Sailor Uranus by Bang-You

Welcome, traveler. Perhaps this world is familiar to you. A group of young Guardians wage war against the forces of evil and Chaos. Their souls tie them to Earth's celestial siblings, the immense bodies who reside in the night sky: Luna, Jupiter, Mars… Surely you know. Peculiarly, this world seems to focus not on the protagonist of *that* story, but another member of the group. Haruka Tenou, the Sailor Guardian Uranus. This iteration of the world seems specially tailored to her violation, her peers mysteriously far from her spotlight of dubious distinction. The paths before you are many: Whether you wish to grant her some peace, offer up yourself as another nubile sacrifice, aid in her violation, or cast fate's lecherous gaze on the rest of the Sailor Senshi, this humble offering might lend weight to your desires:

Take **1000 CP** to aid you.



You will spend three years in this corrupt world.

Origins

Either origin may be chosen such that you do not gain history or memories from this world.

Guardian: While just taking this does not necessarily put you among the ranks of the Sailor Guardians, you are aligned more towards them than Chaos and Daimonic forces. Perhaps you are even in their social circle, if you wish for the increased attention that would bring. Your skills focus more on protection or survival than forcing your will upon others, though this path will allow you to become a Sailor Guardian if you are willing to pay the cost.

Daimon/Death Buster: As before, while you are not necessarily a member of the eponymous faction, you are more affiliated with the enemies of the Sailor Senshi than any allies of theirs. These groups represent not only the enemies of those women of warriors, but those who are opposed to humanity itself. Your skills and powers are focused on corrupting others to your will, eroding morality and spiritual integrity, and bringing pleasure to those who may not want it.

Age and Sex

You may freely choose to begin this jump as male or female, of any age between 18 and 40.

Discount Rules

All perks and items priced at 100 Cp are free to their respective origins. All higher-tier perks and items are discounted by 50% to their origins.

Guardian Perks

100 CP - Bangin' Bang-You

Nothing worth having is free, beauty least of all. Even something as simple as fitness has its trade-offs. A more active person will usually have a firmer, more shapely ass. Just so, this conditioning will often decimate one's breasts, perhaps turn a pretty face gaunt. Fortunately, this is not an issue for you.

Your body looks almost as though it was sculpted by some erotic artist, and in many ways it could be considered "the best of both worlds". Your curves are to die for, your breasts large but not absurdly so, and your ass is, frankly speaking, a piece of art. Your limbs and abdomen are aesthetically toned. Your face is appealing, though nowhere near as extraordinary as the rest of your body. If you wish, you may choose something other than this excellent mix of feminine curves and athletic physique, but the benefits will not be as pronounced.

Additionally, your appearance is less reliant on your level of fitness. If you become weaker due to laziness or malnourishment, you will not lose your curves, your rear will stay round. If you become sleeker due to exercise, your breasts will stay soft and prominent even as your body fat approaches single digits. You are more able to "sculpt" your body with exercise, if you should somehow lose your preferred appearance, or should your tastes simply change.

100 CP - Maximum Glamour

Any photographer, portraitist, or narcissist can tell you that not all shots are equally flattering. The structure of the face resolves much differently when viewed in profile; contraction or expansion of muscles can flatten curves and bunch up skin, and the interplay of light and shadow can transform a magnificent adonis into someone else entirely...

Problems for other people. You are always seen in the best light, your skin is elastic enough that you'll never experience unsexy folds or creases (barring extremes of obesity), the shape of present muscles is always something to admire, and your features have been molded so your image remains striking from any perspective. Whatever pose you take, or whichever angle you are viewed from, it is almost always possible to appreciate the full extent of your beauty. As an additional boon, you repel your own filth, your orifices clean and body odor imperceptible. Instead, you may choose a mundane scent (such as soap or cinnamon) which you exude both inside and out. Finally, your body grows no terminal hair below your head, at no detriment to your health. Any other hair growth may be slowed or frozen as you will.

100 CP - Ice Queen

If you have been so thoroughly defeated that your enemies do not hesitate to use you to enable their sexual release, you are well and truly screwed (in more ways than one). Few options remain; Most likely, you will either surrender wholeheartedly to their demands, or put up a token resistance and hope for rescue. You'll force them to steal what pleasure they may, for you will give none freely. Resistant to any attempts to woo or charm you, coercion is one of the only ways to seduce you toward evil, and you will always be able to retain your initial disposition of your loathsome captors. You are also adept in concealing your pleasure and emotions from any observers that may be present. Only physiological functions of your body will betray the effectiveness of their assault.

200 CP - Discrete Congress

One would think word would get around when a superheroine gets raped in public. At least, one would expect those who know both of her personas, such as her friends and benefactors, would grow aware and concerned. One would be wrong, at least to an extent. Any act which you perform or have done to you will not infect your personal or professional life, so long as in doing so, you only harm yourself. Your friends, coworkers, and fellow protectors of the world will only learn about your questionable habits or addictions if you want them to. On the other hand, these juicy tidbits spread quite quickly among your enemies, or at least those who wish to exercise upon you their masculine power.

It is unlikely that any party which is favorably or neutrally predisposed towards you will learn your identity unless you fail to fulfill the request of a blackmailer. Likewise, lewd photos or videos of you are unlikely to spread without you having a (humiliating) opportunity to prevent it. Strangely, you can trust these parties to hold up their end of the deal (as far as not releasing these compromising files/facts) if you hold up yours. This does not change the likelihood of such information appearing, merely to whom and how it spreads. You may decide once per month if this perk takes effect, though disabling it won't remove material from anyone who already has it.

