink-rays, teleporters, and such are still a long way from being owned by average Joes, they do exist- and the effects can be felt throughout all aspects of society, to say nothing of how it might have affected the vore scene. Spaceships, cloned prey, anti-digestive tablets, robotic predators; the sky's not even the limit, here. Oh, and people live longer and can have cyborg parts, too, thanks to advances in medicine. (100 CP)

Technology: Galactic - The technology level of this world is much greater than the previous option; think Star Trek levels of technological advancement. Holodecks, shrink and growth rays, teleporters, and other technological marvels are common parts of life here. Science is mankind's plaything, and people have embraced it's potential. Mind-uploading is a possibility, but even biological modifications allow for great variety in the human form. (200 CP)

Misc. Option: Beautify - Of course, this wouldn't be a fetish world if everyone looked ugly, now would it? With this, everyone in the world is altered to fit your tastes better. Make people more attractive, or even make them uglier if that's what you prefer; make them fat, fit, and everything in-between, or even populate the world with futanari and other sexes. By paying, you can keep this quality between worlds; otherwise this will only change how your stay here is. (0/100 CP)

Misc. Option: Magic - This world is home to those with mystical abilities; clerics, wizards, warlocks, whatever. The effects that are possible here are great, though the best spells require no small amount of magic power. Learning more about magic and growing your own magical reserves will allow you to gain tremendous might- perhaps enough to change the surface of the world- though reaching that height would take far more time than what you have in this world. Without spending points on this option, you will lack something necessary to cast this magic- however, by spending 300 CP you will become a novice mage, knowing basic spells as well as a few advanced ones that are related to vore, such as an acid immunity spell or a shrinking spell. (0/300 CP)

Misc. Option: Powers - By picking this people will gain strange abilities from a variety of sources, with the world optionally taking on a more comic book inspired bent- with men and women doing battle over truth, justice, and maybe a meal along the way. By paying, you will also obtain powers of your own, or perhaps some sort of item like power armor that replicates them. How powerful your abilities are will depend on how much you are willing to spend; 200 CP will give minor powers, 400 CP will give you street-level powers, 800 CP for city-level ones, 1200 CP for country-level powers, and 1600 CP for powers that make you a threat to the world. (0/200/400/800/1200/1600 CP)

Misc. Option: Races - Up until this point, all of the options you've chosen have applied to the human race. With this, however, comes the possibility of adding more species into the mix. Want fantasy races, like centaurs, slimes, and elves? This will let you add them into the world. Aliens? Ditto. Furries? Same. Monster Girls? Yep. Robots? Uh-huh. If you choose to become a non-human yourself this option costs 0 CP if the race is not too above-human. If you want to become something with supernatural powers or some other advantage over humanity, such as a succubus or vampire, then this option costs 200 CP. Very powerful races such as dragons cost 500 CP. (0/200/500 CP)

Misc. Option: Other - With the variety of different kinks and sub-kinks in this fetish, it'd be impossible to list them all. With this, you can make more changes to the world within reason, such as making digestion more "melty", or changing the anatomy of testicles so that they're more like sacks for holding prey and cum, and other details not already covered by other options in this section. (0 CP)

Misc. Option: Fine-Tune - A lot of possibilities and combinations have been given to you. This option allows you to have more control over which races, sexes, etc. have other Location Options apply to them. As an example, Cause: Tinies might only affect humans, leaving other races to prey on those humans; or maybe the males of one species shrink in height, with the females remaining at a normal size. You can even have options apply to animals if you want. Basically, with this you can feel free to change minor things around and go into as much detail as you'd like when it comes to figuring out how all these options work together. (0 CP)

Origins

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Origins pay 1/2 for options with their mark and can take the 100 CP options free (marks are the first four letters of the origin and are found with the price). You may choose your age and sex for free, as well as your starting location in this world (a particular city, the wilderness, inside your home, etc.)

