Generic Bestiality Jump v1.2
By edyy78

Welcome my little sexual deviant to a world where both humans and animals get the chance to be much more friendly and intimate with each other. Normally, the relationship between man and beast runs a gambit between positive and negative. From pampered pets of all types being loved and looked after by their owners, to livestock being raised and then “harvested” for their various bodily goods, to wild animals treating human hunters as competing players in the game of life, such relationships are varied. But for certain people such as yourself you may be yearning for these relationships to become something more, something past what is commonly accepted and to possibly even experience it from the other side.

And while normally trying to pursue such intimate relationships between man and beast are normally fraught with various difficulties, some physical or social, you’ll be given a total of 1000 CP to help solve them and make your ten years here as fun as they can be.

Setting

Modern Earth

Looking for something a bit more familiar? By picking this setting option, your bestiality adventures will be taking place on 21st century earth. While things may not be as whimsical or exciting compared to the other two general options, with all the animals you could play with being limited to mundane real world ones, you won’t have to worry too much about danger outside what a normal person is expected to handle. You may not get the joys of exploring dungeons with tamed monsters by your side or hopping from planet to planet finding new forms of animal life, but you won’t have to worry about living without modern conveniences or dealing with planets full of hyper predators that make things like lions look like scared house cats.

Fantasy

Looking for some sword and sorcery? By picking this setting option, your bestiality adventures will be taking place in some flavor of fantasy world. Compared to the other two options, this has the most variety as it can take the form of something like a stereotypical medieval fantasy world with elves, dwarfs, dragons, etc., or something like a Chinese cultivation world.

Sci-Fi

Looking for some out of this world of action? By picking this setting option, your bestiality adventures will be taking place in some flavor of science fiction world. Expect uplifted ferals,alien life forms both sentient and not,humans sleeved into animal bodies and plenty of sci-fi shenanigans

supplement mode
Would you rather add bestiality to a existing jump? This is the option for you! By taking this you may supplement this jump to another jump keeping point totals separate.

Race

Humanoid-0 CP
you are a humanoid with no particular advantages over a baseline human whether that's an a normal human,a elf or some kind of alien,you may optionally have some kind of weakness and equal strengths compared to a human so long as your total abilities do not become more than a human's total abilities

Animal-Varies
you may become any animal or insect you desire limited by size and biological plausibility,if you do not wish to be the normal size of the type of animal you are you may choose a different size category paying or gaining the corresponding cp or being an unusually large or small specimenof your species being a different size within your size category for no additional cost ,you retain your intelligence and mental abilities/facilities although depending on your species you may not be able to speak or use sign language

Small-+100 CP
any creaturefrom the size of a a dust mite up to but not including opossum

Medium-0 CP
any creature from the size of a opossum up to but not including a elephant

Large-100 CP
any creature from the size of an elephant up the limits of the square cube law

Origin

Household
Archetype that embodies the sub-burg/city life of a Pet Owner and their Household Pet. Pet Owner focuses on training your pets into sex partners through kindness and affection. Household Pet focuses fucking your owner(s) via temptation, trickery, and mischievousness.

Ranch
Archetype that embodies the dynamic between a Rancher and the Livestock they profit off of. Rancher focuses on turning a profit by fucking/whoring out your livestock. Livestock focuses on getting people addicted to/dependent on what you produce.

Wilds
Archetype that embodies either the "hunting" of animals, as a Game Hunter, or the "hunting" of man, as a Wild Predator. Game Warden focuses on tracking down and capturing animals to take to your totally legit personal nature preserve/sanctuary. Wild Predator focuses on "hunting"

and raping people by invalidating their tech advantages and making them act stupid by instilling animalistic fear and lust.

Perks

General

S.M.Os (Sexualy Modified Organisms) [Free-100 CP]
Even though you may be a tried and true animal fucker there still may be some physical sexual-related things about them that you dislike or just simply want to change. Maybe you simply want their sexual assets to be bigger than what is normal for them or maybe you want to swap out the set that they have for that of another animal, with this also applying if you want to spruce up the animal form you're going to be taking. So that's where this perk comes in as it gives you the ability to beautify both yourself and the various animals and people you'll come across, though with heavier emphasis on the animal front.

At the free tier this beautification only applies to yourself with what you're able to modify depending on if you're a person or an animal. If you're a person this takes the form of a very simple beauty booster that also lets you do things like increase your height to above average for your species, change your eye/hair color, turn yourself into a futanari, or increase the size of your sexual assets with the latter being given a bit more leeway in terms of size. For animals you can do much the same thing, such as changing your fur color or increasing the size of your sexual assets, but you can also make various mundane sexual modifications to yourself besides just size. For example, if you're a dog you could swap out your red rocket or "cookie" for the sexual assets of a horse, if you're a horse you could add on a canine knot to your massive horse cock, or you could turn yourself into a busty feral with human like boobs on your "chest" along with having a human like ass. And regardless of if your a person or animal your body is under the effects of porn physics which makes it so large sexual assets won't impede you in day to day life, with you able to either shrink them or somehow fit them into clothing when needed, and you can now do things like stuff the biggest horse cock you can find down your throat with only some harmless stretching and bloating while still being able to breathe or ruthlessly pound your tiny purse dog in a mating press without worrying about crushing them. This also protects you and your partners from urinary tract infections and stds