200 CP - When the Planets Align…

Why does it seem that every rapist in the city targets you instead of your friends? Why are you the only one of your friends to have been corrupted into a sex-addled slut? You may never know the answers to these questions, but it's definitely not just your imagination. It seems your fate is intertwined with these sorts. Every day, there's a good chance that any rapist, molester, or human trafficker (or related group of such) will eventually cross paths with you to perform… well, you can probably guess. This "fate" will prioritize offenders already "on the hunt", so to speak, and is more effective the greater your efforts to meet them.

Considering you exude the aura of a victim, they'll almost certainly recognize you as a prime target, whereupon they are much more likely to attempt something reprehensible. You just "feel" like good prey, even if they know you as one of the powerful Sailor Guardians. Unless they have personally witnessed your power, your rumoured competence just… doesn't seem credible, at least in their subconscious The success of these parties, or lack thereof, depends on your own power and competence -- or willingness, as the case may be -- but they will usually either leave satisfied with what you have to offer or too discouraged to seek another victim. At the start of each day, you may decide whether or not this perk takes effect.

200 CP - Blasphemy Chic

Few outfits are as iconic or recognizable as the Sacred Sailor Suits of the planetary Guardians. Sacred though they may be, when compared to the celestial bodies they represent, these garbs certainly lack in nobility -- a form-fitting leotard with miniskirt hardly evokes such venerable masses of heaven. Your touch can make it even more questionable.

Somehow, you have learned to "remodel" any outfits summoned through your powers. As one of the Sailor Senshi, for example, you might discard the skirt and give the underlying leotard a higher cut. Go more scandalous, if that's what you want. Though its properties will remain

constant, you may shape and recolor any outfit you transform into or supernaturally conjure to your heart's desire… So long as that desire is for it to cover less of your body, be more form-fitting, or otherwise change into something more erotic than the base design. Such changes will persist into subsequent summonings, only changing when you apply this technique again. You may also work these changes on any who consent.

As a final boon, associated clothing may be maintained even after your transformation ends, or you have depleted your energy. While any powers of the transformation or special properties of the associated clothing will be unavailable, your modesty will stay intact.

400 CP - She's Tasty, Too.

As in many worlds along a similar theme, the heroine of our story is an immensely pleasurable experience. Humans and Daimon alike have remarked upon the extreme tightness and warmth of her orifices, and when paying attention, she is capable of imparting pleasure with a level of competence neither trained nor studied. Like her, you feel as good as you look. As you become more beautiful, everything about being in or on you is just better. The fit of your bodily cavities, the heat of your mouth and genitals, the shock of your touch, the rhythm and pattern of your involuntary contractions, even the taste of your fluids and, uh, "meat". As your beauty approaches perfection, so too do these involuntary sexual traits reach the best balance and intensity for your partner.

400 CP - Insulation by Experience

Rape is a terrifying and traumatic experience. This is often the case even in hentai. Maybe it's because you regularly face world-shattering abominations, but rape and trauma in general has lost much of its bite for you. Your violators will find your personality and loyalty much less mutable in the face of terror and torment. You may still succumb to fear, lust, and despair in the short-term, and you may lack the willpower to fight off your assailants. But through it all, your internal monologue constantly insists that you can't lose to cock, your mind insulated from pain and pleasures of the flesh. And while this may not be useful in that moment, you will find that, through it all, your beliefs and sanity have come through intact. So, no matter what you survive, you can be the hero the world needs you to be. You will be the person your friends fell in love with. And you will never become a willing slave if you did not enter into a situation intending exactly that.

400 CP - Provocation

It might be expected that those willing to flaunt most basic rules of society, rapists or murderers, would be more resistant to judgement of the masses and taunts of their victims. (Un)fortunately, that is not so. Many are dysfunctional individuals, unable to brook any disrespect or dissent, who believe -- for no discernable reason -- that they are owed admiration. While this trait may easily inspire worse atrocities, it can also be a means to weaken them, lower their guard, or otherwise condemn themselves in haste. You've attained commendable skill in manipulating the overly passionate, bantering while in battle (or even while being raped) to provoke a loss of skill and reason. You can evoke almost any negative emotion (most especially

anger) in the insecure or foolish. Used well, this can mean the difference between life and death… But be careful you do not only cause them to redouble their efforts.

600 CP - Purity of the Stars

This is one of countless worlds where corruption and mind-control abound in such potency that free will is never certain. The spirits of men are evicted by evil puissance, and even the Sailor Scouts are as susceptible to these forces as men are the worst sorts of drug. Despite this constant assault on humanity, the problem appears to be less serious than such powers would ordinarily entail. Or so it would seem for Uranus, who has experienced this violation of mind and soul many, many times. For her, if corruption ever takes, it lasts for perhaps a day, and then fades into memory.

Like her, you are guarded against such forces. Your soul and magical energy act as a bulwark against hostile alteration. The greater your spiritual or mystical might, the harder it will be to corrupt you in the first place. More importantly, however, your soul and magic will gradually "erode" such afflictions. Unless you are continually tainted, you might eventually recover from all but the most potent sources of pollution.

600 CP - Sailor Transformation

The Sailor Scouts are holy warriors empowered by the planets, heirs to great power and legacy. Well, maybe. Their incarnations in this world are significantly less impressive than one would expect, as you are sure to discover.