Predator - The main attraction, so to speak; the people, monsters, and other assorted man-eaters who make this world what it is through their ravenous appetites. Whether you take pleasure in eating people, want to keep your loved ones safe inside your body, or are simply looking for a quick snack, you'll be near the top of the food chain by choosing this. (0 CP, PRED)

Prey - When it comes to vore, prey are basically anyone who isn't a predator themselves. Not that predators can't fall victim to a stronger, bigger predator; just that it's more likely that they'll be the ones shoving people down their throat than the other way around. (0 CP, PREY)

Observer - The third most common role when it comes to vore; Observers are neither predator nor prey, but instead act as bystanders to the action. An example of an Observer might be someone with a predator girlfriend or boyfriend who feeds their lover prey, or a waiter who works at a restaurant that serves man. (0 CP, OBSE)

You will gain a history and memories of this world, in accordance to the options that you've picked, by default; however, you can also choose to go without this, essentially just "dropping in" to the world with all of the choice that you've made for better or for worse; the Isekai option, basically.

Companions

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All companions here get 800 CP to spend; you may also transfer CP to a companion at a 1:2 ratio. Companions that cost 400 CP also get 400 CP to spend on Location Options only; remember, when companions purchase Location Options they only affect the companion and not the world!

More Like Foodchain, Amirite? - You can create a companion or import a companion from a previous CYOA into this CYOA, giving them any Origin for free, with its discounts. (100 CP)

Accomplice - This somewhat shady individual is the perfect partner in crime for a predator, with a sneaky set of skills suited towards breaking-and-entering as well as a silver tongue that lets them convince your future meals that yes: travelling down that dark alleyway is a shortcut to the place they're going. They're also great at disposing of evidence and give great belly rubs. (100 CP, PRED)

Gutslut Harem - Somehow, you've managed to attract a whole group of people around you that are more than willing to get eaten by you, even if it means a squishy, gurgling demise. Numbering in at around ten, these people are well-suited towards your tastes- and, if you choose to eat them permanently, you'll find that their numbers are quickly replenished with fresh meals. They are also slavishly loyal to you and more than willing to fulfill your every whim and desire. (200 CP, PRED)

Ideal Prey - This person is, without a doubt, the most scrumptious morsel that you've ever tasted. They fit your every kink perfectly, and always seem to know what you're in the mood for- struggling for their life when you want to experience the thrill of the hunt, or practically leaping down your throat when you'd rather have an easy meal. Naturally this also means that they are very talented lover who is sure to make your toes curl and your mouth water. Fortunately, they also possess an unusual ability that allows them to respawn very quickly after their demise, allowing you to eat them as many times as you want- in fact, if you wanted they would be more than happy to fuck you while their previous body is still melting away in your stomach! (400 CP, PRED)

Survivalist - Even if vore is rare in your world, this person is experienced with evading negotiating with and escaping from predators of all shapes and sizes. Their many near-death experiences have given them a lax view of their own death and they are more than willing to stick their neck out for you. (100 CP, PREY)

Professional Predator - Although they are a pred, this person is also a professional and a friend of yours- only eating people when they're off the clock (or if their job allows it). Artist, police officer, teacher, stripper- any job for average Joes or Janes is a valid choice. They're a bit flirtatious, particularly when it comes to their predatory habits, but they promise not to eat you- though they might be more willing to use their skill-sets if you give them an occasional taste or a nibble here and there. (200 CP, PREY)

Apex Predator - There are predators, and then there are PREDATORS. Just like in nature, having a taste for flesh doesn't mean there's no one above you on the food-chain- and this predator is pretty much at the top. Whether because of their great size, social status, or even their possession of supernatural powers, they have a definite leg-up over the other predators of the world. And yet, despite being at the top they've befriended you for whatever reason. While they might stutter and claim that they're only keeping you around as a snack, even if they do end up eating you they'll always make sure you're comfortable and that nothing bad happens- and woe unto any other predator that sets their sights on you. (400 CP, PREY)

Box of Tinies - This box contains thirty tiny individuals, in such exciting flavors as “shrunken death row convict”, “genetically modified person substitute” and “chocolate-covered”- and is perfect for treating the predator in your life. Their attitudes can also vary, from willing to unwilling and everything in between. And if you don’t want to eat them, it might be neat to have a bunch of tiny people at your beck and call. (100 CP, OBSE)

