The Gamer

Now that name might be familiar to you but this isn't the webtoon as you might first assume. Rather this was a group of people's lewd take on the idea that got made at the CHYOA website and is still being updated. It follows the (mis)adventures of John Newman after he receives the power of The Gamer from Gaia, who seems to be a lewd and crude Goddess. Due to the nature of the story and how it's not really finished and might never be your location is instead based on the numerous storylines that one could follow while reading. Because of this what an author writes later decides what happened earlier, yet there seems to be some connection between these storylines, though it is not always two-way.

Take 1000 CP and choose your "Location", age and gender freely. Your age is at minimum 18 and you start the morning John gets his powers.

Origins

New Player - While John's ability is unique, even compared to his alternate selves, this origin is geared to be for those new to the hidden magic world like John himself and comes with perks to make that an advantage or to make it less of a disadvantage.

Member of the Order - While the world of the Abyss is a chaotic mess at even the best of times, the order is a religious group dedicated to both the worship of The Lady, an identity of Gaia, and the enforcement of a semblance of peace. They are however extremely biased and tend to dislike magic and magical creatures in general, seeing them as unholy.

Gorbachev - You are either a lost descendent of the Gorbachev family or an escaped experiment to recreate/copy their bloodline (if you are as far as they know you're a failure and dead.) Due to this you have incredible magic potential and an intelligent mind, you may even possess some 'eyes'.

Sex Deviant - This is a lewd world with lewd opportunities, you're not going to waste it. This origin embodies those who want to give their carnal desires their full attention, or at least a large part of it.

All origins can be taken as drop-ins, any groups you are a part of have you as a member who just joined or will soon be recruited.

New Player Perks

Quick Learner - 100CP
You now not only learn quickly, but all skills you do learn become added to a list of abilities that measure them while also preventing any degradation from disuse. You now can “dissolve” books, scrolls, or anything physical that is designed to teach into a form of pure information which your mind absorbs and gives you the most basic skill for it. While you can use it on theories like math or quantum physics, it won’t make a skill from them. You can dissolve these things and let someone else absorb it but it can’t be against your will.

Homeostasis - 200CP
Your body can now, given time, heal from absolutely anything that doesn’t kill you. Your body creates matter and energy from nothing given time, even at the cellular level. You can survive stage 4 cancer, STDs vanish, etc. Your health is now measured by a detached form of energy which will always regen unless it hits 0, defined and seen as HP. If it doesn't kill you immediately, it won’t kill you at all. You have a resistance to effects that alter your physiology against your will. You also now have a status page which measures your physical attributes, dividing them into several factors such as strength, endurance and libido. This also grants an essentially endless amount of sexual stamina.

Indomitable Mind - 400CP
Your mind is now completely immune to all non-mundane forms of manipulation, from the weakest empath to the strongest eldritch creatures. This is an absolute perk. This also grants incredible resistance to mundane manipulation such as PTSD and insanity. You also will always recover from such things if you do succumb to it. You also now have a mental status list that measures your mental attributes. Combines into one status page with Homeostasis. While this doesn’t bypass drawbacks it does help you cope with them. This also grants incredible endurance to both pain and pleasure should you wish.

Game Logic - 600CP
You and the world around you now operate on a different logic than usual. You get stronger from exp, skills always improve with use, all skills can use any energy pool you have access to, etc. This also has the effect of making items drop from defeated enemies which also give exp while also creating a title and achievement function which offer benefits based on your accomplishments. This power has been proven to give substance to illusions, at least in terms of item drops, so fanwank responsibly.

The Gamer - 800CP
Like John Newman you have been granted the power of the gamer, unlike him you won’t be pestered by a biased and asshole Goddess. This essentially fills in all the blanks the other perks didn’t give. A quest system, a verbal translator, inventory, etc. If you’ve seen a plotline do it you probably can too. You can optionally choose a specific system from one of the storylines or you can devise your own so long as it follows RPG principles and has sex as a deliberate inclusion.