With a simple mental command, you may invoke a flash of light which enshrouds you in the iconic raiment of these magical guardians. In this state, you constantly channel magical energy (which you now produce) to reinforce your body and strengthen your blows, granting you physical capabilities moderately beyond the normal human peak. You could survive as the projectile which craters a brick wall, though doing so would stun you. With much training, you might eventually throw destructive blows which shake buildings, but that's a long way off.

At your current level of strength, you can hurt weak monsters with flurries of punches, and you'd have some trouble breaking out of a wall. You do, however, know a magical technique which will exorcise daimons, and your transformation will obscure your identity from those weaker than you. In addition, you may sense vital energies, through which you may discern the presence of nearby lifeforms, though not well enough to distinguish between human and demonic entities.

Mighty as you are, these abilities are only available to you in your transformed state. Speaking of which, there are two ways to cancel this transformation: At-will, or automatically when your magical energy is fully depleted. This is harder than it may at first seem, as the transformation also confers some resistance to energy drain effects. Speaking of, the magical energy which powers this transformation regenerates slowly over time; by focusing your will, however, you may slightly speed its replenishment.

600 CP - Tangled Doom

Through endless volumes of myth, the long scrolls of history, some have obviously come to view themselves with a disproportionate measure of their own importance. While most of these

do not literally consider themselves the center of the universe, some assuredly have. In your case, it may be true to an extent, albeit not in an ideal fashion. Of all your friends and allies, you seem to suffer a greater share of misfortune.

In terms of both attracting hostile forces and just being at the wrong place at the wrong time, you are often the “victim” of such events, and your comrades simply aren’t. This is no coincidence -- you are a magnet for the unfortunate fates of your friends, especially when you are more apt to handle them. Being raped might break the rest of your team, but if you have the will to handle it, these fates will instead gravitate towards you. An assassin might be unconquerable for an ally, but for you they’d be a pushover; and as luck would have it, it’s you they encounter.

In general, you are more often present for attempts and disasters that should affect your friends. Should you actually fail in fending off such attempts (for example, you are raped or injured), then your allies will have an easier time avoiding similar troubles. Not just because it would normally happen to you, but because your hardship serves as a ward for your companions. There are actually less instances of that particular circumstance where your group is concerned.

Daimon/Death Buster Perks

100 CP - Touch of (Little) Death

The path of least resistance is often the optimal path as well, especially in the face of warriors supernaturally-empowered to beat your face in. You’ve a bit of skill in seduction and the carnal activities likely to take place in the aftermath. Doubly so when it comes to finding spots of magnified pleasure on the bodies of your partners. It’s not at all difficult for you to induce orgasms and blissful shudders with freedom to trace your fingers on the canvas of their flesh. While it will not be impossible should they struggle, it will likely require more and different skills than this provides. Though it will certainly be better if they can’t resist, best if they don’t want to.

100 CP - Waiting in the Wings

These are far from the strongest versions of the Sailor Senshi, though a normal man still stands little chance of overcoming them. Fortunately, you almost seem to stumble upon confederates to your dirty deeds. While they will approach, at most, highs of unenhanced human capacity, there seem to be an endless number of amoral mooks if you just go looking. What they offer in number, they lack in permanency, seeming to disappear just as quickly as they’re found. They’ll be up for a gangbang or two, but don’t expect them to guard your fortress. Thankfully, you have minor skill in forging alliances with those who hold complementary ambitions, though even then these tend more towards opportunism than camaraderie.

100 CP - It Will Never Fit!

And yet, it always does. By some miracle, you are able to fit massive insertions into your partners’ (or your own) orifices without any injury. Indeed, rather than causing damage, such oversized appendages seem to provide more pleasure, albeit paired with an equivalent pain. But as much as they *feel* like they’re being broken, they never will be, and a powerful orgasm is

soon to follow. This also makes hits to the cervix pleasurable and safe, whether giving or receiving.

200 CP - Master of Shrouded Switches

Sometimes it's surprising how effective "dirt" is in worlds like this. To the extent that effectively becoming a sex slave is seen as more appealing than, say, having nude pictures of you uploaded to the internet or your secret identity revealed. Yes, soul-devouring monsters abound here and might target your friends, but many of your friends are already in on the secret or similarly capable. Wait, no, that's your victims. You, on the other hand, are a master of both obtaining blackmail material and using it as a remarkably efficient lever. Not everyone can be manipulated as easily as the star of a hentai series, especially in more reasonable realities, but this is still incredible social skill in a somewhat narrow field. Politics, for example, may be well worth looking into.

200 CP - Ambrosia from the Loins

In worlds like this, pleasure is often treated as an almost perfect effect. It can melt minds and break spirits. It can shift loyalties and destroy ambition. The strongest wills are nothing in the face of a little fingering. All for little to no reason. Here, though, such phenomena here tend to have a simple, though reasonable explanation. The bodily fluids of Daimons, such as sweat, saliva -- and yes, semen -- act as both aphrodisiacs and stimulants. Like such creatures, your bodily fluids greatly amplify the sensitivity of any regions they are applied to; suddenly, anything from caressing to violent copulation is far less manageable to your hapless victims, especially considering their lust is similarly heightened. Moreover, the effect can be "stacked" almost without limit, quickly propelling your victims to highs far beyond what most humans will ever experience. (Un)fortunately, the effects wear off in minutes unless continually applied. This perk may be toggled with an act of will.

