

Ii Orc no Hi
a.k.a.
A Friendly Orc's Daily Life

Jump by dragonjek
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Once, there was an orc who had no talent at being an orc. Let's call him "Orc". He didn't want to pillage, he didn't want to rape, he didn't even want to turn so much as a single captive into his breeding sow. So, he left the tribe, and built himself a home far from the other orcs.

Once, there was an elf. She was a princess who was kind to all her subjects, and even befriended dark elves. Let's call her "Elf". However, she was also a thirsty, slutty thot who desperately wanted to be raped by an orc.

However, when she finally finds one, there's no rape to be found.

But don't worry! She'll just keep trying until he gives in and gives her the raping she wants so desperately.

Or maybe she'll just give into her desires and rape him instead. Either or.

That's the sort of world you've ended up in, Jumper. Oh, there's other stuff happening too—there's this black dragon child who was sold into slavery and rescued by a kindly old man, the hero and his mage companion are questing to level up enough to fight the demon king, and (more nefariously) there's this group that's currently performing experiments on children obtained from an orphanage—but this isn't the sort of world where plot and narrative play a very big role.

Here are **+1000 Choice Points** with which to prepare yourself for the time you'll spend in this world.

Location

It seems like the events of this world, what few there are, seem to revolve around this forest, so here you go; you're in Orc's forest. Not the forest of the orcs, just the one. In a little while, Elf is going to run away from home to try to find an orc to rape her; and, as their village is adjacent to the forest, this is the first place she'll look.

Race

What species are you?

Human (Free):

Perhaps the most widespread of the races, they are quite successful despite not having the same standout features possessed by certain other species. Although their average individuals might not reach the same heights of those of another race, their exemplary individuals tend to be standouts that are capable of competing evenly even with highly skilled members of other races.

Elf (-100 CP):
You're an elf, and like all elves, are proficient in magic. Not an expert, not just from buying the race, but an elf who can't cast at least a few spells is a pretty sad excuse for an elf. You're graceful and beautiful by the standards of humans. And you're probably a pervert—of the two elves shown in the comic, one aspired to become an orc's slut-whore sex slave, and the other got in a relationship with a hermaphroditic gentle mommy gf angel.

There is significant prejudice by baseline elves against "dark elves", but there is no appreciable difference between them and regular elves other than the dark chocolate color of their skin.

Orc (-100 CP):
Sure, you might not have the magic of an elf, but your physical strength is something quite ludicrous—even without any great experience in combat, you're still able to kill a low-level hero with only a finger-flick. Your kind are known for kidnapping breeding sows from the population of other races, and raping them into near-permanent states of orgasm as you wreck their holes.

Demon (-100 CP):
Demons generally serve the Demon King, who is presently at war with most other species. With one purchase, you are a low-ranking demon; great in a fight, sure, but anyone of even moderate power will defeat you with this race alone.

For another **-200 CP**, you are on the level of the Demon King's generals, a potent warrior that even a well-leveled hero would have difficulty facing.

For a final **-300 CP** on top of that, you are a demon as powerful as the Demon King herself, a figure mighty enough to challenge the highest-level adventuring parties and lay low all but the greatest of heroes. You don't have the Demon King's immunity to death from anything other than the Dragon Sword, however.

Angel (-200 CP):
You are an angel, descended from heaven to grace the earth with your presence. You have a halo, and you can manifest divine feathery wings should you so desire—although your eyes are quite bizarrely shaped, with pupils resembling a broad "X". Most angels are in service to various gods of the kingdom of Heaven, but you can be a free agent if you so desire. You have the power to invoke divine blessings and to communicate with higher beings while in the mortal world.

Also, you're a futanari.

Dragon (-300 CP):
You are a dragon, a great winged reptilian beast that breathes fire. For this purchase, you are one of the "regular" species of dragons, an entity of incredible power that most adventures would utterly fail to fight. You are capable of transforming into a more humanoid form, which still shows signs of draconic influence—although the uneducated might believe you to be a demon, instead.

For an additional **-300 CP**, you are instead one of the Black Dragons, which are amongst the highest-ranking of the dragon clans. Marked with great power, you can easily destroy an entire forest—one guarded by elves, at that—over the course of a single day. At least, you can as an adult, at least.

For a further **-200 CP**, you have become an Elder Dragon—not so named for your age, but because that's your species. Yours is the same species as the royalty of dragonkind, and your power is so incredibly vast that even the Demon King herself is little better than a lowly common demon in comparison to you.

Hybrid (Varies):
Instead of being a pureblooded member of a single race, you are at least partially of the blood of multiple races, much like Orc and Elf's daughter, or like the half-human orc known as Nyorc. Pay the base price for all of the races that go into your hybrid form; for each race past the first, pay another **-100 CP**. You will receive any of your species' traits and powers at full effect.

Perks

Four perks of each 100, 200, 400, and 600 CP categories are discounted for you; discounted perks are 50% off, except for 100 CP perks, which are instead made free when discounted.

Resurrection (Free):
Death for beings of sophont intellect is… a little different in this world. For one, suffering lethal injuries will instantly manifest a coffin around your body. If this coffin is destroyed, you die permanently; however, if your coffin is retrieved, going to a priest can allow them to resurrect you. If you are in a coffin when the jump is completed, it will count as a chain failure, but you can otherwise stay in the coffin for any length of time without it compromising your ability to be resurrected.