Identical Twin - Is watching other people getting eaten not doing it enough for you, yet you love life too much for you to get eaten yourself? Look no further, since this perfect clone of yourself is more than willing to take the plunge on your behalf. Although they resemble you perfectly in terms of looks and personality, including any inhuman features within reason, they lack your supernatural powers- not that it bothers them, they’re just here for you to indulge your voyeurism. And you could use them as a convincing body double, to boot. (200 CP, OBSE)

Predator BF/GF - Say >tfw no pred gf/bf no more; this lovely individual of your preferred sex is head-over-heels in love with you, is supremely attractive, has a great personality- and a tremendous appetite. Although they don’t have quite as large of an edge as the Apex Predator, they are still above average compared to other predators- they have to be, in order to protect their little love-snack, don’t they? (400 CP, OBSE)

Perks

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She's a Maneater - Like any predator in the wild, you have the well-honed skills and instincts of a true hunter. In addition to the obvious things like knowing how to stalk and ambush your prey you also know how to sweet-talk people. While convincing someone to let you eat them might be a long-shot, seducing someone and getting them alone somewhere private might as well be the same as talking them into crawling inside your belly themselves. Your instincts and senses are sharper, and you have a finely tuned sense of opportunism and whether you are likely to get away with something. (100 CP, PRED)

Foodophile - Food isn't just something you need to live; it can be a way of life in itself. It's simply nature; the predators feed off of the prey. But eating excites your other natural urges as well; eating good food is extremely pleasurable to you, and this is particularly true when your prey is still alive and wriggling- which might as well be like sex, as far as you and your body is concerned. It feels really, really good to have someone inside you, filling you up. (100 CP, PRED)

Hammerspace - Although your capacity isn't any larger than it "normally" is, you are somehow able to hide any signs of anything inside your body from outside observers and even things like X-Rays when you want to. If you wanted, you could swallow a person whole and have your belly remain completely unchanged in terms of appearance. (200 CP, PRED)

Life-Support - Normally, a stomach is not a nice place to be. It's hot and tight, with the walls constantly moving and churning its contents while secreting acid. But long before your prey succumbs to your acids, it's more likely that they'll suffocate from lack of oxygen. However, your body is far more hospitable to your intended prey if you want it to be. Not only is there plenty of breathable air in your body, but you can make your stomach acids non-damaging as well. Furthermore, you'll find that your prey doesn't need to eat nearly as much while they're inside you, if at all. Finally, your body- rather than breaking them down- can actually repair your prey, healing wounds and even causing them to reverse in age if you keep them in there for a lengthy enough amount of time. This perk can be toggled on and off. (200 CP, PRED)

Infinite Capacity - Simply put, while you might not feel hungry anymore your body's ability to take in food is basically infinite. If you wanted to, you could swallow the entire population of a city- or even the whole world- and still not burst just from the amount of stuff you have inside of you. Even when you've eaten such a great amount you'll find that you're not hindered by it- somehow being able to carry and bear the great weight within you with ease- though getting onto your feet might be a problem with such a big stomach, as will actually managing to get your hands on more prey after a certain point. (200 CP, PRED)

Caustic - Your stomach acids are a terrifying thing to behold. Plastic, metal, even rock- while they don't necessarily have to work faster than normal stomach acid, anything you're able to swallow will eventually melt away in your stomach, given enough time- and if you want you'll be able to digest things extremely quickly, melting them in a matter of minutes or seconds. Not only that, but you'll also be able to gain nutrients from inorganic things, making them actually worth the effort of swallowing in the first place. This perk can be toggled on and off. (400 CP, PRED)

Steel Trap - Your innards are inescapable- at least, from the inside. No matter how your prey struggles to escape, no matter what powers they have or even what weapons you might have swallowed with them, once they go down they stay down unless you let them out, or they come out the other end. Teleporting, intangibility, phasing dimensional shifting- nothing like that works from inside you, nor can they cut or blast their way out. (400 CP, PRED)

Asset Theft - It seems that you are able to take on the traits of those you devour- stealing their physical traits, or even some of their powers. Eating a girl with big boobs might increase the size of your own breasts, while eating someone who has super-strength might give you some of their supernatural might. What you get usually embodies the most obvious or iconic aspects of your prey, but more subtle features or personality traits may be incorporated if you'd like. Doesn't necessarily have to be fatal, but the gains will only be permanent if you digest your prey. (400 CP, PRED)