200 CP - A Primed Canvas

Spiritual corruption is all well and good, as are hypnosis and similar such brutish methods. A bit gauche, though. Sometimes a more subtle touch is appealing. When you have sex with someone, you may choose to "overwrite" their recollection of other sexual encounters. After sleeping with you, if you so desire, your partners become gradually less able to call on memories of their true love's touch. As far as sex is concerned, memories of you last longer, with greater primacy. Though maybe you would prefer to lessen more traumatic memories… Regardless, this does not otherwise tune their feelings toward you, or make them more receptive to your demands. A sole change; now some past delights lie with you.

400 CP - Patient Predator

The fear at the heart of any form of corruption is its insidious nature. It is not an obstacle surmountable with fire, steel, or lead. Fitness and martial prowess are useless wards against it. It is a clever force that drives one to want and love what they once hated, often in such a manner that it seemed their own idea. This is more frequently the case for you. Defilement that you lay upon someone, spiritual, magical, or otherwise, is more difficult to detect. If they do not

specifically scan for corruption, they will likely never notice it. If they do, it is so faint that it might be missed regardless. Such forces are no more potent in your hands, but they are better suited to subtly warp and alter as befits their nature.

400 CP - Bolt from the Blue

The mysterious magical girl, the masked hero, that guy who turns into a flaming skeleton at night… They could be anyone! Admittedly, that is precisely the point, but it can be a great deal inconvenient and infuriating if you're looking to interact with their other persona. Luckily, you've an odd sort of luck that ensures you'll be present during transformations, costume changes, and embarrassing moments. This will frequently involve such circumstances that you can trivially capture evidence of such things should the whim take you. To note, this doesn't work on anyone with whom you've already clashed, so it may be prudent to take photos before making rivals and archnemeses.

400 CP - Beg For It

It is not impossible for someone to feel pleasure from intercourse they do not desire. Nor is it particularly rare, as shameful as it may seem to the uninitiated. Sometimes, for their own survival, a person will come to love their tormentor. Rarer, but not unheard of. Your talent is alike and apart from all of them. Not only is it easy for you to impart pleasure where it is not wanted, you can cultivate a purely natural desire for the forbidden fruit you provide. Using only persuasion and dexterity, the bliss you offer is enough for exactly what you think. That they will beg for it, and they will want it. On its own, this is not enough to form an addiction, but with the right drugs… Though, of course, as this is mundane, they will likely put in more serious resistance if something dear to them is challenged or if they see a convincing shot at freedom.

600 CP - Persistent Seed

The most dangerous inflictions in this world can neither be staved off nor cured through mundane means. No cleansing bath will dispel a curse, and no vaccine will immunize against an illness of the soul. The emotions you feel are supernaturally contagious. With contact, you can inspire a disturbing degree of lust or anger in your targets. Prolonged contact will promote greater results, whereas higher willpower will lessen the effect… But even the most determined are not entirely immune. Your "corruption" extends from your skin, to the deepest layers of your flesh and everything in between. Your blood, your seed, your saliva. If it is *of you*, then it will transmit emotions to those it touches and those it fills, endlessly prodding at their mental substance. Every time they are successfully influenced, they are made ever more susceptible. The more of you is in them, the better, though a mere drop may produce spectacular effects with time and patience. Not even the greatest warriors can keep their guard up forever.

600 CP - Forceful Expulsion

How, exactly, does one "lose to cock"? You might just have an answer. Whenever you bring someone to climax, some of the fight falls out of them. Their desire to resist, their physical stamina, their reserves of mystical power, so on and so forth. Anything they might use to resist you is gone with the wind, piece by titillating piece. A small portion will go to supplement your

sexual endurance, but you otherwise do not gain from this. Additionally, it will take slightly longer to recover such resources for every orgasm they sustain, meaning that escape is unlikely for as long as you continue to use them.

This effect may be applied, to a much lesser extent, to those under your command. Your minions extract less energy than you do and do not suppress energy regeneration in the same way, but they can still be useful when you need a break. If they run a train on her, it won't be an issue, but in this case there's no rest for the wicked: If so much as a second passes between their ministrations, the effect temporarily halts. Only until the next man has his way, but over time, it may be enough to pose a danger.

600 CP - Unseen Assailant

Most traits which distinguish one Daimon from another seem to manifest as simple, if unsubtle aspects of biology. Tentacles, strange musculature, and similar mutation-like extensions of the body. Then odder things, like drug-laced saliva, which is common but not ubiquitous. You have lucked into one of the most obscure, difficult-to-counter powers which is soon to appear in this world. You may, by concentrating for a minute or so, enter an indefinite state of invisibility. While so obscured, you cannot be detected by means of light or its siblings, but your cloak does not end there. Though only imperfectly, you are masked to senses which would detect presence. Even for one of the Sailor Guardians, it would be difficult to detect you by perceiving your magical, spiritual, or vital energies. This concealment is cancelled the same way it is invoked.

General Perks

Free/100 CP - Fuck Fucking Problems

No (mundane) sexually transmitted infections/diseases/etc. will affect you, nor will you become a carrier for such things. You only become pregnant or impregnate if you want to. Minor inconveniences directly resulting from sexual activity don't apply to you unless backed by supernatural force. This perk is Free for the duration of the jump, but you may pay 100 CP to retain it moving forward.