At the 100 CP tier you're now able to "spread the love" as they say, with you able to make changes to not only the body types of humanoids and non-sapient "animals" in future jumps, but also gender distributions as well as granting them the same porn physics you have. This all can be done either with minimums, maximums, and averages or straight percentages which can be further specified on a species by species basis, though the ability to make more than just size based changes to sexual assets is still limited to animals. For example, you can make it so that the average cup size for women is bumped up to a FF cup, swap the corkscrew penis of pigs

and their relatives for something a bit more human, or make it so that twenty percent of all animals get turned into busty ferals. These changes are retroactive and, at your discretion, can also become hereditary allowing them to be passed onto future generations.

As a slight bonus you can also apply one or more art style filters to the setting around you, as well as to yourself and your companions, letting you change how both people and animals look just in case you want the animals your fucking to be a bit more cartoony. This can be done either on an individual basis, such as specifically choosing the specific art styles to apply to the gaggle of pets your looking after, or using percentages on a species by species basis, like making thirty percent of all horses be affected by one artstyle while the remaining seventy are affected by another.

Life Finds a Way [Free/100 CP]
As living things mature and grow, the thought of finding another of their own and breeding with them is completely common and normal. You on the other hand are not normal and instead of limiting your potential mating partners to your own species you've opted to become much less discriminatory. You now have the ability to impregnate or be impregnated by anything that can be considered an animal, including humans and any other similar intelligent species. You also gain the ability to decide, on a sliding scale between you and your partner, what your child will roughly look like either making them 100 percent the species of either you or your partner or a hybrid with a random assortment of traits from each. This also allows you to decide whether in the eyes of the law or society your child counts as you or your partner's species, such as being treated like an animal if you were impregnated by one.

This perk is free for this jump, but to keep this omni-breeding ability you have to pay 100 CP, but if you do pay you gain a small bonus ability. That being you can mix and match the genetic info of your sperm and/or eggs with any of your biological alt-forms, for example, mixing an orc and dragon alt-form or impregnating someone with a horse foal even when you appear fully human.

Perverts Flock Together [100 CP]
With most fetishes, people enjoy finding others who share it as an interest, even though some may deny it. The reasons range from wanting to have someone to talk and gush about it with or because they want to share tips and tricks with someone who has a bit more experience than themselves. Regardless of the exact reason, with this perk you'll be able to easily find like-minded individuals who share in your particular brand of animal love.
Just by observing them interacting with animals or asking animal-related questions those who fuck animals, or at least have an interest in doing so will show subtle, but obvious tells. Maybe they rub down their dog a little too hard or maybe they start breathing a little heavier when you ask what their favorite animal is. And if you happen to be an animal yourself you can use means such as rubbing up against them and feeling the flash of arousal induced heat through their skin or rolling over in front of them and watching as their hands dip a little far south when they pet you.

Post jump this ability to find fellow fetish enthusiasts expands to all fetishes you have.

Instant Grooming [100 CP]
One thing that separates people from “animals” is the fact that most animals don’t have a concept of cleanliness and those that do more than likely have a standard that's much lower than an average person’s. This can be a problem for those enterprising animal fuckers who don’t have a filth and grime-related fetish as well as for those who decide to become animals as a lack of hands and things like soap make keeping yourself spotless near impossible. Though by taking this perk you’ll be provided a quick and adequate solution.

With just a touch, you can cause a cleansing wave to wash over any animal or person, cleaning them both inside and out as well as deodorizing them, though you can dial this back a bit if you want a small amount of musk or filth to remain, and at your discretion apply a wide variety of scents. This wave also removes any mundane diseases or parasites your potential partner may be harboring, or rendering them unable to infect/affect you if they happen to be in symbiosis with said partner.

Abundant Partners [100 CP]
If you happen to be the type of person who just loves having sex then you would know it can be difficult to find enough willing partners to satisfy your large libido, especially if you happen to be a human “loving” animal. And even if you can get your hands on large amounts of it, such as being the owner of a large ranch full of your animal sex mates, sometimes you want a bit more spontaneous variety in your life. So that's where this perk comes in as with it, you’ll be constantly running into various sexual situations ripe for the abuse, manifesting in different ways.

For humans, this can manifest as your neighbors suddenly going on frequent vacations and just as suddenly trusting you enough to pet sit, one of your fellow ranchers having a blowout sale on some of their “oddly” behaving livestock, or being approached by a lone and overly “friendly” animal while out on a trophy hunt. For animals, this can manifest as your owners letting you be petsat by one of their hot neighbors, a bunch of drunk and “curious” college students sneaking into your barn on a dare, or lone provocatively dressed campers suddenly frequenting your metaphorical neck of the woods. You can also decide what form these sex partners take such as your neighbors suddenly getting cats before they ask you to pet-sit if you happen to think alone time with a cat is a fine way to burn a few hours or the campers frequenting your habitat being voluptuous milfs seeking some independence from their families. How often these situations pop up on a day-to-day basis is up to you, though the less plausible it is for your desired sex partners to be in your area the less frequent these events will be, bypassing the frequency control you have.