This perk is free for this setting, but if you want to take it with you on your chain, you'll need to pay **-300 CP**. If you pay to bring it along, you can optionally allow it to affect your opponents as well, ensuring that any religious figure will be able to resurrect them for a tithe of money, even if divine or resurrective magic doesn't otherwise exist in the setting.

Level System (Free): [Mandatory]
People in this world have levels, and can increase their level by fighting or performing difficult tasks. The types of powers you get are defined by your class; being a mage will allow you to use magic, while a samurai would unlock rapid movement and high-speed combat skills. There are more "everyday" classes used by ordinary folk as opposed to the more heroic classes you see with adventurers, but you probably aren't interested in them. This doesn't allow you to have the "Hero" class, though; you'll have to purchase that below.

As you grow in levels, you will also grow in health, power, and in the energies you have available. It is possible to improve your baseline power levels apart from your level (such as through scientific experimentation, or if you're part of an inherently powerful race). You'll unlock skills and spells as you increase in level that will provide you abilities relevant to your class.

Gaining experience isn't something you can cheat; if you join parties with a more powerful individual, and they defeat all the monsters without you contributing

much, you'll scarcely get any exp at all. It's only by participating in the fight and actually meaningfully contributing to the defeat of your enemies that you can grow.

You start off at level 5; if you're human, this leaves you too weak to fight something as strong as an orc. If you want to be higher level, you can pay **-100 CP** per 15 levels added to your own. For reference, a level 78 mage was capable of soloing "ordinary" dragons.

Universal Acceptance (-100 CP):
Dark elves, orcs… it seems that Elf isn't blinded by the prejudices of other people, even if she is a perverted freak. And now, you aren't, either. Your own prejudices and biases will never interfere with your judgment and decision-making, and although you are aware of culture mores, preconceptions, and biases, they do not influence you.

You will never think someone is a better person than they are just because they're attractive, just like you will never think someone is worse just because they don't follow conventional standards of beauty. You are, in short, immune to having racism, classism, lookism, ablism, speciesism… it doesn't matter whether the bias is in favor of a group, or against a group, you will no longer fall prey to it.

"Elvenkind will never submit!" (-100 CP):
Or so said Elf, as part of her attempts to entice Orc into raping her. But if you were in her place, the statement would be the truth. This doesn't reduce your ability to feel pain, or lessen the pleasure you experience; however, no degree of agony or ecstasy is capable of breaking you and your will. You can experience the greatest extremes of sensation without ever losing focus of who you are, having your values change, or losing your will to resist. This isn't to say you can't be broken in other ways, but neither pain nor pleasure will ever be the end of you.

"Let's hear all the erotic things you're gonna do!" (-100 CP):
Truth be told, Orc probably has no talent for dirty talk. But you? When you spell out what lewd things you intend to do to someone else's body, it will inflame their arousal instead of turning them off; should you call your partner by degrading terms, or insult them, it only makes the experience hotter for them. On the other side of things, you find that speaking out loud about how you feel during sex only

makes things hotter, rather than making things awkward. You can even share this effect with your sexual partners in case you want to hear their dirty talk!

In short, you can now manage hentai sex dialogue without ruining the mood. Comes with the confidence to say such things without cringing, too.

"Hurryhurryhurryhurryhurryhurryhurryhurryhurryhurryhurryhurryhurryhurry hurryhurryhurryhurryhurry" (-100 CP):
If the lovely lady is asking for it so desperately, who are you to dissuade her? You require no preparation for sex. You can get hard instantly, and the moment it becomes apparent that sex is imminent, your prospective partner(s) will become wet enough to make penetration safe. Or whatever is most appropriate to you and your bedmate(s); the important thing is that you don't need time for things to heat up or foreplay to get your partners ready. The moment you want to have sex, you're capable of having sex.

Butler Style Haircut Arte (-100 CP):
You have mastered the techniques of the butler. Not only do you excel in housekeeping tasks of all sorts, but you know the secret art to accomplish a lengthy-but-not-complex task in only a few moments. This could allow you to do all the dishes in a handful of seconds, sweep and mop vast dining halls in a minute, or give someone with horrible messy tangles of hair a stylish and cute haircut over the blink of an eye.

This is not effective on more complicated or large-scale tasks, such as crafting things. It's most effective for mundane housekeeping skills.

A Sloppy Mess (-100 CP):
If that's what the princess wants, then that's what she'll get. When it comes to sexual body fluids, you produce copious amounts far beyond what normal biology allows for, enough to allow you to continue all night without risking dehydration. Curiously, there's no sign of extra physical "storage" for these fluids.

Your sexual features also grow in size, to whatever you want them to be (although nothing as extreme as "hyper" levels of size).

Waiting to Be Assaulted (-100 CP):

You can lure people into attempting to molest your body by pretending to be asleep. If they'd sexually engage with you upon your invitation, then pretending to be asleep will inspire that person to have their way with your body. You can naturally disable this effect if you have some reason to pretend to be asleep but have no interest in sex at the moment.