50 CP - Cameraman

Such a travesty it would be, if you were to encounter true beauty and let it slip between your fingers. To view a glimpse of paradise and be unable to share it with the world. Thankfully, you are equipped to avoid such misfortune. Your grasp of lighting, aesthetics, and similar is magnificent. Whether dealing with still photos or an extended scene, it is easy for you to line up commendable shots and capture them with a steady hand. You are also proficient in developing and processing these images.

50 CP - "Mangaka"

You are an excellent artist, especially in the uncolored manga styles of Japan. You've been drawing long enough to gain a distinctive style, which you will be able to easily improve upon as your skill grows.

100 CP - Recurring Character

Hentai villains and heroines alike tend to have uncanny amounts of sex. Yet, they almost never fully tire of it. Now, neither do you. You will always be able to derive pleasure and enjoyment from sexual intercourse--irrespective of how often you perform it--without needing to resort to absurd hedonism to get your rocks off. This freedom from wear applies not only to your mind, but to your body. Prolapse, sagging, and ugly orifices will never ail you hence. Unless you want them to for whatever reason. This perk does not inherently guard against addiction, whether to drugs or pleasure.

Guardian Items

100 CP - Fruits of Obsession

From an admirer, one might find this abjectly disturbing. As yours, though? It seems merely a mite narcissistic. For each of your “iconic” outfits, you will be delivered a cosplay adaptation of the same. Each will lack the properties of the original model, though they will be remarkably faithful and accurate, save that they tend to be composed of flattering materials and tailored to a sexier standard. If one of these outfits is lost or destroyed, you will receive a replacement in 1 to 2 business days. Just get past the shyness, and you’ll never run out of clothes.

100 CP - Look Your Best

Fun though they may be, erotic outfits are rarely the best option to secure your interests. This closet is flattering in a different way. Ranging from business casual to ostentatiously aristocratic, these suits and dresses cut you in a respectable, imposing -- and, yes, attractive -- light. It will be quite difficult for your beholders not to take you seriously, assuming you act the part. This closet will expand to include the formal attire of each subsequent world you visit.

200 CP - Walls With no Eyes

A hero who constantly runs themselves ragged runs the risk of turning from heroism entirely, whether due to stress, despair, apathy, or other burdens one courts when immersed in human evil. Burdens which only intensify if not counterbalanced by the brighter of life’s facets. This apartment will allow you to rest your head in peace. Minor wards against misfortune mean it is unlikely to be found by happenstance and that robbers, vandals and the like will often pass over it for another, more noteworthy target. Though it may be possible to lead your enemies here if you are careless. As an additional boon, the rent always seems to be paid in time by some mysterious benefactor.

200 CP - Free Bird

Peace is a rare commodity for the brave. Rarely a day goes by where dastardly plans are not set in motion; if you do not stop them, they will not be stopped, and then how could you live with yourself? Some concessions must be made to prevent your collapse, however. Your fateful life -- and certainly the power that comes with it -- can be freeing, but sometimes small pleasures are most effective. This is a simple motorcycle, a sport bike, entirely mundane save for one thing: Travels undertaken on its back are uniquely therapeutic. As you are carried over the city’s asphalt veins, your burdens seem lighter and your mind clears of worry. This effect is magnified the more time and effort you spend in maintaining this vehicle.

400 CP - Slayer of Lonely Nights

Romance requires a great deal of time and sacrifice, so it would be understandable should you choose not to engage in it. It does, however, come with a host of rewards--pleasure being just one among them, but a fairly notable one to be sure. If indeed you decide to forgo romance, you need not forsake pleasure in the process. Even seduction won't be necessary with this. A rather… versatile toolset, it includes dildos and vibrators of all shapes and sizes. Each provides an unnatural level of stimulation, enough to effectively paralyze seasoned whores and combatants. They will take you to orgasm more quickly than almost any partner, especially if you are experienced in the use of such implements.

600 CP - Fire and Forget

Your enemies will not wait until you are prepared, or even present, to mount their attacks. Considering the location and frequency of their emergence, it is simply inevitable that you will slip up, revealing critical information to those who do not have your best interests in mind. This item will, once every ten years, allow you to safely disregard one such threat. A blank slip of paper, save for a hastily-scrawled phone number: To use it, you must dial said number and describe an event or crime you took part in, though only silence will answer you. Approximately a week's time after filing your "request", all evidence and records of your involvement will either be erased or delivered to a location of your choice, to use or destroy as you see fit. Unfortunately, this will not affect the memory of sapient beings.

Death Buster Items

100 CP - Scenes from a Darker Timeline

Though this world does not truly revolve around a certain transforming heroine, it certainly seems that way at times. As a fan of Sailor Uranus, you have amassed a rather intimate collection of troubling depth and breadth. In addition to a few rare items, it contains a series of manga concerning matters of her personal and sex lives. Each issue depicts an event from these spheres which has already occurred in this world, and you will receive additional issues as more occur. Oh, you're not a fan of Uranus? You may choose another character from this world as a focus, though stories will not be fabricated; so if their life is devoid of interesting scenarios, you will not find them here. As your journey continues, your opportunities for voyeurism will not diminish, shifting focus to any character you choose who is native to your current world. And yes, you can set yourself as the focus.

100 CP - Salaryman

Many villains in these tales are some form of "everyman". Or so they seem at first. Often, dark power or a special competence prove them to be anything but. This phenomenon is now something you might replicate. These clothes are a "standard", outwardly unremarkable set of business wear. Donning them, however, will make you seem similarly "average" and unworthy of notice. The effect is minor, but any who are not already familiar with your appearance and actively searching for you are likely to pass you by. In other worlds, they will change into garments typical of the working class.