Post jump these sexual situations can expand to include any and all of your fetishes that you so wish.

Man Vs Nature [200 CP]

Besides filth and disease, sex with an animal provides a more immediate physical danger, regardless of if you're the animal or the person. For example, trying to eat someone out or suck them off while you have the body of a big cat may end up with you sandpapering their sensitive bits off, trying to get freaky with a stallion may have them beat you with their hooves to keep you still, and trying to get freaky with some penguins out in the Antarctic may leave you with a bad case of frostbite. This perk however aims to help prevent these unfortunate circumstances by providing a series of protections for both you and your partners.

The first protection provided by this perk is against the body of you and your sexual partners, especially in the case of fucking animals as a person and vice versa. More specifically any part of you or your partners bodies that would normally cause pain, discomfort, or harm are rendered harmless such as the aforementioned big cat tongue providing a pleasant sensation rather than striping flesh off or being able to fuck a lava monster without being burned to a crisp. This also includes the sexual fluids and saliva of you and your partner just in case you decide to either tangle with those whose fluids are of a poisonous or overall harmful nature, or if you happen to decide to become such a being.

The second protection this perk provides, building upon the last, is against the more wild and violent actions of your potential partners. Unless you allow it, they won't act upon any of their more violent mating instincts they may have whether that be biting you on your neck, hitting you with their limbs to keep you still, or trying to eat you halfway through fucking them. Though if your a bit of a masochist you can choose to allow some or all of these behaviors to shine through, with you also able to dial back the previous protection against the body of you and your sexual partner, with any damage done during sex becoming non-fatal and quickly healing after the sex is over. However, in regards to both protections they only apply in the cases where your partners are not actively trying to kill or harm you, such as a monster with paralyzing spit hunting you in the non-sexy way. So unless you have a good relationship with them, such as them being your pet and vise versa, your confident in your ability to subdue them before trying to fuck them, like tranqing a lioness, or have some way to make sure they'll try to rape you rather than kill you, this can't be used as an immunity from being hurt by them.

And the final protection this perk grants is against environmental hazards that would prevent, or at least make it difficult to fuck your chosen partner. This doesn't remove the need for protective equipment like a diving suit and air tank when in the ocean or a heavy insulating coat when on a frozen ice sheet, but it allows you and/or your partner to skirt some of it. For example, you could whip your dick out of your diving suit while trying to fuck a dolphin and not only will water not flood into your suit, but your air supply seems to not go down during the sex. These environmental protections will apply from when you or your partner are getting ready to when you finish re-equipping and re-adjusting any protective gear after you've both had your fun, but no longer than that.

Dick in Hand [200 CP]
Having someone barge in while your dick deep in your pet or vice versa can be a bit of a problem, as in most situations such a thing usually leads to things like ridicule, ostracization,

and possibly even arrest for either you or your human partners. And even when having sex with an animal is a legal and accepted thing it can still kill the mood to have another person or animal interrupt you and some people would still be miffed at you having sex with “their” pet or animal. So in order to prevent such a situation from troubling you this perk will provide you with some protection.

Whenever you’re having sex in an enclosed room or area, like a bedroom or barn stall, or a reasonably secluded place, like a cave or a deep cluttered alleyway, people and animals are, unless you deem otherwise, subconsciously repelled from wherever you are and ignore any sounds that come from there. If they have an exact reason to go wherever you are, like someone searching for missing keys or you cucking a predator while in their den, this perk won’t repel them, but will instead give you an early warning. Whether it be your friends calling you in advance before they come over or hearing the loud and distinctive sound of branches breaking off in the distance, you will always have a bit of advanced knowledge of when you're going to be walked in on or happened upon.

As a bonus you, or your human partner, will also gain a moderate boost to the speed at which you can clean up and make yourself presentable as well as your ability to convince people you weren’t just having sex. For example, making sure that the precious furbaby of the people your petsitting doesn’t show a single sign of being defiled after having spent all of your last day on the job fucking them or the farm hand who kept you company at night playing off being spotted heading for your barn for as “investigating a strange noise”.

Unspoken Language [200-300CP]
While some can say that animals and beasts have no concept of language, such a thing isn’t exactly true. While animals may not be able to speak or, at least to us, convey overly complex and intricate ideas that doesn’t mean they can’t communicate as their tone, body language, and the like can paint a broad, but still decipherable picture. And by taking this perk, regardless of if you're a man or beast, you are able to communicate with anything, albeit with a lack of precise clarity.