Thirsty-for-Muscular-Silver-Haired-Big-Titty-Mixed-Race-Ladies Samurai (-200 CP):
Just like Thirsty-for-Muscular-Silver-Haired-Big-Titty-Mixed-Race-Ladies Samurai, you have a peculiar luck that ensures that, if you have a particular fetish, you are bound to encounter people who will help you participate in this fetish. If you're a samurai who is thirsty for muscular, silver-haired, big titty, mixed-race ladies, you'll run into someone like Nyorc; if you have a fetish for submission, you'll encounter a dom. This doesn't guarantee that you'll find them all the time, but whenever you go looking, you're certain to find one. And every once in a while, you'll run into one while you're not looking, too.

Your Filthy Breeding Sow (-200 CP):
Yeah, Elf wants to be knocked up with Orc's babies, but it's not like you want babymaking sex all the time, right? Then there wouldn't be any time to fuck for fun! No, that's why you have complete control of your fertility, able to ensure there's no possibility of pregnancy, or capable of guaranteeing conception. This is also helpful to conceive if your menstrual cycle is several decades long, like elves.

What's more, when you have been impregnated, or impregnate someone else, you will find that future sex with the person you're reproducing with will be increased in intensity. This is tracked separately for each individual you impregnate, and the more children they have, the more the pleasure will grow.

Finally, you have the guarantee that any pregnancies you're a parent in will be safe for the mother, and will never result in deformed or stillborn children.

"And suddenly your friends burst in" (-200 CP):
And then start taking turns doing what they want to her body, right? No? Well, if you'd like to share the fun, you'll find that when you're involved, group activities (including gangrape) are a whole lot easier. There's some sort of subconscious communication going on, or some refined instinct applied to everyone involved,

that prevents people from getting in each other's way, allows people to cooperate more easily, and (in the case of sex) lets the subject of your "attentions" more easily handle the many cocks they may be faced with.

"Just shove some medicinal herbs up her ass" (-200 CP):
Who knew suppositories could be so effective? You are now capable of curing anything physical, mental, or spiritual ailment short of physical injury by cramming medicinal herbs into the sufferer's asshole. Which medicinal herbs? It doesn't really matter; it works for all of them all the same. There will never be negative effects from using the "wrong" plant… unless you're an idiot and stick something spiky up there, in which case it will probably injure them.

Kiss the Womb (-200 CP):
Regardless of whether you're giving or receiving it, sexual penetration from monster-sized cocks (or dildos or what-have-you) is completely safe when you're involved. In fact, it will feel amazing—not just being stretched in width, but in length, as well. The sensation of pressure, or even force, against the cervix won't cause agony, but rapturous pleasure that makes your eyes roll up into the back of your head. Even cervical penetration can happen without any sort of damage, just an exquisitely pleasant sensation burgeoning forth from the womb. Indeed, when your womb is penetrated (or the womb of someone you've fucked is penetrated), it's like the inside of the womb becomes a whole new erogenous zone.

Convenient Misunderstanding (-200 CP):
You have a bizarre sort of luck that results in people having a higher opinion of you, without you actually doing anything in particular to earn it. For instance, when the king of the dragons came to give the Dragon Sword to Orc and Elf (because they knew the Hero, who along with Mage had been going around beating up dragons to get the sword). However, the native creatures of the forest misunderstood, and believed that it was a sign of the dragon king's submission to Orc, and soon everything in the forest was bowing to him.

That sort of thing doesn't happen to you a lot, but it *does* happen.

More Orcish Than an Actual Orc (-200 CP):

Even after fighting the Demon King, Hero still had enough energy in him to fuck both Mage and the Demon King to the brink of death afterwards. And now you can do the same.

Your stamina is ungodly. Be it physical stamina or sexual, you can just keep going long, long past the point that other people would have collapsed. Whether it's outlasting your enemy in a fight or driving your partner into a mewling mess, you just can't be stopped. Even when you cum, you can just keep on going without having to stop from the hypersensitivity or refractory period.

Despite your stamina, you will never leave a sex session feeling unsatisfied, nor will it ever take you an overly long time to reach orgasm.

Make Them Go "Kyun Kyun" (-400 CP):
Your acts of kindness have a way of being amplified in the view of others. They won't mistake it for a romantic overture, but it could be more impactful to them than it would otherwise be—for instance, simply covering someone who's pretending to be asleep in a blanket could fill their heart with joy.

Until the Hole is Wrecked (-400 CP):
This perk is twofold. Firstly, this ensures that whenever you fuck someone, they'll never forget you—while this doesn't really make sex with you better on it's own, it ensures that future sexual encounters will miss a certain *something*, like you've reshaped their organs to fit only you; nobody else will feel as good as you do.

Secondly, it increases the pleasure you feel from being sexually penetrated.

Sneak Into Bed (-400 CP):
You are one sneaky bitch, able to stealth your way around even the lightest sleeper without waking them up. It would take crawling into bed with someone for you to wake them up, and even then they wouldn't be able to react in time to stop you from stripping them. You'll find that your stealth is handy with the wakeful as well—you could escape from an entire village trying to prevent you from leaving with people being none the wiser until they tried to find you and you were gone.

Self-Preservative Harem-Building (-400 CP):

When Mage found out that the Demon King would mate with Hero after he defeated her, she cast a curse on him to prevent him from getting older, so she wouldn't be attracted to him. When she was eventually convinced to lift the curse, she was exposed to all Hero's pent-up lusts at once… and all of a sudden was eager to beat the Demon King, because she desperately needed someone else's help to keep up with Hero.