Delicious - There's something about your flavor- and to a lesser extent your scent- that's incredibly enticing to anyone that comes into contact with you. Even the texture of your skin is pleasing to the palette. A lot of people, particularly so here, would love to taste you. (100 CP, PREY)

Nutritious - Your body is incredibly nutritious, and were someone to make a meal out of you they would find their nutritional and caloric needs met completely, without any of the diseases or other problems that might normally come from eating flesh. As an aside, being "health food" has made you more healthy as well, giving you above average fitness for your race; you run faster, are stronger, and have improved looks. (100 CP, PREY)

No Pain, No Gain - Even if you want to get eaten, the reality of being slowly digested alive is harsh. It'd be a shame if you gave into your desires, only to find out that your fantasy was wrong. While your deviant desires may not live up to your expectations, now at least you won't have to worry about the pain; yours is heavily dulled, to the point that while you may be aware that something is painful or harmful to you, it won't actually inhibit you in any meaningful way. (200 CP, PREY)

Dark Vision - What's the point of going into a stomach if you can't see what's going on? Or, maybe you want to be able to see to find a way to escape… or maybe you'll just be able to see yourself melt. In any case, you can now see with perfect clarity in the dark. You can choose whether this appears like night-vision, if areas in darkness appear in greyscale, or if you can simply see things as if they were illuminated normally. (200 CP, PREY)

Escapist - The worst has happened- you've ended up in a stomach, and it's not one that you want to be in. What's worse is that it doesn't seem like your predator is going to let you out any time soon, and you'd really rather not be where you are right now. Well, while your escape isn't assured you have a few different methods of getting out alive, some more pleasant than others. Your struggles are more effective at making your predator nauseous, which may make them vomit reflexively out of fear of internal damage. If your predator is asleep, you may find the unnatural strength to climb up their throat instead. And failing that, there's always crawling out the… ahem… normal way. That might be better as a last resort, but if you do decide to do that you'll find plenty of air as you make your escape. (200 CP, PREY)

Friend, Not Food - A predator should not make friends with their prey. It just doesn't make sense to befriend something you want to eat; a snake doesn't make friends with a mouse, nor does a bird a worm. But, for some reason, you have a knack with turning your would-be devourers into close friends- or even those who have already made a meal out of you! It helps if you fit their tastes, and help them with any cravings, but now you can make even the most gluttonous or unsociable of predators a friend, and maybe more. Also works on non-sapient predators, in case you feel like taming something carnivorous. (400 CP, PREY)

Living Power-Up - Eating you is like eating a full course meal, but there's something more to it than that. Those that consume you or parts of your body are empowered, relative to the amount that they ate; someone who merely ate one of your limbs would find them at the height of their own power. If they ate more, they'd be absolutely brimming with it- and should they eat all of you, not only would their own power increase nearly ten fold but you can even choose to allow them to access some or even all of your own power. This doesn't necessarily have to be lethal, even, if you want to take a more symbiotic approach. (400 CP, PREY)

Last Gasp - It's natural to want to cling to life to the very last second, no matter how much pain it may bring you. By choosing this, you will ensure that is always the case for you as you refuse to die until the very last second. Your limbs could be melted off, your skin all but gone, your bones softened, and organs ravaged- but so long as you have both a heart and a brain, you'll still live. It may not be possible for you to recover from such a state, but where there's life there's hope- and you have a lot of life. (400 CP, PREY)

Masseuse - If you want to get close to a predator, without getting eaten yourself, then you've got to be able to make yourself useful to them somehow. Although there are any number of ways that you can do this, one of the more sensual options is to give them a massage. You are an expert massage artist, and you know several massage techniques that may be of interest to predators; helping them speed their digestion up, or slow it down, or soothing a belly that's fit to burst with all the people inside it. (100 CP, OBSE)