Automatically grants create and escape/destroy ID skills at level 1 and allows mundane skills to gain supernatural properties.

Member of the Order Perks

Holy Duty - 100CP
Sometimes you may have to do things that make you question your morals, not anymore. Now whenever you have an option to go against your morality you can view the decision in an unbiased and calm fashion, allowing you to not only view whether the decision is against your code but also allows you to view what your morality is clear as crystal. Increases your ability to make hard decisions if you feel it is necessary.

Paladin in Training - 200CP
You now have basic training in most forms of combat as well as specialized training in a single weapon or set of weapons in your arsenal, allowing you to integrate it flawlessly into any other combat style. Learn how to use SMGs with Justu, gauntlets with magic, etc. An ametuer of all and a master of one.

Chosen Wielder - 400CP
There are many weapons or tools that can only be used by certain or certain kinds of people. From now on you always meet the bare minimum for any such tool, even if you're a holy paladin you can wield a demon sword like a corrupted soul. It is important to note that while you can wield anything this prevents you from using the tools full potential unless you could wield it without this perk or by training, nor does it prevent someone more worthy from taking it from you. It also prevents these things from corrupting you body, mind, and soul unless you allow it.

Divine Boon - 600CP
Like the Order you hate magic, or at least your body seems to at least. Now all magic or supernatural effects are half as effective against you, as if you had some sort of divine shield surrounding you. Your own supernatural abilities are effectively doubled, as if the same shield is amplifying your own power. Note that this affects all non-mundane abilities but won't affect environmental hazards, it won't help if you go to a nuclear plant, but it will if someone who controlled radiation hit you with it.

The Golden Rose - 800CP
The original Golden Roses gave the wielders a great amount of divine power that could be channeled for different effects, but came with quite a few drawbacks like needing to stay a virgin, could only be wielded by women, and made the wielder horny based on how much they used it. This is essentially a new and improved version of it, you can be male, nor do you need to stay a virgin, though it still causes arousal. Another main benefit is that you can create a copy

of this power (at the strength you get it) to grant to people you have sex with or your children. You should note that copies can't make more copies unless they are your children, in that case their kids get a copy and so do their current partner(s). You can grant this to adopted children.

Gorbachev Perks

Logic in the Chaos - 100CP
You have the tendency to think logically and calmly in almost any situation regardless of your current state. This also gives a boost to pattern recognition and research in general, allowing you to create advanced (for this setting) equipment using mundane science and arcane magic together, magitech as it were. You also tend to learn people's behavior and personality fairly easily as you rarely forget even the slightest thing about them.

Neutral Territory - 200CP
If and when you declare yourself and your allies neutral in a struggle or fight your stance is usually accepted. They won't force you to pick a side and as long as you stay out of it they'll largely leave you alone. Thankfully if you're an independent contractor and are hired by one side the other doesn't take offense, as in if they win they won't kill/enslave you along with the others or they won't have a grudge if they lost because of the services purchased. Likewise you can easily work for both sides so long as you keep their secrets from each other.

Luck of the Genius - 400CP
No matter how smart you are, or how good you are at reverse engineering you are bound to hit walls in both your research and general creativity, now it's not so bad. Whenever you do hit a wall something will come your way, either literal as a new or original approach of tech or metaphorical as an epiphany, breaking you out of your stump. This also acts as an intelligence booster to where you are capable of making such breakthroughs naturally. This isn't absolute, as it only helps when you're stuck on the right track, no god tier stuff if you weren't already close to it and you have to put in actual effort, this won't do the work or the math for you, just gives the proper tools.

Blinding Limiter - 600CP
There is always a limit to what one can handle, and with this those limits aren't a problem. You are now capable of limiting yourself, willing, or defeated people's powers. How much you can limit is something you must train but this starts with 3 modes; 0%: they are limited to the average mundane human, 50%: they are half as strong as before, and Dormant: once applied you can leave the limiter off to activate later remotely. Note that defeated people have to be close to or lower than your power level and that willing ones can remove your limits whenever

they want unless they agreed to give you complete control. The real power comes from it being able to limit just about anything, goblins, demons, god, eldritch abominations, etc.