More specifically, you gain the ability to communicate with anything that can do so back with a combination of body language, the tone/speed of your vocalizations, and physical gestures even when the other party doesn’t share a language or even has the ability to speak such as animals, with them not seeing your attempts to communicate as odd. However, this communication isn’t perfect with you only able to interpret and communicate vague things such as you telling your owner you want to fuck, you telling a wild animal you're trying to save that you're not trying to eat them, or you understanding that a wild predator is squaring up because you’re in its territory rather than because its hungry. Your actions, body language, and tone also have to generally match what you're attempting to communicate so no trying to tell a stray cat you're attempting to help it while swinging at it with a stick and shouting.

If you pay an extra 100 CP, for a total of 300 CP, this communication will be upgraded to become perfect with you being able to have entire complex conversations via nothing more than

arm gestures, pelvic thrusts, and grunts. Though by itself this won't make animals intelligent enough to hold such complex conversations.

Infective Urges [400 CP]
While you may have now have the means to seek out those who share a love of animal fucking, whether to have new friends to talk to if your human or to have new to woo with your animal charms if your an animal, what about those who are already close to you? Its a cherished thing to be able to share what you love with those close to you, but when it comes to stuff like this it can be difficult to broach the subject, especially if you're an animal incapable of having a true conversation. So by taking this perk you'll gain some help in "convincing" those around you to join you in your debauchery.

By turning your zoophilic urges into a kind of infection, this perk allows you to turn people into tried and true animal fuckers by simply just talking and interacting with them, even if you happen to be an animal. The amount of time it takes depends on how much the person in question was originally against Beastiality, with those vehemently against the idea obviously taking the longest. This can be sped up however in two different ways.

The first is by infecting someone/thing close to them whether that be fucking an animal they frequently are around, such as their pet if they have one, or sinking you fetishistic claws into a friend/family member of that person who may be a bit easier to turn. And the second method, that's a bit more suited for people, is exposing them to Beastiality-related materials such as sending them anonymous emails with attached Beastiality videos or loaning them some Beastiality novels if they happen to not vehemently hate the fact that you are into it. Both methods will serve as an infection rate multiplier for your victim whenever they interact with them, as well as a constant source of temptation with the former taking the form of the animal in question trying to seduce them or their friends making use of the second method and the latter having them gain the odd habit of keeping hold of the things you send. And when you finally manage to get someone into beastiailty they'll gain a massive relationship boost towards you, with them being overjoyed that you've "shown them the light".

Post jump this ability to infect people expands to all of your fetishes.

World Wide Craze [Free-400 CP]
If there's one part of the Beastiality lifestyle that will get old quickly, similarly to other normally transgressive fetishes, is the need to keep your activities a secret lest you be caught, shamed, and possibly arrested. And while something like Dick in Hand can be a potent tool to to keep the fact you, or the person you've fucked, had sex with an animal under wraps its not fully fool proof. Plus even if it was, you may be the sort of person or animal who doesn't want to hide this part of themself, possibly even wanting to publicly flaunt it the same way one would if they managed to pick up a gorgeous 10/10 at a bar. So to help bring one of your dreams to life this perk will help you keep the law and society out of your hair as well as working a bit of magic on the animal population to make your life easier.

At the free tier this perk makes it so that Beastiality of all types and stripes is completely legal, meaning you won't have to worry about police and the like trying to arrest you barring any other sex related crimes you commit like fucking in public. However outside of others who are also animal fuckers and those who are of a "live and let live" mindset expect your love of animals, and the love people may have towards you if you're one, to at best be tolerated by others and at worst treated no different than when Beastiality was still illegal.

Though if you're willing to pay 200 CP the second tier will help with that toleration problem as the perk will now elevate the popularity and acceptance of Beastiality to that of the more common kinks and fetishes such as boobs and asses. As a bonus for this tier it will also do a bit of rewiring on every animal in your current setting, making them all more similar to people in the fact that they are now willing to have sex for pleasure, and not just for breeding, with a human like libido to match with things like estrus and heat cycles still being in place.

And if even that isn't enough for you by paying an extra 200 CP, for a total of 400 CP, this perk will make Beastiality the single most popular fetish in the world bordering on outright worship meaning that, so long as you don't do anything to the contrary, publicly being into Beastiality will make people believe you are an upstanding and morally good person. And building upon the last tier this also makes all animals as willing to have sex with people as they would their own species.

As a side note, if you'd like there to be a bit more customization to this perk you can mix and match the elements of the tier you purchased and the ones below it. To be more precise you could do something like purchase the 400 CP tier and, while keeping the part that says animals are now willing to have sex for pleasure, make it so that beastility is only a commonly accepted fetish like in the 200 CP tier. This, and whether or not you want this perk to be in effect at all, has to be decided at the start of the jump.

Love Made Easy [600 CP]

One part of progressing your relationship with someone to the point of true love is that it's time intensive. You're looking at decades of building your relationship with someone and even if that someone was a pet you're still looking at months to a year before you can say they "truly" love you. This perk however will let those of you who'd like to speed this up an easy way to do so.