Chef - Here's another way to get close to a predator without being eaten; giving them something- or someone- else to eat. There's something to be said about eating prey that's been prepared for the job of being eaten- whether they're willing or not, or even if they're alive or not. As an expert chef, your skills at preparing regular meals have also made you quite good at preparing prey for consumption. Using the right body oils or seasonings to enhance their flavor, tenderizing them, or even lightly cooking them to give their skin that delicious lightly-browned look without actually killing them. (100 CP, OBSE)

Vorno Director - Obviously, there's a market for observers when it comes to this whole vore thing. And where there's a market, there's money to be made. Even if you don't have the fetish yourself, you're quite skilled at writing, directing, and filming erotic vore scenarios which will be very popular, even in worlds where vore is common. And, if you don't want to get into the porn industry, it's also possible for you to use these skills to concoct roleplaying scenarios which are sure to spice things up in the bedroom. If your tastes are more vanilla, you can also put these skills to creating regular porn or even regular films, as well or instead of the vore stuff. (200 CP, OBSE)

Contacts - For someone like you a network of trustworthy people is essential, especially so if you've turned to unsavory methods to get what you want. Knowing how to meet certain people and how to build trust is key- luckily, you know how to do both. Whether you're trafficking prey, or looking for a predator to dispose of a thorn in your side, you can delve into the seedy underbelly of the world and come out the other end looking squeaky clean. (200 CP, OBSE)

Voyeur - Of course, not all things are obtainable… legitimately. If you can't win your way into a predator's heart, perhaps it would be better to just spy on them instead. Stalking, placing cameras and microphones in their home, frequenting their common hang-out spots, even hacking into their electronics… if it was anyone else they'd be asking to get eaten, but you'd have to be pretty lacking in luck or common sense to get caught with your skills and expertise. (200 CP, OBSE)

Internal View - It might not be enough for you to see someone get devoured; you want to watch them struggle inside the stomach, and maybe even digest. Well, you're in luck; you have a very versatile "X-Ray vision" that allows you to see through flesh, clothes, and even walls. Nothing can block it directly, and it's capable of incredible fine-tuning. Want to look into someone's womb, but not the rest of their body? This can do that. Want to look through a few different people's clothing, but not everyone's? Also a possibility. Furthermore, this quality will transfer to any recording devices that you're using, from cameras to phones and everything in-between, giving you the ability to save these perverted images to more than just your memory. (400 CP, OBSE)

Fetish Bait - It seems like a lot of erotic stuff just seems to happen to you, for reasons that are utterly unexplainable. And not just the old "Can you clean my pipes?" stuff either; I'm talking full on fetish scenarios right out of the strangest hentai. This isn't limited to just vore, though in this world it's likely to come up a few times, and can in fact encompass any of your fetishes- or all of them at once. Essentially, for better or for worse, this makes you the protagonist of your very own pornographic doujin. This perk can be toggled on and off. (400 CP, OBSE)

Non-Participant - Although there are some observers who only do so because they can't get eaten, like on your home world, there are also those who simply wish to do just that- observe. If you're one of them, then this perk is for you; you will find that any and all unwanted sexual contact simply fails to exist for you. You could go to a place notorious for rape, walk around naked in front of the vilest of rapists, and so long as you don't want to get raped, you won't. This, naturally, includes voraphilia as well; nothing will eat you when you don't want to be eaten, or try to get you to eat it. Although this would be a bit much to let you avoid everything you didn't like, in the context of pornography you'll find that things you find distasteful are automatically filtered; you simply won't encounter it. This perk can be toggled on and off. (400 CP, OBSE)

Items

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Stretchy Clothes - As you could imagine, this set of clothing is capable of stretching quite a bit in order to contain any additional girth- or passengers- that a predator picks up. Not only that, but they are also capable of growing or shrinking with the wearer, ensuring that even if you end up growing into a giant you won't end up nude. Purchasing this again will give you a whole wardrobe of clothes, and will allow you to modify your other outfits to have these properties. (100/200 CP, PRED)

Antacids and Digestives - A bottle of very high-strength antacids, and a box of digestive biscuits for speeding up digestion. Both of these things are very good at their job; the antacids will nullify stomach acid completely in even the strongest of stomachs, while the biscuits will do the opposite- making the stomach go into overdrive to digest its prey, melting them in a manner of minutes. Both the bottle and the box will replenish their stock regularly. (200 CP, PRED)