Eye(s) of Gorbachev - 800CP
The Eyes of Gorbachev, what they are and what they do vary per storyline but the general idea is that it is an extreme power that takes the embodiment of a concept or idea and puts it in a spell format, with the trigger being emotions associated with the concept. The Eyes of Hate is a powerful red attack that can't be blocked short of divine power and is triggered by anger. However it requires extreme feeling and it's difficult to control even without your judgement being compromised. You start with one basic Eye of your choice with the potential to unlock or develop more.

Deviant Perks

Perfect Fit - 100CP
Now regardless of your size sex will always be comfortable for you and your partner, women will be filled without any stretch pain while men will always experience a tightness with a vicegrip or loose feel. Should note that this only works if you have a partner, can't fuck a 4 inch mold with a foot of dick nor can you use a dildo the size of your body. Has to be a person in some form.

Perfect Match - 200CP
You can now have sex with anything or anyone capable of giving consent. Now they technically don't have to give consent they just have to be capable of it. This also allows you to, safely, impregnate anything you can have sex with, which tend to be either the race of one parent or some sort of hybridization between the two, your choice every time. Have sex with ghost, lava spirits, robots, dryads, etc (works in reverse so you can fuck others as a ghost or something). If it passes the Harkness test you can fuck it. Also gives you control of your own fertility and like with hybrid selection you can also choose their gender.

With Great Power Comes Great Sex - 400CP
How powerful you are increases your natural ability to please others sexually as well as increasing how good it feels for you, though not as much. It also grant you the ability to safely include your powers in sex with unwanted injury. Use fire magic to increase the heat, lightning for stimulating shocks, telekinesis to stimulate every part from the inside, etc. Also work in reverse so the more powerful your partners the better they are and allows them to safely use their powers on you for pleasure.

Dominate and Propagate - 600CP
Sex is great and all, but it's not going to help in a fight, not without this perk at least. This perk let you initiate a sort of sex combat where instead of fighting to kill you are fighting to please. Whoever runs out of steam first loses, though that doesn't necessarily mean the winner has to

stop. If you successfully bring them to mind numbing amount of pleasure you have a chance to force them to see things like you do, typically making them your slaves temporarily, though it can be reinforced and made permanent through repeated sessions. You can also impregnate them or be impregnated by them if a woman, this perk allows you to have a kid without any problems due to pregnancy.

Sex is Power - 800CP
If you're gonna spend most your time fucking, you might as well get something out of it, you know, besides orgasms. From now on sex counts as moderate general training for both you and your partner. In addition you can grant a copy of your powers at base level to anyone you have sex with, similiarly you can grant yourself a copy of their powers. Though you can only copy once a session the training effect is amplified for powers you got from your partner and vice-versa.

Companions

Import 50/200
Import 1 companion to gain an origin and 600CP for 50CP or all 8 for 200CP

Take Free
You take anyone you can convince to come with you for free, but Gods, both Eldritch and not, can only come with you if you pick the drawback associated with them. Gaia is off limits.

General Items

Both the 50CP and the 100CP are free for their origin.

Dimensional Phone - 50CP
In a world with tons of dimensional warriors you're bound to being in a situation where your phone has no signal, not anymore. This phone, model of your choosing, has been mystically upgraded to always have wifi and signal to establish connections regardless of distance or if you're even in the same dimension. Note that this will only work with-in the current jump, until post-chain, and you have to meet someone or something connected to the database already. Importable with other communication devices.

New Player Items

Slime in a Jar - 50CP
Slime, at least in one timeline, is generally a creature with plant-animal level of intelligence. This jar is, for lack of a better word, the remnants of their corpse. Now this jelly-like slime can still

grow if fed protein, like semen, and is useful for crafting weak basic items, being used as a mystical adhesive, or unique luxury ones, jelly water beds that regulate temperature and firmness. You get a 16oz jar every month starting now, color is up to you for every order but the default is green.