First, the perk makes it so any amount of affection someone or something has for you translates into their willingness to accept your carnal advances and a willingness to initiate on their own. As an example, if you're somewhat good acquaintances with someone then they'll always be open to you flirting with them and may ask you to grope or kiss them. And if you manage to move your relationship into being friends then they'll be open to you offering/asking for a blowjob or some fingering. You can also exclude a person or a pet from this effect.

Second, when you do manage to get physical with someone or something the amount of pleasure you manage to give them will translate into a relationship boost. This also removes the cap on how much someone/something can love you you and can, at your discretion, apply to

you as well. So if you're skilled enough and have some other sex perks then a few intense finger fucking sessions with your dog will turn them into the multi/omniversal model of a ultra loving pet with your own love for them skyrocketing as well.

Third, you also gain the ability to have someone's affection for you, and vice versa, serve as a pleasure booster both for you and your partner. To make sure this doesn't ruin anything you or your partner won't become addicted to this heightened level of pleasure nor will it ruin any sex you have with it disabled.

Household:both

Buddies Till The End [100 CP]
One of the major tragedies when it comes to owning a pet is the fact that in most cases, you're going to outlive them by a large margin, unless they happen to be supernatural in nature. And for some the bond they form with their pet is so great that they treat such a death the same way they would a beloved parent or spouse, which is a group a "special" animal lover like you would fall into. So to make sure your animal buddies can continue to travel with you to the end of time, this perk will make aging a thing of the past.

More specifically, for any animal companion you gain, both here and in the future, they will have their life span grow to match yours. This also makes their bodies stop aging if/when they reach adulthood, meaning any age related problems like weakening muscles/bones and increased vulnerability to illnesses are completely eliminated. Though in the event the animal in question is the type that grows more powerful as their body ages, then this will simply remove the detrimental problems while still allowing them to age.

Animal Care 101 [200 CP]
As evidenced by animal shelters and pounds, not everyone has the capabilities to adequately take care of animals. Whether it be a starry-eyed kid getting way in over their head with their new pet or a detestable jackass treating an animal no better than a piece of furniture, it takes a lot to properly make sure an animal lives the best life they can. And since you're probably going to avoid being the latter, taking this perk will make sure you can avoid the former.

This is done by granting you broad care taking information for any animal that comes into your care. This includes things like what their species' nutritional requirements are, which includes what foods are poisonous to them, how much space they need, and common diseases, sensitivities, physical afflictions, etc., to watch out for. And while Worldwide Craze may have granted animals a human-like libido and got them accustomed to the joys of having sex for pleasure and not just mating, this perk lets you easily teach them the more intricate elements of

sex. Specifically how to improve their skills past mindless humping, teaching them various acts and positions that can be modified to accommodate their body, and getting them interested in acts that don't give them pleasure like eating someone out or sucking them off.

Domesticated bliss [400 CP]
Coupled with man's fascination with trying to pet every animal they can find is another fascination with trying to turn every animal into a lovable pet. As evidenced by those with exotic pets like snakes and tigers, with more fantastical settings having their options expand to things like giant spiders or cubes of slime, there is a certain charm in making such beings your loyal and loveable pet, but there are plenty of complications with trying to do so. But to make sure reality and common sense don't rain on your parade, by taking this perk you'll become a veritable pet master, able to push the boundaries of what can be considered a pet using bestiality as an almighty tool.

Now, regardless of if an animal is a ball of murder that normally attacks anything that moves or is some kind of eldritch abomination with a mind beyond anything a mortal could understand, you'll be able to tame and train them using nothing, but sex. This also includes artificially created beings, like robots or magic constructs, so long as they are both capable of independent action/thought, no matter how simple, and aren't sapient. And when you manage to start getting intimate with your chosen target, whether via capturing them or any other means, the process can begin.

On the taming end of things, you're able to fuck the wildness out of your current target which not only instills a sense of trust in you as their owner, which makes them more willing to follow your orders and commands, but allows them to better control their instincts so you don't have to worry about them acting out. Once fully tamed the animal in question will have a near unbreakable sense of trust in you, barring you abusing them, and will have complete control over their instincts, though powerful ones like an all consuming hunger will be more like a battle of will. This completion also comes coupled with an increase to their intelligence, if they happen to be something "unintelligent" like a giant spider or a slime cube, which makes them similar to a particularly smart dog when it comes to behavior, so the aforementioned giant spider may shoot a web at you or the slime may engulf you to signal play time, and learning ability.

And that boost is very useful as on the training side you can skip the normal tedium that comes with teaching an animal how to do something, with sex again being your potent tool. All you need to do is have what you'd like to teach the animal, such as a trick or other such skill, in the back of your mind when you fuck them, with the main limit to this being your own understanding of what you are trying to teach an animal along with their own level of intelligence. Both of them can limit the level of skill you can train an animal to and the speed at which you can do it, so don't expect to turn any of your animals into masters of calculus. Though the level of pleasure you dole out during sex can help mitigate, but not outright negate, both, with the better the sex the faster the "training" goes and the higher level/more complex things you can teach your animal. Also, any animal you train never sees a decline in their skill, meaning you never have to reaffirm any of their skills.