Eat Me/Drink Me - A peculiar snack-cake labeled "Eat Me" and a small vial of liquid labeled "Drink Me" that have the effects you would expect. If you nibble the cake, you will find yourself growing in size, up to around a hundred feet in height; the vial has the other effect, and will cause you to shrink in size, down to just an inch tall if you take a sip of it. Of course, you don't have to eat or drink either of them; you can just as easily give it someone else, or spike someone's food or drink if you're feeling mischievous. You get a new vial or cake once the old one is gone. If you'd prefer, this item can take a different form; perhaps a size-ray that grows and shrinks things, or a magic wand that does the same. The effects are the same regardless of your choice. (400 CP, PRED)

Tantalizing Cosmetics - This supply of various lotions, colognes, perfumes, and other beauty supplies don't just make you look, smell, and taste good; they make you absolutely mouth-watering to predators. All of them are made with non-toxic materials, making them safe for consumption. Purchasing this again will give you a much wider stock in every flavor imaginable, ensuring that you'll always have something to fit a particular predator's tastes. (100/200 CP, PREY)

High-Strength Ipecac - This seemingly ordinary bottle of ipecac is easily concealed and comes in a small container, and proves that looks can be deceiving; just a drop of this stuff will make even the most iron-stomached of predators vomit until their stomach is empty. Messy, but if you get eaten and don't want to die it's a good choice for survival. (200 CP, PREY)

Resort - Your own private island; it's not too big, but there's enough room to explore a variety of environments. In addition to the large estate, stocked with all the modern comforts you would expect, there is also the beach, a small forest, a river and lake, and even a mountain with a small cave system and some ruins to explore. Of course, as nice as this place is there's one downside; it's home to a wide variety of predators- crawling with them, in fact- all of whom seem to fit your tastes. Even the servants and other staff are predators, albeit ones that are committed to your service. Such a place would be interesting to explore- and dangerous, too… well, unless you don't want it to be. If you'd like, the wildlife can be just as benign as the staff are, making this truly an island dedicated to your pleasure. (400 CP, PREY)

Porn Collection - A USB with a ton of porn on it. What else is there to say; videos, pictures, stories, it's got it all, and all of it crafted to fit your tastes exactly. Doesn't necessarily have to be vorish stuff either. Purchasing this again will make the USB update with content specific to the worlds you visit, featuring recognizable characters and other setting features that you'd expect from porn made in that world. (100/200 CP, OBSE)

Sedatives and Stimulants - A set of drugs for knocking people out and another set that energizes them, which can be used for a variety of things; kidnapping prey, knocking-out predators so that someone can be extracted from their stomach, doing the same to prey so that they go down smoothly among them. The energizing drugs can fill people with energy, ensuring that prey are capable of struggling all night long or that predators can eat or fuck without getting tired- the uses are endless. (200 CP, OBSE)

Vore Restaurant - A vore-themed restaurant that you own. It's small, and doesn't give you much income- but that's not the main draw to it. Instead, you are capable of filing "reservations" for people you have met in the past, including people from previous CYOAs; while doing this you can choose to make them predator or prey, and also determine other factors like whether they're same-size or shrunken, and willing or unwilling, etc. The result is that you can essentially create different scenarios that will play out in front of you, with as many different characters as you'd like. Although these characters will retain their special powers inside the restaurant, they will not be capable of using them to your benefit; you also cannot copy their powers or steal their stuff, or use the restaurant as anything other than a means to fulfill your fantasies. Once the meal is completed to their and your satisfaction, both predators and prey will disappear back where they came from, none the worse for wear and with no memory of what happened to them. (400 CP, OBSE)

LOADSAMONEY - You're filthy rich, worth tens of millions at the least. Your money also transfers between worlds, though you don't get any more wealth after this; your fortune will grow or shrink accordingly. (200 CP)

Pet Predator - Want a pet of your very own? Perhaps a large snake, or a crocodile, or even a pet whale or a large herbivore like an elephant? Whatever it is, this large creature is capable of swallowing or otherwise ingesting a person whole. They're expertly trained, so while they're not sapient they'll follow any commands you give, such as to regurgitate your prey or to eat someone in particular. If it's appropriate, they can even be something more unusual like a pet dragon, or some other monster; they won't be smart enough to be considered a companion, though. (100 CP)

Drawbacks

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No limit on drawbacks. Note; some of these override or ignore certain Location Options.