200 CP - Chains of the Damned

Violating the powerful is always a risky prospect. If even the slightest detail is unaccounted for, if it malfunctions or is poorly executed, then you and your comrades may well come to a swift and bloody end. These manacles have been sanctified in unholy rites. As a result, they are manyfold tougher and more resistant than steel, and they inhibit “pure” or “sacred” magic to a minor degree. They do not require maintenance and will not wear in from environmental conditions or normal use. Worthy foes will effortlessly rend these asunder, but such are quite rare in this world. By paying an additional undiscounted **100 CP**, you will receive a sack of concrete mix, created through dark alchemy and similarly inhibitive to sacred magic. It will dry quickly and hold any shape it is molded into miraculously well, but its effectiveness is limited without further preparation on your part. The sack will be refilled once-per-month.

You will also receive regular shipments of more mundane restraints, such as zip ties, rope, and so on. Nothing incredible, but hopefully enough to enable your fun.

200 CP - Slaver’s Alchemy

Magic is hardly the only way to bend wills. What you have here is a few cases of illegal drugs -- narcotics, aphrodisiacs, sensitivity enhancers, and more. They are unusually potent, and overdose to the point of physical harm or death is practically impossible. Their durations are likewise unordinary, most doses lasting somewhere in the hours. Used well, they may succeed where magical and spiritual means have failed. You will receive a new shipment every month.

400 CP - Daimon Seed

Most daimons were born in a lab, but some are indeed blessed with viable means of reproduction. Somehow, you have come into possession of a sturdy glass vial. Contained in this vial is a lone daimon seed. Deposited in an unfortunate woman’s vaginal opening, this will quickly make its way to the womb and form a tenacious web to anchor itself therein. Thus, the victim’s lust is stoked, as it feeds on her vital and magical energies -- as well as those graciously donated by any lovers -- to transform her into a daimonic broodmother. If left unchecked, a veritable horde may well spring from her thighs, humanity soon brought under the yoke of a new inhuman race... Take care, for neither the mother nor her children are innately loyal to you or your aims.

600 CP - Spectacular Spectacles

Even in a world resplendent with magic, it can be strange what you might find. Take these, for example. Silly ads in vintage comics sold cheap, wearable props which purportedly conferred powers of hypnosis on the wearer. Those were of course paper, plastic, and pretend… but these are real. You will be able to find ads through magazines and Twitter which offer a variety of hypnotizing glasses. These will allow you to plant suggestions and beliefs in the minds of your victims, though only for a time. You may not issue commands which would cause death or grievous injury, though most anything else is on the table. You might make someone believe wholeheartedly in the health benefits of semen “protein shakes”, or perhaps that they are of the opposite gender. The domination is not absolute, though only those with an

iron will have any hope of resisting. Any who are susceptible will regain their faculties about an hour after their most recent order.

Companions

50 CP - Companion Import
If you're entering this world with friends and allies, you may grant them power for 50 CP a head. Each will receive an origin for free with associated freebies and discounts, as well as 600 CP to spend as they see fit. Companions cannot purchase other companions, nor may they take drawbacks for additional points.

100 CP - "Canon" Companion
You may take any character that has appeared in the Uranus series of doujin manga by Bang-You, so long as you manage to convince them. They will receive 600 CP to spend as well as their "canon" abilities from this collection of doujin. Most are hardly worth mentioning, but a few notable characters, such as Michiru Kaiou and Souichi Tomoe have appeared.

Free - Sailor Uranus
The star of our show… wait… the planet of our book? Regardless, this is the lone heroine who is featured in these stories. In some ways, the world seems to revolve around her, and not in any way that would be considered auspicious. She is of the Sailor Guardians, courageous, strong-willed, and notably athletic. Certainly a strong ally and a loyal friend should you prove yourself worthy. In any case, it is unlikely she would object to being spirited from her world's malevolent focus, especially not if you bring her lover along. She will accompany you on your journeys if you convince her to come along.

Free, NOT Mandatory - Vile Hordes
The Sailor Scouts are the most recent incarnation of warriors from a more glorious past. Their enemies in this world are incarnations from… something... Darker? Sexier? ...Hornier? Like Sailor Uranus, you seem to have attracted an assortment of foes intent on deriving sexual pleasure from your body. Their abilities and/or equipment are fairly notable, though not insurmountable, for this world, ranging from invisibility, to binding magic, to halting the flow of time, etc. Many will also be competent in mundane skills such as investigation and tactics. All have access to the effects of **Touch of (Little) Death** and **Waiting in the Wings**.

Over the course of the jump, you will attract somewhere between six and ten such opponents. More interestingly, they will be inserted in each world you visit, reacquiring their skills and powers in short order. They will make semi-frequent appearances for as long as they are alive in the jump. As a rule of thumb, you should expect to deal with them at least twice a month--occasionally more, rarely less.

Drawbacks

0 CP - Cosmic Retelling
As depicted, this world does not approach the displays of power that one familiar with the original material might expect. This will bring the power of the world in line with the canon of Sailor Moon; though this document is not designed or balanced for such considerations, and few if any options in this jump will prepare you for threats on that level.