Household:animal

Walking In Their Paws [100 CP]
One of the biggest problems with taking the form of an animal is the fact that moving around can be a major hurdle. Unless you've been an animal before you're going to have to learn all the intricacies of moving with your new body plan, and unlike a newborn animal you don't have the inbuilt instincts to get it down in an hour or two. Or maybe you do, as by taking this perk you gain an infallible sense of how to properly move and maneuver your body regardless of what form it takes.

Whether you move with four legs or slither on your belly, you will be able to coordinate your entire body as if you have been doing so for your entire life, with this also factoring in the use of things like horns or tails. This also comes with an intimate understanding of just what your body is capable of, so you never have to worry about over or undershooting a jump or accidentally running too fast and losing control.

As a bonus, due to the normal recreational activities you may be used to not being feasible for most animals, you gain a complete boredom immunity. The form that this immunity takes is that you find a type of joy and entertainment that is unique to just about anything you can do, whether it be something as simple as running your heart out in a field or as complex as performing hard labor with your owner. And due to the unique sense of joy and entertainment, every activity has you'll never grow bored doing any of them regardless of how long you do so, but you can still let the feeling of boredom shine through if you need motivation to find something else to do.

He thinks he's people [200 CP]
And another smaller problem you may run into during your stint as an animal is having to play the part of one. As you may expect, you acting like a person while everyone around you assumes you're a normal animal can bring a lot of unwanted attention to you, especially if you show off some of your supernatural abilities in places where they don't normally exist. So to help provide some cover for you, taking this perk will make you seem like an everyday animal.

Specially, you gain an aura around yourself that causes anyone who sees any human-like, or just generally weird behavior, you exhibit to assume you're just showing off some quirky, but altogether harmless traits so long as they don't harm anyone. For example, if you show off the ability to purposely operate a remote to watch tv your owner would see it as you being inquisitive and smarter than the average pet rather than anything drastic like you being a person in animal form. This also extends a bit to any supernatural/magical abilities you have, in cases

where they may stick out, with the caveat being that it only applies to any evidence of their use. For example, so long as your owners don't see you use your ability to fly, when you're something like a dog, they won't find it odd to see you at the top of a tree. And to help with this latter case you are always aware of when you are being watched, even if it's through something like a camera, and what direction they are looking at you from.

As a bonus, due to your aura making you seem like just the most average animal it also causes people to sort of ignore your presence, specifically in regard to speaking their minds freely and being naked. With the former, they assume you can't understand them, and thus they'll say even their deepest secrets when you're around, possibly even using you as something to verbally vent onto. And with the latter, they see being naked around you the same as being naked around an inanimate object, to the point they may masturbate while you're still in the room with them.

Stupid Dog…[400 CP]
As an animal it can be confidently said that the people you run into aren't expecting much in terms of your intelligence. While being a Wild Predator may get them to tread lightly while the threat of you being around is present, when it comes to coming up with complex plans and other such things that normally set people apart from animals they'll more than likely assume you to be incapable of such. And by taking this perk you'll be able to take sweet advantage of such assumptions to
Barring the use of a perk like World Wide Craze, and a few mentioned later, trying to get into a person-animal sexual relationship comes with difficulties, especially when your on the animal side of it. Besides the obvious of them simply not being into animal fucking, your going to want to keep the whole thing quite as, even if you don't care all that much about what happens to the person you fuck, being known as a person-fucker could end up with you being euthanized, similar to bears who've lost their aversion to people. So by taking this perk you'll be granted some protection when fucking those you "shouldn't", whether it be related to bestiality or otherwise.

feeling the heat- 400

What if there was a way to make the world a more horny place? What if, instead of being disgusting and taboo sex even extremely kinky sex with animals wasnormal and accepted what if human beings had the same senses of decency,propriety,chastity and self control that the average mammal did? Your mere presence encourages every setting you occupy or have asa property to move towards a more lewd future with any actions you take towards aiding that goal having a greatly magnified effect,whereas actions that would unintentionally stifle such development it have their negative consequences greatly nlessened. With your presence, beings that might ordinarily waver between chastity and depravity land firmly on the side of depravity and even asexual entirely spiritual or otherwisenon biological or alien creatures can be made to rut anything they can ,this doesn't make anything less dangerous , violent , intelligent or benevolent it simply skews the entire setting's Sexual mores to that of animals in heat

Household:both

Making New Friends [100 CP]
If there's one minor fear on every new pet owner's mind it is that their new best friend may, for one reason or another, be adverse to socialization possibly to the point of outright hostility. Maybe they came from a previous abusive home, maybe they were tormented during their time as a stray, or maybe they just dislike people. The same can be said for pets themselves as their new owner(s) may also hold some kind of prejudice towards them. They could have just lost a pet and see the new one as a worthless replacement or they could have just had bad experiences with others of its species. Regardless of the reasons this perk will help you to make sure such a level of distrust will never happen.