You find that, the greater your sexual potency, the more your partners are eager for you to find more people to have sex with. Not because they don't want you anymore, but because you're just too much for any one person to handle. This will never cause feelings of jealousy or inadequacy; it's just the natural consequence of your incredible erotic abilities, not something to feel bad over. It would be like a bodybuilder being envious of a tidal wave for having more force than he could exert. Jealousy just isn't something people associate with you, and not being able to completely satisfy you themselves isn't something to feel bad over.

Most Powerful Magic-User (-400 CP):
The **Level System** determines how skilled you are in magic and the highest level of spells you can cast, but what about your raw magical potential? Normally, one's mana pool scales proportionally to their level; for you, however, it's vastly out of proportion to what your level would indicate. Now, by itself this doesn't allow you to use stronger spells; it just means you have more mana available and can keep casting for longer. But your mana is outright *better* than other people's, and as such the spells you cast are half again as powerful as they'd otherwise be.

Alchemy (-400 CP):
You know the arts of the alchemist, and are capable of creating potions and medicines with a wide variety of effects. In addition to common fare—healing potions, mana recharge potions, stamina potions, etc.—you are also able to imbue temporary effects from your own perks and abilities into potion form to be activated later, even by other people. You also know how to make some kinky elixirs, like re-energizing a tired dick, increasing semen production, turning someone's tummy invisible so you can see your dick penetrating them, increasing sensitivity, etc.

This also makes you an excellent chef, capable of cooking food for even the most refined of palettes. However, be careful—different species use different

seasonings in different proportions to account for different taste buds, and that's something you'll need to account for.

Test Corpse (-400 CP):
Taken from the unwanted and subject to brutal experiments, "test corpses" are people who have been augmented in some fashion through torturous scientific techniques, having mutated and twisted forms. Perhaps your skin looks stitched together, perhaps one of your limbs is engorged to grotesque proportions.

Regardless, you are now more powerful than a normal member of your race, and have one special ability relating to how you were experimented upon. Perhaps they messed around in your head, and gave you the power to summon blades of energy around your hands. Perhaps they injected hormones and artificial muscles into your arm to make it an ultra-powerful limb that utterly splatters almost anything you strike with it. You could even have been given psychic powers.

This ability you gain is always a tool to cause or enable violence in some fashion.

"I was assaulted" (-400 CP):
That's how Orc and Elf hooked up—to the trauma of their eventual daughter when she discovered it—and now it works for you, too! Now, this doesn't help to get them to *like* you, but if you sexually violate someone, that effectively works as a form of proposal; and, if they orgasm, that's an acceptance of your proposal. Nobody will consider it strange, and you won't get in trouble for the rape either, as long as you actually go through with the marriage. Your victim won't try to run away, either; maybe because they actually like you, maybe because of Stockholm Syndrome, or maybe because they don't think they could escape now that they're "obligated" to marry you.

"Payment for my lodging fees." (-600 CP):
You're able to do lewd things rather than pay with money. For instance, if you stayed in someone's house overnight and ate their food, leaving behind your panties for them to "use freely" would be perfectly acceptable in place of actually paying money.

Hero Chosen by the Goddess (-600 CP):

Huh? Did the Goddess choose two heroes this time around? It looks like, in addition to your regular class, you also have the "Hero" class, which levels up at the same time as your normal class. This doesn't provide you with double the stats, however; instead, it "empowers" your ordinary class, allowing you to unlock additional abilities and boosting your stat gain by roughly +20%. Furthermore, you no longer have a limit to how many levels you can gain; while normal people and nations weren't able to defeat the Demon King, Hero managed to beat her with help from only a single (high-leveled) mage as support.

Finally, whenever it comes to having a "special quality" that is needed to be able to qualify for a ritual, to wield an item, or for some other beneficial means, you are always considered to have that special quality; if a sword can only be drawn by a true king, then you qualify; if a wand can only be used by the faithful of a certain god, you qualify; if a suit of armor can only be worn by a blessed hero, you qualify.

Now, normally, as a hero, you would have a responsibility to defeat the Demon King. But since there are two this time, that duty is just sort of ignored; don't worry, Hero will take care of it in a few years. No one will pressure you into fighting the tremendously powerful king of demons… although considering that she considers it her responsibility to bear the children of anyone strong enough to defeat her, you might want to consider doing so anyways.

A Beloved Princess (-600 CP):
Despite being a pervert and frequently shirking her responsibilities, Elf is still admired in the elven community… although less so by those who know her personally. It looks like some of this has rubbed off on you, as it seems that none of your personal quirks or foibles are capable of reducing you in the eyes of subordinates, followers, and citizens. You could even abandon doing your work completely, and they would still love you as long as *someone* completes that work in the end.

This doesn't apply to people who you have a personal relationship with, however; your best friend might still lose all patience with you for abandoning your workload on her.

But when you actually do get around to doing your work, you're surprisingly competent. You have a deep understanding of the logistics required to run

everything from a small village to a vast empire, and have in-depth knowledge of economics of every conceivable scale. You are a skilled public speaker, lacking the shyness and stage fright that often consumes people who have to give a speech, and have the charisma to rally your people behind your words.

