# Drainage City jump 1.0

Welcome to the Drainage City, the metropolis beneath. The city above is significantly advanced, comparable to most toku settings with its total-conversion cyborg soldiers and strange human remodeling experiments. Of course most of the stuff is kept hidden on the surface, so where do the demons ,the human-animal hybrids, the freaks robots and obvious cyborg monsters make their homes? In the city below! Down in the endless labyrinth of massive flood canals, sewers, forgotten sub basements  and various forms of catacombs the city beneath the city thrives off the waste of the city above power, water, scrap everything discarded and lost from the city above comes down here. Anyone can come here willingly, seldom do they as long as we have a choice.
+ 1000 CP

One discount for each tier of perks, no discounts for items. Discounts cannot be stacked and discounted 100 CP perks are free

Perks
One 50% discount per price tier for perks. Discounts can’t be stacked. Discounted 100cp perks are free.

Horihone Saizou Character - Free
You are a Horihone Saizou character and things in his stories don't just get majorly disgusting, they get dangerously disgusting. Fortunately for you his characters never seem to suffer the logical consequences of how disgusting their diets and environments are beyond the occasional transformation. You're able to live both on and in sewage surrounded by the dystopia of monsters and filth with no physical or mental repercussions beyond the potential danger said monsters and dystopia represent. Optionally you may also look like a Horihone Saizou character with soft youthful features and a slight androgynous build.

Genital Mod Perk - Free
Horihone Saizou is an artist known for taking creative liberties with anatomy and in none of their works do they get more creative with anatomy than Drainage City. Whether you're a female with a symbiotic progenitor worm that lives off your feces and transmits pleasure as you inject your partners with its delicious offspring or a boy with a wide and short penis with a massive urethra better suited to being penetrated than penetrating, or perhaps a cluster of irregular penises vaguely resembling a chrysanthemum blossom, the addition of a barnacle like growth of

external orifices each of which bring the same pleasure one might feel from a more traditional quim, or simply a second conjoined lower body that can scissor against your existing sex. You have great liberty to shape your anatomy or acquire a symbiotic partner.

Parasite Protection - Free
If you are infected with a parasite, you find that rather than harming you overtly it provides no more than a minor annoyance, and occasionally a minor benefit although you may need to eat a little bit more to support it. Parasites will now often be beneficial for your body, covering defenses that your body alone could not handle. Or opening up opportunities like large meta-parasites being willing to detach so you can carry out worm extermination services, or perhaps gaining the use of the parasite as an appendage such as a prehensile tentacle, tail, tongue or other body parts.

Job Skills -100
You have the necessary skills and training for one of the many occupations that can be found in the Drainage City whether you know how to cut and roll herbs perfectly to make a fine cigarette, train and handle the semi-intelligent worms for fishing, excellent boudoir skills to serve as a splendid prostitute or knowledge of the local flora and fauna to serve as a excellent pharmacist.

A Cute Face -100
looking good there Jumper! You've got a sweet face, a pretty mouth and all the rest of the features that make members of your preferred gender(s) swoon. Furthermore you find any unusual features you might have are not as off putting to others file from the city above or below as they would normally be instead is seeming to add your exotic appeal

Cute Girl/Boy Monsters -100/200/300/400
As opposed to cute monster girls and boys. There are numerous forms of beauty not found in the world above whether it's the delightful asymmetry of conjoined bodies, talking animals eager to vent their lusts, child prostitutes of all races or biological and supernatural horrors of all stripes eager to spread their genetics. How exotic and rare these people are depend on the level purchased, for 100 CP you can have a few secret villages hidden deep away from the prying eyes of man where a subspecies of humans with horns dwell. For 200 CP more and more races appear, with animals randomly growing quite large and intelligent as well as getting the ability to speak the local tongue. For 300 the truly exotic such as the works of flesh sculptors or robots that have escaped their programming and Masters and demons as well as powerful hybrid beasts like Haoba start stalking the night in a few provinces and for 400 it's like the above situation nearly everywhere, you find that no matter where you go you'll find subcultures of such people and creatures lurking just beneath the surface.