Anyone, whether they be man or beast, will always be open to your attempts to befriend or at the very least improve your relationship with them so long as they aren't outright hostile. A cat you just adopted had abusive owners? They may still hiss and claw at you, but your attempts to win them over through things like food will see some level of success. A family with an anti-pet father just adopted you? His heart will inevitably soften as you use your cuteness on him. And if you happen to want to work towards trying to fuck said man or beast this perk will also give you a minor, but noticeable boost to their starting affection towards you, similar to how some people and/or animals just seem to "click" together even if its their first time meeting. This is enough that anyone who sees you two will immediately be able to see that they favor you, especially if they seemingly hate everyone else like a cranky cat.

Unseen Friendship [200 CP]
Another, albeit minor, problem when trying to be all buddy buddy with your pet(s) or owner(s) is that there's only so much interaction they can take at once. Even the most energetic and loveable dog or pet parent will grow agitated if you continuously pester them in an attempt to make them like you more. So to aid in preventing such frustrations while also still letting you constantly improve your relationship this perk will grant them a small, but constant increase in affection towards you, whether it be platonic or more "affectionate".

For someone or something to count for this constant affection increase you both have to live in the same living space, like an apartment or home, and you have to at least do the bare minimum to interact with them on a day-to-day basis. For example, things like petting your pet as you head out for the day, "speaking" at your owner as they walk by, or just taking an hour to laze around with your pet/owner. In terms of how effective this is, if you were to rely solely on this to improve your relationships it would take a year to form a tight bond, but anything past that

needing you to actually put some work in.

Ideal Lover [400 CP]
What makes a perfect lover is something that is, obviously, unique to each person. One may want a lover who is soft, kind, and understanding. Another may want one who is fierce enough to keep up in terms of debating decisions and the like. Whatever the case may be this perk will allow you to mold your lover(s), whether they be man or beast, into your ideal.

You can either go the simple route and designate a single word or short phrase to serve as an archetype for your lover to be modeled into such as “Submissive” or "Owner in the Streets, Bitch in the Sheets". All unrelated aspects will remain largely unchanged with the archetype at most slightly bleeding into these aspects. However if you’d like to be more thorough and in depth when designing your ideal lover then you can, on an individual basis, designate specific aspects of your lover archetype. This ranges from the blatantly sexual like “How they ask for sex” or “What their fetishes are”. To the more mundane and/or wholesome like “What's their favorite cuddle position” or “What is their favorite hobby/hobbies”.

To enact this change into your ideal lover all you need to do is simply designate a person to be changed and improve your relationship to the point they love you. All of the changes will develop as your relationship does though sex will speed this process up to the point they’ll have morphed into your ideal before they’ve truly fallen for you. And if they happen to have already fallen for you, such as having a partner before picking this up or simply deciding to shake things up with someone already affected by this, these changes will instantly take place.

Household:human

Master Hands [100 CP]
If there’s one thing that has been proven time and time again, it's that humanity has a weird fascination with petting any and every animal they can. This fascination has also proven that a good number of animals love to be pet, even those most would assume would bite off the offending hand. This perk will allow you to be at the forefront of the animal petting crusade.

With just a few seconds of eyeing an animal, or anything capable of feeling touch, up you’ll gain a rough map of their favored areas to be petted or touched in as well as a rough idea of not only how they’d like to be pet, but how they’d like to be fingered or given a handjob. You also gain a “magic” touch which others find extremely enjoyable which can be channeled throughout your entire body so you could “pet” an animal with your feet, tentacles, or even by rubbing them on your chest. This “magic” touch can also be toggled to have it give sexual pleasure as well in case you want to move into some heavy petting.

Happy pets [100 CP]
While being a pet owner entails a lot of hard work, the end result of allowing your pets to live a happy and healthy life can be well worth the investment. And while Animal Care 101 can help you with the latter, the former can be a bit more tough to deal with, especially in cases where your pets happen to be of the exotic nature. So by taking this perk, you'll be able to make sure happiness is something you can give to any animal under your care.

To that end, whenever an animal comes under your care, you instantly become aware of the best methods to enrich their lives. From the best ways to go about playing with them, what treats or rewards they like the best, to how to set up the best environment for them whether it be a tank, a backyard or a large enclosure, you always know how to make any animal as happy as they can be. As a bonus, not only will the health of your pets increase the happier they are along with your own happiness, but it seems the pleasure you both feel during sex is increased as well, adding on another incentive for treating them well.

101+ Dalmatians [200 CP]
If there's one thing about being a Jumper that makes pet ownership easier is the fact that you have easy access to the space needed for multiple pets, the funds/means to acquire a large amount of them, and the opportunity/ability to acquire pets of a more exotic nature. This however doesn't help with the fact that people may get nosy if they notice the sheer number of pets you have, with the ignorant and possibly well meaning assumption that you couldn't care for such a large amount, and may even get animal control involved if they find out about your pet is something like a apex predator or a knock-off beholder, especially in more modern settings. So to remedy this, by taking this perk you are always given the benefit of the doubt when it comes to the number and nature of any pets you have.