Basic Books - 100CP
This is a 4 book set of basic things one should know in the abyss. The first is a basic introduction to many forms of mundane melee combat, with and without weapons. The second is a basic introduction to many forms of mundane ranged combat, both modern and old. The third is a basic introduction to many forms of magic, both combat and utility. The fourth and last one is a basic introduction to the abyss as a whole, the power struggles, abyss auction, which faction owns what territory, etc. Note that none of these are skill books as they aren't meant to teach, rather they are meant to introduce options to you so you know what you can choose to do.

Ingredient List - 200CP
This is a blank book, or it is when you get it. It is a self-updating book that tells you about what kinds of drops you get from what enemies, useful for the fact that only you and John get drop items at all. It gives a short summary of what the drop is and potential uses for it, though outlandish or hidden properties won't be stated. It also lists all crafting recipes you learn in the back of the book. While the pages are effectively infinite you get a new one for every jump you go to and the previous one won't update unless you go to the previous jump or craft something new using ingredients from the setting.

Artificial Crystal of Life, Youth and Sin - 400CP
This crystal is effectively an assimilation tool. When applied to an object, mundane or otherwise, it gets the ability to enhance itself and grow with materials and energy fed to it. Becoming better and better over time. While there is no hard limit, you could get a superman strong item using plain iron, it has diminishing returns, it would take a moon sized amount of iron. It also takes well to gaining or placing a soul in it, artificial or natural.

Member of the Order Items

Holy Weapon - 50CP
This is a basic melee weapon with one and only one feature. It can channel divine energy, merging with your own personal energy. This effectively means that the closer you are to a god, literal or metaphorical, it and you gain strength and power. Technically it can channel demonic energy to, but you don't want the Order to see that.

Divine Armor - 100CP
This is a golden armor tougher than steel yet lighter than leather, at least for the rightful owner. It's true power lies in it's ability to be a conduit of Godly energy, capable of granting temporary

abilities that mirror the god giving their energy. Lightning if Zeus, earth and nature for Gaia, etc. Once again it's technically able to do this for demonic energy too.

Book of Prayers - 200CP
How can you properly serve your god if you don't know their rules? This book keeps track of the gods you meet/learn of and the proper way to show devotion to them. It has their history, the true history, what their domains are, what they can do for you, and how to get they're attention. It's infinite but you get a new one every jump. It also does this for demons.

Crystals of Messiah - 400CP
Oftentimes it's when your god leaves that you need they're help the most, not a problem with this. This is an endless amount of empty crystals, which you can channel divine energy into to store for later. Also works for demonic energy.

Gorbachev Items

Magi-tech Suit - 50CP
This is a magi-tech suit that can easily be upgraded with technology and enchanted with various magic. It’s cheap as it starts being a flexible skin tight suit that's only feature is self-repair, as strong as mundane clothes.

Drones - 100CP
6 basic magi-tech drones that have simple features, self-repair, self-recharge, and get replaced if destroyed. Easy to upgrade through magic and/or engineering. Comes with blueprints on how to make more and a control pad.

Infinite Data Storage - 200CP
Through a combination of spell-coding and the magic of Illusion Spaces you have a top of the line mundane computer that has an infinite storage capacity, the computer itself never needs to be charged, self-repairs, and is easy to add more features both mundane and magical. Comes with design plans on how to make the Infinite Data Storage system itself and tips on what it can be applied to and how.

3D Scan and Print - 400CP
This is a magical 3D scanner and printer, capable of scanning and printing practically anything. Note that while it does this with enchantments you still need the energy and materials to print something and you can only make a copy of what you scanned, no edits allowed. So while you can technically scan a god you would need both the 'god' matter and a massive amount of energy to create the copy. The scans it makes can only be used to print copies, nothing else. Gets replaced in a week if destroyed.

Sex Deviant Items

Endless Lube and Condoms - 50CP
As it says on the tin, you have an endless supply of any and all mundane lube and condoms. The condoms have a 100% guarantee to prevent pregnancy and STD.