Body Horror Hotness - Free for this jump/200/400/600
The city below houses all kinds of insects, parasites and diseases that can cause drastic transformations, even something as simple as such as repeated stimulation can cause an

ordinary boy with a good job at a factory into having to change careers to selling his own breast milk, even something as simple as sex can cause a metamorphosis to a different species. The free version of this perk ensures that such things will not be disadvantageous or at least have an upside equivalent to the downside, for example you might find it harder to move as your body is covered in warts that have merged with your intestines to prevent them from being removed. With this perk you'll find that the warts are extremely pleasurable to the touch and the "juice" that comes out of them can be sold to pharmacists for a great price to make a powerful medicine. Or perhaps a late-night tryst with a massive loach-woman leads you to sharing her species, developing a powerful swimming tail fins, gills and a nictitating membrane. Or even simply using a trained slug as a strapless dildo might cause it to "take root" in you transmitting pleasure and branching and growing into a very effective symbiotic sex toy.

However the 200 CP version of this perk works a bit differently such changes becoming alt-forms you can switch between once fully transformed rather than permanent transformations as well as allowing you to keep this perk operating on you in future worlds. For 400 CP you get all of that plus you gain the ability to initiate transformations like this through sex allowing you to apply things like advantageous body or other enhancements and changes to your form to others. The 600 CP tier includes all previous purchases as well as ensures that future worlds will have mostly beneficial metamorphosis causing effects within them for you to experience and gain from.

Advantageous Body -100/200/300/400
Your body is either powerful or profitable far beyond the human norm, or perhaps to find a balance between the two? Each level of this perk makes you more powerful and gives profitable adaptations in whatever you desire although there are limits to it.
For 100 you may have adapted to a symbiotic fungus colony like the unnamed sake master at the Tavern that connects to the city above, the powerful hallucinogens from your fungi forming a pleasant and nice tasting sake when properly filtered, although you are no more powerful than a normal human.
For 200 you have a body comparable to powerful mundane animals such as Shinogi and his crocodile nature, although his profit mainly comes after his death when used for medicine. Or perhaps you simply gain extra limbs capable of extremely fine control like many of the doctors and Corpse Doll crafters in drainage city. Or the long dexterous and flexible bodies of the many centipede people here.
For 300 you could perhaps have a physicality like Hijiki combining the best elements of rabbit and tiger with the wall climbing ability of a spider with the size of an elephant and saliva that hardens into resin.
Perhaps you have a massive powerful form like the bouncer Dragon like demon Zegen for 400.

Mechanical aptitude -300
The technology of the cities above and below is quite advanced if not obviously so, it's not uncommon for robots to be sapient or for even the poorest of the poor to have a set of functional, if rusty, cybernetics pieced together from discarded materials. You have the technical

skills to maintain design, install and build cybernetics and robots from the discarded waste of the city above and bootstrap up a decent lab and tools from the same.

Recent Traditional Medicine - 400
There are many forms of life found in the Drainage City that are found nowhere else along and a great many of them have medicinal properties whether living or dead, not only are you well-versed in traditional Chinese medicine and the medicinal uses of the lifeforms of the Drainage City that you find that in future jumps you'll be easily able to discover the medicinal uses of the local flora and fauna don't expect wonders but do expect to heal many common ailments

Flesh Artist - 600
You are a Flesh Artist, one of the peak members of the medical profession and on the cutting edge of surgery and science in both the city above and below. While you aren't one of the best at engineering new organisms from whole cloth, you can easily do such things as resurrecting the recently dead and reshaping them into any matter of pleasure or combat doll, turning the "leftovers" from a gender reassignment surgery in two a functioning set of the other reproductive organs and conjoining living beings of different natures and much more. the flesh is your canvas, get creative.

Just Mumbo-Jumbo -600
Despite the world above seeming to have literally lost its magic, there doesn't seem to be any shortage of it in the city below, perhaps that's why people are as diverse as they are down here or perhaps they simply fled the city above. Either way you have a good chunk of magical power and the knowledge to use it whether it's manifesting insect eggs that can be used as stimulants and tobacco seeds, or some useful necromancy such as the ability to command a swarm of severed hands to act as extensions of your will.

**Items**
No discounts on items.

Basic Equipment - Free with Job Skills or Flesh Artist/50
You have a job and so you must be able to do it this is the tools necessary to practice your trade and craft whatever it may be whether it's the apron of a cigarette roller, the shovel of a boiler feeder, the tools of a mechanic or the surgical equipment of a flesh artist.