"First slut-whore candidate aspiring to serve as his sex slave!" (-600 CP):
It appears word of your sexual potency has spread around. You will occasionally find people who—whatever their other ambitions in life—really, really want you to spread their legs and fuck them into the ground to claim as your own possession. These people are perfectly willing to serve as your sex slaves, even in places where such things are culturally or legally forbidden, and will go to great lengths to prove it. Fortunately, these people are rather more polite than Elf, and if you tell them "no", they'll actually leave you alone. You won't have to worry about them getting so riled and pent up that they end up raping you.

"Ahegaos all day, every day" (-600 CP):
Your sexual skill is ludicrous even by the standards of orcs. Even the lightest of your erotic touches sends a thrill through your partner's body that approaches orgasmic levels of pleasure. The more intense you are, the greater this pleasure will climb, even allowing your partners to experience heights of pleasure beyond what their minds and bodies were built for, resulting in blissed-out ahegaos as their minds become devoted solely to experiencing the sensations you're putting them through, even if only until the pleasure is over. Some might experience orgasms so hard that it makes them see the afterlife, as the sensations push their body to the point that it believes that it's about to die.

Naturally, you can scale this back. With careful exposure and gradually increasing the level of pleasure, you'll eventually be able to train your partners to keep functioning normally through the impossible levels of ecstasy you can give them. Of course, you could also just use this to drive them to *even higher* levels of pleasure.

If you so desire, you can invert this perk upon yourself at will, making *you* that vulnerable to pleasure.

Comes with the guarantee for yourself and other people that neither you nor they will ever get so addicted to pleasure that it interferes with normal life, nor will

either of you ever truly get completely used to this pleasure to the point that it starts to become lackluster.

Resurrection Magic (-600 CP):
When Hero is killed (by accident) by Orc, it doesn't take all that long to revive him thanks to the widespread presence of people like you. You have mastered the magic of resurrection; when someone has died, you can cast a simple spell (well, simple for something as advanced as reviving the dead) to bring them back to life. It doesn't matter what condition the body is in, or how old it is; you're able to revive them all the same, restoring them to perfect condition (although they'll still be the same age they died at, so this won't work to resurrect someone who died of old age).

You can use this magic on other people an unlimited number of times; however, in future settings, should a companion or other person have possession of this perk, they will only be able to revive you—the Jumper—once every ten years

Demon King's Duty (-600 CP):
Demons admire strength over all other traits—be it strength of body or strength of magic, they are drawn to it. And the Demon King, as the exemplar of what it means to be a demon, is no exemption to this. That is why the Demon King makes it her goal to be impregnated by the hero who defeats her, no matter what she has to do to make it happen; this is the only way to ensure that her progeny are the strongest demons they can possibly be.

You find that your sexually-compatible enemies seem to be of the same mindset. When you defeat a notable enemy, but do not kill them (or you resurrect them afterwards), they will happily fling themselves at you, your strength attracting them as nothing else can. They desire to bear your children (or have you bear their children, alternatively); they won't be overly forceful about it, but will be persistent unless thoroughly driven away.

Items

You receive one discount of each price tier of 100, 200, and 400 CP. Discounts work identically to perk discounts in how they function, following the default rules of Jumpchain.

French Toast for Breakfast (-100 CP):
You have a large plate. When you set this plate down facing upwards, it will fill up with delicious French toast (also known as “eggy bread”). It is especially delicious when eaten for breakfast, even by the standards of a princess.

Multi-Racial Spices (-100 CP):
One size does *not* fit all when it comes to food. Different races have different palettes, and a spice that is considered delicious in one species may be unpleasant to the senses of another. Fortunately, what you have here are a wide variety of refilling spice containers, which have a special enchantment on them; when you touch one and think of a specific race or species, it will tell you how they will react to that spice. And if you use multiple of them, they will tell you how that combination of flavors will be received.

This only works for generalities, but will help you ensure that you use flavors in your cooking that are pleasant for the average member of a given species.

Self-Care Products (-100 CP):
Everything you need to take care of your grooming and cleanliness, regardless of species. Shampoo, conditioner, moisturizing cream, sprays to moisten shedding scales, razors for beards, combs and brushes for hair and fur… no matter what it is, when it comes to getting you clean and well-groomed, this kit has it.

TV and Video Games (-200 CP):
Weren’t expecting this? Sure, the world has adventurers’ guilds, a Demon king, and all that jazz, and doesn’t seem to have cars, but it isn’t completely technologically illiterate—magic has just been used in ways that replace certain scientific advancements, that’s all. And that’s why you have this television, game console, and a collection of video games to enjoy it on. They’re all games unique to this world, so you’ll never have played them before (although there does appear to be something similar to a certain bullet hell series…).

What's really impressive, though, is when you let someone else play them. Playing these games will slowly bring reclusive people out of their shell, and help traumatized people slowly overcome their issues. Maybe it's a quality of the games, or maybe just having fun for once makes such a big difference to them?

One Whole Dragon (-200 CP):
No, not a living one. A dead one. They might also be thinking beings, but their meat is really good, and it also has an aphrodisiac effect on the consumer, allowing them to get hard easier and keep having sex for longer. When all the meat from one dragon is consumed, you will get another in the following month.

Alchemical Potions of Lewdness (-400 CP):
What you have in this container is a replenishing supply of alchemical potions… with a lewd purpose. You have a potion that makes you sexually energetic, a potion that inflames your lust, a potion that increases sensitivity… even a potion that turns you transparent, so you can either perv on people in secret or so you can watch someone penetrating you. You also have a potion that extends bodily functions until it feels like time has stopped (for a relatively short period of time). For instance, if you took the potion at the right time, you could make a single orgasm feel like it's lasting for half an hour of nonstop ecstasy.