Books of Kinks - 100CP
This is a book that has a definition, description, and tips on any and all kinks you find. A new book will be created for every person you have sex with detailing their personal kinks and fetishes and how to fulfil them the way they want them to be.

Soul Binding Contract - 200CP
Every month you get a Soul Binding Contract paper, which allows you to create a contract linking two or more people to an unbreakable promise. The nature of this both allows you to make deals ordinarily impossible (like eternal youth or soul ownership) so long as you or the combination of participants has the power, and since it takes power from all participants no one in the contract can break it. The only drawback is that you can't lie or magically manipulate them into signing, though that doesn't mean they have to believe you. How many people believe in Soul Binding Contracts?

Genetic Chamber - 400CP
Want to create a fantasy race, an army of Wonder Women, clone something without DNA? This is the item for you. This is a fiat genetic sequencer chamber, capable of scanning and cloning anything that is alive in some sense. It won't clone clothes or drones, but elementals and true sentient/sapient robots are good. Better as it allows you to mix and match scanned samples for improvement, while also creating a genetic blueprint for scanned and cloned beings, giving them their own version of DNA. Sadly it is incredibly large and immobile, you need to bring samples to it, not it to the samples. You need especially large samples if it's something without DNA or if the powers aren't genetic based, around the size of a limb or 2. Clones come out with up to a highschool amount of knowledge but you can add more into the database. Decide each jump if it's a warehouse attachment or a property.

Drawbacks

New Game +0
You replace John Newman in the timeline you picked. You do not get his powers.

Hidden Power +100
Any and all of your powers are now subject to the rule of the Abyss, do not let the mundane know. This is automatically applied to magic or abilities gained while in setting but now they apply to perks and powers from other Jumps. Get caught and face the wrath of Gaia.

Power lock +200

All out of jump powers are locked away until the end of the Jump. You still have access to companions, warehouse, and items but all perks, powers, or magic systems from other Jumps are rendered unusable by you.

No Sex +300/400
The 300 version forbids and prevents you from having sex. the 400 version allows sex but every time you do you lose a perk or power until the end of the Jump, even the ones gained here. This can and will continue until you are stripped to your body mod.

Info Packet +400/600
The Abyss net has an info packet detailing you, your history, address, powers, items, combat style and personality from this Jump. For another 200 CP it also includes out of Jump info and knowledge of Jumpchain.

Abomination +600
Some faction see's you and your companions as abominations that should either be imprisoned or destroyed. No matter what you say or do they can't be convinced otherwise and if you wipe them out they'll just rebuild and gain new members. Can be taken multiple times for multiple factions. (You are a priority, but not number 1 priority)

Eldritch Eye +600
The eldritch know your nature as a Jumper, and they are intrigued. You now have the attention of the Eldritch beings in this Jump and they believe you are similar to them. They would either want you to join them or kill you to understand how you can enter the universe so easily. Either way, watch your back, even if you join them they can have some… weird definitions of helping, and in doing so you declare yourself enemy of man.

God(s) Watch +600
Like Eldritch Eye the gods know of your nature, pick if this is just a major God like Zeus/Odin or a group of minor gods, for it matters little in the long run.

Enemy of the World +1000
Why did you pick this, I'm not sure it's even possible to survive this. Gaia now hates you and wants you dead. She knows your nature but not your powers, unless you chose Info Packet. She will pull all her strings to see you die, order the Order, call in favors from other gods, and in your last year if you still live she will call off the ban of using powers in the mundane world to see you destroyed. Note: If taken with Power Hidden it stops at the last year, you're going to need it.

Notes

No Sex is so valuable because the setting is both inherently sexual and a lot of magic and rituals have sexual components, it basically locks you out of these powers or punishes you for using them.

Hidden Power only requires you to hide your powers, you can still use them. So long as no one sees or those that do see believe it to be a trick you're fine.

Power Lock is cheap because of how easy it is to gain powers in the setting, if you picked the right perks.