A Fine Wardrobe -50
You have a vast wardrobe tailored to your anatomy filled with everything from lingerie to winter gear to cosplay to regular store clothing, everything you could possibly want or think of in terms of normal civilian clothing made from standard materials is in this sturdy cabinet that seems to be larger in the inside. It even seems to refill itself if anything inside gets damaged or lost, the collection and types of clothing will even update to incorporate fashions from future jumps

Eroto-mania Worm -100
You might not want to use this on yourself necessarily but you have a parasitic worm that will slowly shift its host to a "eroto-mania form", causing not only a drastic increase in libido and swelling in sexual organs and erogenous zones but also the growth of the additional instances of their erogenous zones such as nipples or additional smaller shafts beginning to spring forth from their now oversized penis all of which are equipped with many pleasurably nub covered dickheads. Or equivalent transformations depending on what genitals the host had originally

A Safe Hole To Crawl Into -100
You have a small home within the city below that is relatively safe and secure from outside dangers. It's a large chamber that is easily big enough to house a small family, or a big family if nobody has a concept of personal space. In future worlds it's connected to whatever underground network of drains, sewers or caves the world has, and it carries over any furnishings or belongings you accumulated within.

100,000,000 Sen - 200
The change in the local currency of the city above hasn't reached the drainage city yet so the Japanese yen is not accepted here is enough money to pay rent in a "nice" place for a couple of months, purchase a complete set of engagement cybernetic limbs or get a couple of weeks of entertainment out of some really "upscale" prostitutes.

A pile of Parts -200
This is a strange junk pile of various bits of mechanical parts that would be of great interest to anyone manufacturing robots or cybernetics, there's even a few empty old robot brains here in case you want to make world from scratch but the most beautiful thing about this pile is that it replenishes, replacement parts falling onto it regularly seemingly at the rate things are scavenged from it.

300 - A box of Symbiotes - This is a respawning box of some sort of symbiotic lifeform which when placed on or in someone will join itself to them. It will create changes to the hosts bodies which will not generally be overly hindering but will be erotic in nature. This will generally be things like additional oversized genitals, full breasts/additional breasts, tentacle cocks or other such things. This can even be something like a fleshy suit or dress which covers the host's body. The details of this interaction is up to you.
The symbiote can do things like cause the host's body to produce drugs from a particular orifice or replacing a particular bodily fluid with one. These drugs are generally valuable. Other possible benefits might be defensive or utilitarian. A suit or dress symbiote might be bullet resistant or might give the host useful tentacles to manipulate things with. Strength and speed increases are also possible as is things like super-jumping wall-crawling and additional or enhanced senses.
Either way these symbiotes can do "two" of the above things. The box respawns instantly after usage and you can change what the next "symbiote" does and how it does it before the box

respawns. Yes this means that you have to use up the existing symbiote before you receive the one with new changes.

300 - A box of Parasites - This is a respawning box of parasites which when placed on or in a victim will merge itself to them. These parasites will generally have a particullary negative effect on the victim, usually turning them into a sex-craving maniac. However this goes beyond just that, in addition to massive and erotic changes to the victim's body the victim will also be forced to either produce massive quantities of valuable drugs or their biology and mind will warp them into exotic and erotic sex-beasts-prostitutes. The victim will also become quite loyal and submissive to you and will be forced to follow your orders.
How the parasite warps the victim's body and mind is up to you and you can change how this functions for each parasite. The box respawns instantly after usage and you can change what the next parasite does and how it does it before the box respawns. Yes this means that you have to use up the existing parasite before you receive the one with new changes.

400 - A Book of Magic - This book details simple steps in creating cheap "medicines" which both blend the patient with an animal of some kind generally in an erotic manner and heals them from various ailments. The steps are easy and cheap enough that a ten year old could do them. The resulting animal-human hybrids also tend to ignore things like square-cube laws and aerodynamics. The resultant animal-human hybrid is also "very" fertile with both humans and other animal-human hybrids regardless of species. Genders can also be changed by the medicine, commonly resulting in fertile hermaphrodites.
Some quick examples:

> Bat-human lost the usage of his arms but was able to fly with his wings.
> Slug-human ended up with multiple prehensile slug-tentacle-members and could stick to walls/ceilings and had a boneless-flexible body.
> Fly-human had four arms, rapidly reproduced with others resulting in numerous "clones" and could fly.