Time-Extension - It's no surprise that you might want to spend more time in this world, after all of the effort you put into designing it. Although you can't take this drawback if you're using this CYOA as a supplement, if you aren't then you can spend as much time here as you would like after your ten years are up. You can end at any time, and even if you die you'll simply get the same ending options you would normally get after surviving ten years. (+0 CP)

Random World - Rather than picking your Location Options to design the world, you must roll a dice with the same number of sides as there are options per category. For example, the Lethality category has four different options: Fatal, Controlled, Reformation, and Non-Fatal, so you would roll a 1d4 for Lethality; for Method you would roll a 1d7, another 1d4 for Result and Rarity, etc. Essentially randomly generating the world. For the Misc. Options, don't count Other or Fine-Tune for your roll; just roll a 1d4 for Beautify, Magic, Powers, and Races. Although you are randomly designing the world, you and your companions can still purchase Location Options; it's just that they won't apply to the world, only benefiting you. (+100 CP)

Phagophobia - Don't make jokes; defined as the fear of "eating, swallowing, or being eaten", you have acute phagophobia. In you, it manifests in an intense fear of voraphilia; you can't stand the sight of people being eaten, let alone eating someone or getting eaten yourself. Just the thought of it is enough to make you anxious; seeing it could send you into a full on meltdown, and if you actually experienced it first hand you'd be in danger of entering a catatonic state. (+100 CP)

Preposition - For some reason, people and beings that you would find gross keep getting fixated on you. Maybe some fat, balding Japanese man is looking to make you his next meal, or maybe some morbidly obese furry won't stop bugging you to eat him, along with your more standard, but still unpalatable vanilla sexual advances. (+100 CP)

Stomach Bug - You just can't resist the call of the warm, cozy insides of a predator. It doesn't matter where you end up, so long as you end up inside someone or something. Although this would have its own problems in worlds where vore is rare or lethal, if you're unable to get your fix you'll start rapidly degrading in terms of mental and emotional stability. Spending at least eight hours a day inside of someone is enough to keep you sane; any less than that and you might be a bit cranky, just like if you didn't get enough sleep. If you go without, though, you'll have the pleasure of going through withdrawal as you try to find any predator at all who will you take you inside them. (+200 CP)

The Hunger - You just can't help yourself. You NEED to eat people in order to survive. The amount varies depending on factors such as your size, and how often you flex your powers; at minimum, you can get away with only eating a tiny a week. At worst, you might need to eat a dozen full-sized people in one meal just to get the hunger pangs to go away. This is a hunger that no cloned placebo or companion can sate either; you must find your prey out in this world. (+200 CP)

Survival of the Fittest - The world you're going to is much harsher than you would expect. No matter how advanced it may look on the surface, the only true law of this world is the survival of the fittest. Perhaps you've found yourself on a dangerous jungle world, where bastions of civilization are few and far between and even those are beset by gigantic predators; or perhaps you've entered a dystopian society where the slightest misstep is punished with death by consumption. Wherever you've found yourself, it's a terrible, dangerous, and deadly place to spend your time. (+200 CP)

Always A Bigger Fish - Seems like you just can't catch a break when it comes to predators trying to digest you. It seems like every week, you have to fend off another attempt by some person or monster trying to shove you down or up one of their orifices. But if that wasn't bad enough, it seems like these predators are getting stronger and craftier overtime, too, and even more resourceful. You'll have to be careful and pick your fights wisely, lest you end up as padding on someone who's too much for you to handle. (+300 CP)

Bottom of the Pyramid - This is the power-sealing drawback; you don't have any powers, perks, etc. except for the ones you purchased here. The same goes for your companions; they've only got what they bought here. (+300 CP)