+100 CP - Degeneration
As it runs its course, a daimon seed will inflame the lusts and sensitivity of its target. These will slowly build, until the “heat” and urge for sexual stimulation is so great that one experiences physical pain for not partaking. You have received a daimon seed which has reached this stage of progression. It will progress no further, but you will not be able to remove it, and you are subject to aches which worsen the longer you go without sex. It is impossible to soothe this pain on your lonesome; to do so will require another person. Wait any longer than an hour, and you will experience intense agony. Mercifully, these sensations will only assail you while awake.

+100 CP - Prepare Ur Anus
Common wisdom holds that the strong-willed are weak to anal. For you, there is truth in such rumours. You may choose one either of enhanced pain or enhanced pleasure, which you will experience during any form of anal penetration. The respective sensation is enough to incapacitate the most willful mortals. Even if you can stomach such experiences effortlessly, they will trigger a mild paralysis that prevents your retaliation nonetheless, your limbs heavy and slow to respond. Whispers of your weakness will rapidly reach the ears of your opponents, and they will be quick to exploit it if they are able.

+200 CP - Adamant Zip Ties
No one would ever mistake you for an escape artist. Heedless of all logic, sense, and reasonable countermeasures, you have been cursed with a crippling susceptibility to bondage. Once a chain has encircled your wrist, or your body has been half-thrust through a wall, there is little you can do but wait and hope for rescue. In the meantime, your enemies will be free to do with you as they please. While you are as tough as ever, while bound, nothing you do will enable your escape or scatter those arrayed against you.

+200 CP - Gravity Well
Like moths to a flame, the scum of society seem to find you an irresistible existence. Your enemies harbor lewd designs against you. Daimons and other dark forces will scheme to breed you and never hesitate to humiliate you in public. You can be sure that any form of defeat or capture will result in a few rounds of sex before the other fates your foes have in store for you.

Perverted civilians always exist to inconvenience you, sapping a considerable portion of your free time. They will require of you lewd tasks, ranging from exhibitionism to prostitution and

other degenerate acts. While they will never harm you directly, they might threaten to reveal your identity, visit terror upon your loved ones and similar if you do not comply.

In effect, you are the protagonist of a hentai series. You may or may not find this appealing, but your consent matters little to those who find you attractive.

+300 CP - Jumper vs Stopwatcher

Your life is probably hard enough without being harassed by thoughtless outsiders, but you'll just need to deal with it. Your paths frequently cross with third parties who will provide some lewd manner of distraction, while you are powerless to resist. You might be embroiled in combat, only to suddenly find yourself fucked in all holes, left to grapple with the pleasure and fluids that have instantly spread through your body. Or you might be preparing to deliver a speech, only for some undetectable, selectively-intangible monster to begin raping you in the ass. Perhaps a bystander spills some aphrodisiac on your chest, such that even a light breeze becomes debilitating.

Such complications will occur semi-frequently, but you will never be able to predict or avoid them in any fashion. They will, however, occur such that your own skill and determination might allow you to recover and accomplish whatever it was you were hoping to accomplish. Don't count on it, though: While the chance exists, it is infinitesimally slim.

+300 CP - Phases of the Moon

The Sailor Senshi are a candle against the night. However hard they struggle, the forces of corruption never relent; in this conflict, they are the underdog, and they need all the help they can get… But sometimes it seems not even their own powers can be relied upon. Your curse is a powerful weapon for those who know of it: An ever-shifting crack in your shell, every month you seem to gain a different "weakness" that your enemies might use to bring you low. One month, an orgasm might cause your powers to abandon you until dawn's next grace. A moon from then, and every touch might evaporate large portions of your energy. Perhaps one month's bane will be the opposite: Pleasure is needed to properly access your techniques. Whatever form this takes, it is never immediately lethal and tends more towards lessening your ability to resist than outright harming you, but take care not to make enemies who would carry their sins further. And it is disturbingly easy for your foes to discover your current weakness.

+300 CP - Planetary Collision

An observer to this world might think that fights seem unserious and somewhat harmless. And that is true, to an extent. Enemies will frequently seek to capture or incapacitate rather than kill, often taking significant risks to achieve some act of virtue or humiliation. However true that may have once been, it is now significantly less so. Your foes will act competently and fight as if their life depended on it, as should you. Don't misunderstand: They are perfectly willing to toy with you if the cards should fall that you are helpless in the aftermath, but they won't form their stratagem around such possibilities. Before you think to slaughter throngs of weaklings, this will also ensure you come into conflict with some of the more potent enemies of this world. (Be especially careful if you take this with Cosmic Retelling.)

Ending

Go Home: Return to your world of origin.

Stay: Stay in this world.

Continue: Leap from this world to another.

Notes

- In cases such as **Gravity Well** and **Jumper vs Stopwatcher**, events will align with your sexual orientation and the relative "vanilla" nature of this world; otherwise, all bets are off.

- For convenience' sake, members of Vile Horde are hereafter referred to as "Rogues".

Vile Hordes: Creation/Acquisition

Rogue powers and gear are tied to a "Mantle", which generally map to narrative archetypes or fetishistic themes (e.g. "time user", "wizard", "minion creator", "flesh shaper", "amazon", "bondage master", "illusionist", "demagogue", "wall trapper" etc.). Overlap is possible and even likely. Their sex and appearance are in line with your sexual orientation, and they will generally not indulge in fetishes you find disgusting (other than rape, monstersex(?), and slavery for obvious reasons), but otherwise all bets are off. If it needs to be said, the more Rogues and less fetishes you have, the less likely an acquired Rogue will fulfill a fetish. If you wish, a rogue may target a companion or your companions instead.