Stupidly Big House (-400 CP):
This is a huge house, a veritable mansion. It has no employees to keep it clean, though; however, you will find that, even as big as it is, there will always be more room within it to accommodate more housemates or guests. Comes with oodles of money befitting a person rich enough to buy a home this big.

The Dragon Sword (-400 CP):
A holy sword entrusted to the rulers of dragonkind, this is a powerful magical weapon capable of cleaving straight through mundane weapons and armor. But what makes it really special is that it is the only weapon capable of killing the Demon King. And this trait will carry over into future worlds, as well; if there's only a specific material or item capable of harming someone, this sword will always qualify for purposes of inflicting injury.

Companions

Better With Friends (Free):
Lewd and exciting adventures are fun stuff, but it's it better to do it with people you know? That's why you bring up to 8 companions with you for free—heck, if you want to, you can even invent new companions to accompany you. Regardless of which you pick, your companions each gain 600 CP to spend on perks, items, or races.

Making New Friends (Free):
Of course, it isn't only existing friends who make life better. Finding new comrades is an adventure in and of itself, so if you've made any buddies while you're here and can convince them to join you on your interdimensional travels, you may take them with you as companions.

Naïve Elf (Free):
This is just an ordinary person from Elf's village, who admires their princess maybe a bit too much. Not in a creepy stalkerish way, they just elevate her on a pedestal. Unfortunately, she's soon going to come across their idol intentionally shoving herself into a hole in the wall to attract Orc to come rape her while she's stuck. And that's going to completely upend their view of the world. Well, it would, if she actually knew what "rape" meant. She's a little bit too innocent, and ends up in unintentionally erotic scenarios far too often.

The Little Dragon That Could (Free):
This dragon didn't only come from one of the weaker common tribes, they also had the misfortune to be unusually tiny for their species. For a time they despaired, but then they heard about the hero who was training to defeat the Demon King. A mere human, a child at that, intended to defeat someone so powerful? They were flabbergasted and awed, and decided that if he could do it, then so could they. They've devoted themselves to training to become stronger, and exercise with almost religious determination and fervor to turn their tiny body into something mighty.

Thirsty-For-Dimension-Traveling-Appearance-Swapping-Overpowered-People Ninja (Free):

This member of the adventuring guild thought that they were cursed to never encounter someone who fit their fetish. Indeed, in hopes of finding someone—anyone—who fit their criteria, they took to openly advertising their kink whenever they had the opportunity. But then they found you, and their heart was won over on the spot. For someone who's oriented their life around an extraordinarily niche fetish, they're surprisingly competent at their job.

Test Subject Upsilon (Free):
Taken from their orphanage as children, these used to be humans, until they were taken apart and stitched back together in a single body; their multiple brains have placed into a single body to harness copious quantities of psychic power, while components of various monsters have been grafted onto their bodies in an agonizing process that has empowered them with a multitude of abilities commonly seen in monsters, rather than people. When they noticed Gipa and Bigright-kun had escaped, they quickly committed the same act before the overseers noticed their absence and patched their escape route. They've since become an adventurer, venting their pain and frustration on hapless monsters in one of the few jobs where violence is not merely acceptable, but encouraged.

Time-Traveling Child (Free):
They aren't actually a child anymore, but their parents always treated them as one. This is the second kid of Elf and Orc, and like their sister they have inherent the strength of their father and the incredible magical prowess of their mother. They were trying to learn a spell to slow down time, but they flubbed the spell and accidentally sent themselves backwards in time. They're sort of upset, but got over it pretty quick when they noticed you, and quickly came to the conclusion that you would be their destined rapist.

They have some pretty messed up ideas about how healthy relationships work, and will earnestly do their best to be raped by you. Honestly, their father despairs over her. Or will despair, when they're born in the future. Except now the timeline's changed, so it wouldn't really be them even if their parents did still hook up, so their former father previously had, in the future, worried about them, but doesn't anymore because he hasn't even have kids yet. Truth be told, he'd probably still worry about them if he knew someone existed who actually thought like they do.

Stone Monkey (-400 CP):
Yeah, this is the Monkey King, the Great Sage Equal to Heaven, the legendary Sun Wukong himself. Long ago, he invaded the kingdom of Heaven on his lonesome, and left such a trauma to the gods that even today, in a time so far past that date that even the angels have forgotten about it, he drives the gods to conniptions and stomachaches or worry that someone might repeat his legendary deeds. He's probably the most powerful person you'll meet in this world.

Drawbacks

Need more points? Perfectly understandable, take some drawbacks if you'd like to earn more.

Self-Insert (0 CP):
Feel like Thirsty-for-Muscular-Silver-Haired-Big-Titty-Mixed-Race-Ladies Samurai doesn't deserve Nyorc? Want to replace Elf to get your elf's elf raped by Orc's orc? Here, you can replace any character you like in the story as long as you have the appropriate species, gaining their memories and taking their place in this world.

Extended Stay (+100 CP):
This manga extends long enough for Orc and Elf to have a daughter, and for that daughter to grow old enough to bring home a boyfriend. Therefore, each time you purchase this drawback, your stay in this world will extend by 10 years. You only receive points for the first three times you take this drawback, however.