A Tavern Between Cities -400
You gain ownership of a nameless basement tavern/brothel with access points and patrons from both the city above and below. While the "sake" may leave something to be desired in its taste being the intoxicating juices of a powerful mushroom filtered through the urinary systems of the "barrel workers" in the back it is certainly enough to fool and appease damn near everyone looking for a strong drink, it also comes with a complete set of workers as followers including a "brewmaster" to grow the fungus, several "barrel workers" to produce the merchandise and a wide variety of "bottle whores" to serve your patrons and distribute the "sake".

The Drainage City -600
The Drainage City at first seems to be a most peculiar and unique place, well now with purchasing this it becomes something much more common. You'll find that nearly every metropolis you end up in in any chapter of your journey has a city below filled with those that would not blend in with the city above,at the start only you will know the secret gateways to the

city below,though you may open them up to our passes between the two cities and there are still places like the bar in between cities that might draw in people from the cities above and below the city below counts as a property you have purchased with CP for perks and items that affect such things. Though the inhabitants will only count as followers and hold no special loyalty to you by default. Yes there will be a new city for you with every  jump where such a thing potentially exist in your starting location, I don't know how it all fits or where the people that inhabit it come from, that may be something you will have to explore.

Companions

Colorful Locals - Up to 3 for 50cp
Find a few people who sorta grew on you or want to save someone from an undeserved fate? Then you may take up to three along with you for 50cp.

A New Love - 50cp
Want to make a new friend or are you wanting to bring a friend along? Then for 50cp you can do so, they get the same number of discounts as you did and 600cp to spend.

A Well Connected Harem - 50 /Free with the 400 CP version of Advantageous Body
Much like Oko-shi, you have seven small but irregularly sized and shaped members of your preferred sex growing out of your body, perhaps some are conjoined perhaps some are connected by tendrils. Either way they are extremely lewd and horny and happy to give and receive any pleasure you desire. Although they maintain their independence they will never betray you although it might seek to corrupt you into hedonism. These people count as followers not companions, share your physical perks and may be blended with any alternate forms you may have.

Drawbacks

Outbreak +100
You will find that the risk of diseases from many sources is not something that can simply be waved aside. The wise would take precautions against consuming anything toxic or being infected. The foolish will, if they are lucky, need urgent and extensive medical treatment to recover from encounters in the city below, and if they are unlucky, die. You will find that your disease immunity and perks are ineffective against the diseases here.

Reviled +100
The city above might be considered ‘almost normal’ but you’re hardly that. You are unwelcome anywhere in the city above and should you show your face there repeatedly will suffer retaliation

from the citizens or authorities alike.

The Rube +200
In the city below there are a dozen conniving entities for every honest one. Sadly it seems you'll be taken by a con or get the worse end of a deal of some kind on a regular basis. These beings might want to "borrow your body" for a little bit or stay with you just for a short time, but the deal is always much, much more than you thought it was going to be - the demon who promises you a fortune for a little bit of sex might pump you dry every night for months and leave you with only a couple of coins, or the waif who wanted a place to stay for the night makes you "take responsibility" for her urges and suddenly you're wedded with kids and family duties.

Square Peg, Round Hole +200
The range of genitalia found here could be described as… diverse. You must take an unusual anatomical feature with the genital mod perk Horihone Saizou Character. However you require a partner(s) with an equally unusual and specific anatomy that matches yours - the key to your lock, or vice versa. Any other partner(s) is unsatisfying, and you can bet it'll be difficult to find them.

Cordyceps Scenario +400
Parasites might be incredibly useful to you, but don't forget that they are also using you. Each parasite that gets its hooks - or ovipositor - into you will start to influence your cognitive or nervous system. This could be something like giving you an aversion to light or a longing for certain food, but your free will could eventually devolve to spreading the parasite's brood to the uninfected whether anyone wants it or not. By taking this drawback any immunity or resistance to parasites you have from this or other jumps is removed.

Ending options

Go Home: Ah, you want to go home? Must've been pretty rough sorry to see you leave

Stay: Ah, you want to stick around? I don't blame you, this place does make a nice place to settle down. Take another 1000 CP as a parting gift

Move On: More adventure? Sounds like a good time

Notes
thanks to everyone who left comments and suggestions