Compulsion must be determined upon acquisition of a Rogue. You must choose at least one of the following **Compulsions: 1)** [rape and sexual harrassment] **2)** [enslavement] **3)** [kill and/or injure] or **4)** [severely inconvenience]. These do not need to be their primary motivators, but in pursuit of their true goal, the Rogue's actions will invariably result in conflict with you, such that the Rogue will attempt to fulfill the **Compulsion** with you as the target. If you choose more than one **Compulsion**, fanwank how they interact. **Compulsions** can only be changed by you if you choose Reincarnation, Possession, or Redemption (all of which constitute giving the Mantle to a "new" person, and is thus effectively acquiring a "new" Rogue). More information under **Insertion Options**.

Interests represent the habits, desires, and character of a new Rogue and may, however, change as a Rogue develops as a person. Compulsions are much harder and incredibly unlikely to change, though it may be possible under extraordinary circumstances (such as mind-control and the like).

Additional transgressions against you may be added to their **Interests**, but these must actually be actions which are widely perceived harmful or inconvenient. Rogues will never perform any action which would benefit you (or could reasonably be perceived to benefit you), neither of their own free will nor incidentally (e.g. using you as a test subject for human enhancement drugs, "cursing" you with "lots of awesome sex with really hot chicks", misplace valuable equipment in your storage facilities when robbing you, and things of a similar nature). Please be reasonable: Vile Hordes is meant to provide an inconvenience or challenge at best, a hellacious experience at worst.

In the event a Rogue is unnaturally compelled to act in a manner beneficial to jumper or their goals such that they are unable to make the informed decision of their own free will: The Rogue will gain a strong resistance to whatever was used to control them and have any

control/lingering effects erased upon Insertion in the next jump. If they willingly choose to do so, consult the next section.

Vile Hordes: More on Mantles

While Rogues are not absolutely bound to act out the role implied by their Mantle, they are almost guaranteed a skillset and personality type where doing so is both easier and fulfilling. Anything from a Mantle cannot be transferred, stolen, copied, or otherwise gained by anyone or anything but the Mantle-holder under any circumstances. Anything tied to a Mantle cannot be permanently lost or destroyed, which will manifest as absurd luck in regaining the reduced traits or objects. Both conditions apply to anything gained directly from this document, from any of the following "insertion options", and anything created/crafted using boons from the previous. A Mantle can be transferred only as the result of an Insertion Option.

Jumper and Companions, followers, pets, friends, allies, summons, or anyone or anything even slightly positively-disposed to, subordinate to, or owned by Jumper cannot gain a Mantle under any circumstances. As before, nothing tied to the Mantle can be gained by anyone but the Rogue.

Vile Hordes: Insertion Options

Rogues will at no cost gain potential equal to a native of any subsequent realms you visit and will have a talent for improving in skills suitable for their Mantle.

If a Rogue is killed, you must choose the **Resurrection**, **Reincarnation**, **Possession**, or **Redemption** Insertion Option for that particular Rogue. If they are befriended or otherwise rendered amiable, you must choose **Possession** or **Redemption**. Rogues cannot be companioned or turned into a follower under any circumstances unless **Redeemed**.

The maximum number of "rogues" that can be active will expand by one per jump. You may decide at the beginning of a jump for anything from a single rogue to the maximum allowed number to be active. You may decide for more to become active as the jump progresses (e.g. 1 Rogue in the first year of a jump, 5 in the second, 1 in the third). There are several options for individual Vile Horde members to insert into future worlds:

1. **Abstinence:** You may refrain from inserting them at all, leaving them trapped in a "limbo" similar to that experienced by companions.
2. **Drop-In:** You may allow them to "drop-in", changing nothing about their form or abilities, while still allowing for opportunities to harass you.
3. **Resurrection:** The same as the previous option, but they will be healed of any injuries and otherwise restored to their prime. They can also be resurrected if they have died.
4. **Reincarnation:** They may be "reincarnated", gaining the history and potential of a native of the world, as well as their skills and memories at the same time you enter into the world. The personalities will be a merger of the new incarnation and everything up to that point.
5. **Possession:** You may choose for their "Mantle" to be passed on, similarly to reincarnation, but they will serve as a voice in the head of a "host", whose memories and personality will be independent of the previous owner of the Mantle. The "host" may

choose to “silence” them at will, if their commentary should become undesirable. If a host is killed, they will become part of the Mantle, a la the Possessing Rogue.

6. **Redemption:** You may release a “redeemed” foe from their Mantle, stripping them of the associated benefits but allowing you to interact with them as a normal inhabitant of that world.

I. From this jump forward, on making the choice to “import” a rogue, you may choose to replicate any of your or your Companions’ “build” for a given jump onto as many rogues as you wish, though each rogue may only have one “build” from any given jump. In the case of custom or personalized powers, you may choose for the Rogue to awaken a power more appropriate to their Mantle instead of a copy from your group. It will be roughly “balanced” in terms of potency and versatility when compared the power it was based on.

If a slot for a Rogue is currently unused, then you may gain a new Rogue from your current world. This is fully optional, and you can have inactive slots without acquiring a new Rogue. They will not be a “canon” character or a character you would have otherwise known of before visiting the jump. Their innate abilities from their world of origin can be anything equal to or lower than your own build from that world. They will be sufficiently discreet and competent so as to not “butterfly” your current world, barring any response on your part.