"I really don't think a girl oughta be saying that kind of stuff." "'Kay." (+100 CP):
You are incapable of dirty talk. You can't talk about how much you want to be raped, or about how desperately you want your hole to be wrecked and filled with orc baby-batter, or about how eager you are to turn someone into your depraved cumslut, or any of those fun things. You can still swear, though. You just can't be vulgar about lewd things.

However, for another **+100 CP**, you can't swear, either. All of your language is perfectly PG-rated.

Dynamic Entry (+100 CP):

It doesn't matter what you do, it doesn't matter how reinforced your house is, it doesn't matter how prepared you are. Your door will be broken at least once a week. People will slam on it so hard that it cracks, kick it off its hinges to get into your horse from a desire to molest you, blast it to pieces from a missed attack from a misunderstanding, and a thousand other ways.

Don't think you can escape this simply by not owning having a door; if there are no doors to damage, the rest of the building will suffer instead. And if you avoid living indoors at all, then you will experience environmental damage that is sure to inconvenience you in some manner, even if it's just kicking dirt in your mouth while you're sleeping.

I'll Be Your Friend, and Your Filthy Breeding Sow (+100 CP):
You are incapable of having ordinary friendships with people. The only friendships you can have will be those of friends with benefits; sex will always be a part of any non-familial relationship you have with other people.

Wrong Spices (+100 CP):
People are often willing to cook for you, and you're unwilling to say no. However, they're almost always from another species, and use a different set of spices than taste good to your own race.

***Rips Open Condom* (+100 CP)**:
Being kind to you in pretty much any fashion will turn you on at least a little bit. You're likely to get attached to people quickly and strongly because of this.

Stand On Your Own Two Feet (+100 CP):
Regardless of what abilities you possess, simply being in a party with you is no longer enough for your allies to earn experience points or grow stronger. They need to fight themselves, and defeat enemies without relying solely on you. Even taking over the strategizing will reduce their abilities to grow.

"Lose some weight, Fatty!" (+100 CP):
Your minions, subordinates, followers, and servants don't serve you politely or with respect, but are constantly quarrelsome. They'll do their duty, but they'll snark at you, be rude, and occasionally get in fistfights with you—and when the fight beings, you'll be dragged down to their power level.

No Talent at Being an Orc (+100 CP):
Oh, come on, this is basically free points! Alright, alright—you are now incapable of having sex with people against their free will. Rape is out of the question for you now. Oh, people can still rape *you*, but you are incapable of violating someone.

Species Rebel (+100 CP):
Elves like nature and magic. Demons want to rule the world. Orcs like orgies and rape. There are a lot of cultural tendencies that have an influence on the behavior of a given species… but it looks like you buck that trend. As a demon, you don't want to conquer. As an angel, you may be violent. As an orc, you won't want to rape.

As a result of your dislike for the cultural mores of your people, you have been exiled—or perhaps voluntarily left—and are shunned by all other members of your species for your "deviant" perspective.

In Your Endo (+100 CP):
There's something off about the way you talk. No matter how carefully you watch your words, you'll always say something that can be easily interpreted by other people as something lewd—and they'll always take that interpretation the first time you say something. You'll need to clarify yourself often to make yourself understood, so this will be annoying even if you enjoy lewd things.

V-Card (+200 CP):
You are a virgin, and anyone who interacts with you for any length of time will find this immediately obvious. All of your perks that provide superior sexual skill or seduction abilities will be disabled.

For another **+200 CP**, you aren't only a virgin; you will *stay* a virgin for the entire length of the jump. Any attempt to have sex, or even go beyond groping, will fail miserably, and probably hilariously. Hilarious to other people, not to you.

All Work, No Play (+200 CP):
Hope you weren't intending to spend much time away from your home town. You don't start in the forest, but in a settled area of some sort; you will be unable to

leave town due to obligations within the town (or city) that you find yourself unable to violate. If you do manage to get out of the city, people who are connected to those responsibilities will physically drag you back. If you do so again, they'll break your legs so you can't run away again.

Sexual Harassment is a Crime (+200 CP):
Elf relentlessly pursues Orc, attempts to sneak into their bed to strip them, continuously invades his home, ultimately violates him, and gets him to marry her and raise her children. If it was a man doing this to a woman, it would be horrifying, not a comedy. Well, now you get to see what it's like; there is someone who wants to fuck you, and will continually pester you to try to get you in bed with them. They will be someone you aren't interested in, and they won't accept no for an answer (although they won't extend beyond stereotypical anime perverted "mischief", like peeking and the occasional grope).

For an additional **+200 CP**, at some point they will outright attempt to rape you, and if they fail they will attempt to do so again in the future. For another **+200 CP**, they are raised to your power level, and any success *will* result in a child being born from this rape, which you will be forced to help raise.

They are remarkably immune to any attempt to kill, disable, or permanently imprison or incapacitate them.

> **Surprise! (+100 CP)**:
> Your molester is preternaturally good at surprising you, and will always manage to come up with some new approach to harassing you that you can never see coming—each and every one of their surprises will be a complete shock to you, unless someone else manages to reveal it before they can use it on you.