Top of the Pyramid - You've got something of a rival now; an apex predator with a great deal of power that they can bring down on top of your head. Their power scales to your own, making them a credible threat to you, though that doesn't necessarily make them your equal; rather, they may also have a great deal of political or social influence that they can use to make your life miserable. Naturally, this person will prove to be a thorn in your side again and again, always escaping to menace you again one day. While you won't be able to discover their motives for some time, if you're able to do so and also find a way to resolve their hatred for you then you will be able to take this individual with you on your future adventures as a companion. (+300 CP)

The World-Eater - There's something out there, in the black recesses of space. Something ancient; something massive. Something hungry. The form it takes is unknown; it could be a living planet, a black hole that has taken human shape, or perhaps even a purple-helmeted devourer of worlds. Whatever it is, it has now turned its hungry gaze in your direction; it will hunt you down, and try to eat not just you, but also the world that you call home. It's unbelievably huge and powerful, big enough to swallow Earth in just one gulp. Can you defeat this titan, or will your hubris doom the entire world to a gastric demise? (+500 CP)

Ending

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Either you've died, or you've reached the end of ten years (or however many years if you chose to extend your time here). First, the effects of all your drawbacks are no longer in play. Now, you have a choice to make…

Go Home

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You must choose this option if you died before ten years were up, or failed the CYOA some other way. You wake up back at home, with everything you've gotten on your adventures so far.

Stay Here

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Perhaps you've grown attached to this strange world. I don't blame you; if you'd like, you can choose to stay here forever, again keeping everything you've gathered so far. As a prize for being such a good sport, I'll even give you an additional +1000 CP to spend in this CYOA.

Next CYOA

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You move on to the next world; the next time, the next place. What will await you there? And what of this world will you bring with you when you get there?

Author Notes

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A year+ in the making: https://www.reddit.com/r/nsfwcyoa/comments/7o0uoi/vore_cyoa_wip/
Thanks to everyone who's been waiting for this to come out. I hope the Jumpchain format doesn't disappoint anyone; I had a lot of problems figuring out a good format for this CYOA, and eventually I just had to go with this because it was a simple system to use. Now that this is mostly done, and once I get through with adding and changing stuff from the initial release, I might work on another version that's agnostic from the Jumpchain system; as it is I feel like I've done a pretty good job of making this its own stand-alone CYOA, with the Jumpchain stuff mostly just tacked on, so maybe that won't be necessary. In any case I hope you all enjoy this! -Alterkation

Also, here are the artist credits and where I found them, in order of appearance:
1. Karbo, Eka's Portal
2. kveis, Eka's Portal
3. Leswaet, Eka's Portal
4. Nyxondyx, Eka's Portal
5. AvoraComics, Deviantart
6. Karbo, Eka's Portal
7. Starcrossing, Eka's Portal
8. Nitro_Titan, Eka's Portal
9. Aesir, Eka's Portal
10. Lampton, Eka's Portal
11. sonier103, Eka's Portal
12. Tsavo, Eka's Portal
13. Shyguy9, Eka's Portal
14. BIGBIG, Eka's Portal
15. Nope, Eka's Portal
16. JoraBora, Eka's Portal
17. 1ZUMY, Eka's Portal
18. ethan64, Furaffinity
19. Veemecelli, Eka's Portal
20. AnonymousShark00, Eka's Portal
21. Scaylid00d, Eka's Portal
22. acerok, Eka's Portal
23. VeryBatty, Eka's Portal
24. Drelard, Eka's Portal
25. Mrishimaru, Deviantart
26. Umbrage00, Eka's Portal

All of these guys are great artists, and I heartily recommend that you check them out if you like what you saw or just want to fap to vore.

CHANGELOG for V2, "Okay Google- Fuck You" Edition:
1. Fixed errors and spelling mistakes, clarified wording. 2. Lowered price of Non-Fatal, Absorption, Food Transformation, Soul Vore, Beautify, Magic. 3. Removed Result: Weight Gain, added Anti-Scat. 4. Changed companions so that they all get 800 CP, but the ones that cost 400 CP also get 400 CP to spend on Location Options on top of that. 5. Added toggles to Life-Support and Caustic. 6. Lowered price of LOADSAMONEY to 200 CP. 7. Changed formatting of perk and item prices to use a marking system. 8. Added an image by Veemecelli near the end of the Perk section.