"I'd rather have a death curse put on me than hear you say that." (+200 CP):
Dirty talk is physically painful to you, and not in a way that even the most masochistic of people could find pleasure from. It irritates you, it annoys you, it never gets your engine going, and hearing more than a couple of lines will make you start bleeding from your ears. Just casual dirty talk is enough to give you a piercing headache.

Dragonfear (+200 CP):
For some reason, dragons are remarkably common around you. Almost every time you are in an important meeting with someone else, a dragon will fly overhead in a fashion that makes it patently obvious what they are. The people you're meeting with will panic, and will almost certainly run away. Including you, because now you are easily frightened by dragons.

Furthermore, your hunting attempts are frequently interrupted by dragons, who will scare away all the game from your area… and you'll be so terrified you'll abandon the hunt immediately.

Mistaken for Kidnapper (+200 CP):
On at least a weekly basis, some interaction between yourself and someone else will be mistaken for you attempting to kidnap them, and someone will send a bounty for you to the local adventurer's guild. Soon enough, someone will come to attempt to defeat you. You can petition to get the bounty taken down, but you'll get at least one challenger a week no matter what you do.

Help Me Step-Orc, I'm Stuck (+200 CP):
You have a bizarre tendency to get stuck in the most unlikely of places, and you'll be unable to free yourself from them. You'll need help from other people to escape. For another **+100 CP**, people will tend to grope you before helping you. For another **+100 CP** on top of that, they'll outright violate you while you're stuck, and whatever powers are in your possession, you'll be unable to use.

Fuck Around and Find Out (+200 CP):
You're powerful, and you surround yourself with powerful people. This naturally makes other species and nations nervous. Your actions will now have consequences on the national stage as people try to interpret deeper meaning in your actions, possibly even coming to the conclusion that you intend to invade their country, and responding accordingly.

Recompense? (+200 CP):
People aren't willing to pay you money for your services, even if they have plenty of it. Instead, they will give you whatever underwear they're wearing. If they aren't wearing any, then you don't get anything.

Seeing the Afterlife (+200 CP):
Did you know that the Hero managed to fuck the Demon King so hard that she saw the afterlife? Well, now you'll get to be quite familiar with the experience, because any orgasm you experience has a 50/50 chance of making you see the other side. For about five minutes at a time, your soul will be at the border of the afterlife, and you'll always see something that could tempt you to cross over and fully die. You'll need to wait it out for the five minutes it takes for your orgasm to stop—yes, you now cum for five minutes at a time, longer if someone keeps fucking you through it—until your soul returns to your body.

"I ain't got no friends." (+300 CP):
Socializing is hard for you, and you will find that nobody is willing to be more than a casual acquaintance with you, no matter what charisma perks you have or how hard you try to get to know them. This also applies to your companions; they might still hold you in the same esteem as before, but for one reason or another they aren't able to do any bonding activities or spend time with you.

I'm Being Treated Like a Child (+300 CP):
People treat you like a little kid. Yeah, there are some advantages to being taken care of, but people won't let you have freedom, won't be willing to engage in lewd behaviors around you, and will often treat being around you like some sort of chore.

For another **+100 CP**, you're *literally* a child, and have been cursed to never grow up.

Silence is Golden (+300 CP):
You are now mute, like a certain child of the Black Dragon tribe. Furthermore, you will find that psychic means of communicating no longer work for you… or at least, attempts to convey meaning via mental speech don't.

Trauma Dumping (+300 CP):
You remember being an orphan at an orphanage. This would be unpleasant enough on its own, but then you were purchased by the scientists who created the Test Corpses, and have the memories—and physical scars—of being subjected to countless tests and experimentations. You are dreadfully maladjusted and have difficulties socializing with people, or interacting with them like someone who is

even remotely close to mentally healthy. You have a few triggers that set off a mindless fight-or-flight response, as well. Not to mention the PTSD flashbacks you occasionally suffer from.

Also, you smile like some sort of serial killer.

Slave Trade (+600 CP):
Flesh trafficking is alive and well in this world, even if it does have a scummy reputation. Unfortunately, you don't start off in Orc's forest; instead, you're in the slave stockade, and already bear a slave collar that locks away all of your powers. Someone else may be able to remove this collar, but on your own you will never be able to.

Vacation Jump (+600 CP):
There's plenty of mayhem in this world, but it pretty much all revolves around Orc and Elf, and is plenty survivable for the people around them. As such, all those amazing perks, powers, and items you have aren't really necessary, and you'll find that you entirely lose access to them for your stay here—including your Warehouse.

Notes

I'll be honest, I had to bullshit a fair deal to make this work. Yes, there's a hero class… but we don't know anything about the abilities Hero has, other than that he eventually became strong enough to defeat the Demon King, which normal people couldn't do. There're hints at interesting things in the manga, but there's not any detail provided for any of it. So if I offended anyone by effectively inventing some stuff to fill in the blanks, I apologize.

Changelog:

- Version 1.0
    - Spelling and grammar corrections
    - Created Species Rebel drawback
    - Created In Your Endo drawback
    - Created Surprise! drawback

    - Created Dynamic Entry drawback
    - Created Vacation Jump drawback
    - Created Dragonfear drawback
    - Created Seeing the Afterlife drawback
    - Clarified a bit more on Test Corpse perk
    - Altered Extended Stay drawback, and reduced its value
    - Created Trauma Dumping drawback
- Version 0.5
    - Created jump