Basically, so long as nothing happens that disproves the assumption that your pets are well-trained and being taken good care of, like them randomly attacking a passerby or someone seeing them living in squalor, then no one will care about the number of pets you have or the fact that one of them is essentially a floating rock with teeth that shoots acid outside harmless curiosity, comments, and questions.

Household Harmony [200 CP]
Even with the various abilities and privileges that a jumper like you may have, having more than one pet is still a tricky proposition. It's a gamble whether they'll ever end up liking each other, and if that fails there's a further gamble to see if their dislike leads to them trying to kill each other on sight. And as a number of pet owners may tell you, having two pets kill each other is like having two beloved friends or siblings do the same. So to help avoid this at all costs, by taking this perk you can enforce a good deal of harmony amongst the animals that live with you.

So long as your pets, or any other animal under your care, have a good relationship with you they will slowly develop the same with each other, with this also making sure they will never try to kill or seriously hurt each other. Your cat may still take a few swipes at your dog and your dog may nip at your cat's face, but given enough time both will become very close with any future

“hostilities” being more cheeky and playful in nature. This perk also, at your discretion, lets this relationship growth take on a more lewd aspect, such making any fights they may have are of a more sexual kind like you cat mounting your dog who got stuck, and if you decide to join in on the fun their relationship will build faster.

Love Via The Tongue [400 CP]
Like with people, feeding your pets can be one of the best and fastest ways to get them to open up to you. Especially if you make careful use of their favorite flavors in what you make for them. To help you further explore this culinary avenue this perk will grant you perfect judgment on what flavor animals, or anything that can taste would like.

First, you are now equal to a world class chef in terms of skill able to put together a variety of dishes and treats that even the most picky of eaters, whether they be man or beast, will find good. This also includes a highly discerning eye making you able to tell what aromas, flavors, and textures your “target” likes, how much they like them, and how to seamlessly incorporate said flavors/textures/aromas into combinations they’ll love even when they contradict each other. This also comes with the ability to make any and all food you make safe and nutritious for anyone/thing to consume, even if they have an exotic diet of something like souls, so you could give your loveable pooch a triple fudge brownie as a treat without worrying about the theobromine in it poisoning them.

And second, when you give someone or something food, their affection for you increases based on how tasty it was as well as the number of their favorite flavors, aromas, and textures present and how much they like them. Also, when you add a sexual or sensual element when you feed the food to them, the affection boosts get higher. This includes things like, putting the food on your genitals for them to lick off, french kissing it into their mouths, or mixing your sexual fluids into the food, with this later option also coming with skill in incorporating sexual fluids into food, both in how to add them without messing up a recipe and how to hide them perfectly within.

Pet Whisperer [400 CP]
One of the things that sets a Pet Owerner apart from a Rancher or Game Hunter is the fact that the animals under your care have to have a lot more discipline.
Punishing your pet is a tricky situation for most pet owners. From what exact punishment method to use to gambling on the fact that your pet actually comprehends the punishment and why it happened it's a lot to leave up to chance. So by taking this perk you’ll now have a much more fun option for the “stick” part of the namesake.

With it sex becomes a potent tool to discipline those under your jurisdiction, like a pet that broke into the treat cabinet or a graffitist tagging a wall while you’re on patrol. In such situations your ravaging of the naughty pet or person in question will function similarly to more normal punishments though with the guarantee of being able to correct behaviors and wear away at any rebellious elements, though particularly stubborn individuals will need multiple or more intense “correction” sessions. As a bonus, you can choose to prevent your targets from deriving pleasure from these punishments and anyone who sees or finds out about them, including the

target themselves, will view them as a correct and proper way to dole out punishment. This doesn't mean people, particularly those you punish, won't still grumble about it, but said grumbling will come from a place of being punished rather than being raped.

Brain training [600 CP]
And third, to aid in cases where you'd like less intelligent pets, like giant insects, to be able to compete with things like dogs and the like, you can become a bit of a brain booster for them. By simply fucking any animal, you can cause them to noticeably become more intelligent as time goes on. Now this won't push them to the point where they would be considered sapient, but

Love Fueled Growth [600 CP] **
The end goal for any true pet owner is to have a pet that trusts you and loves you to the point that they'll gladly follow you on any adventure. Though for jumpers who happily throw themselves into danger such a dream can become a hazard to your pets especially if they are something mundane like a normal dog. And so to make sure your favorite companions manage to keep up with you as your no-doubt dangerous journey continues, this perk will allow their love for you to serve as a catalyst for growth.

More specifically, so long as your pet(s) loves you their attributes will steadily increase, the higher their love the faster the increase. Not only will their physical attributes increase like their speed, toughness, size, but also non-physical or supernatural traits such as the strength of their poison or their magic powers, though you can pick and choose what gets increased. These increases will soft cap so your pets are roughly inline with you.

Household:animal

Must Touch Fluffy Tail [100 CP]
If there's one thing that can be said about humans is that, no matter the animal, someone somewhere will find it cute. Whether it be the way a snake's scales shine in the light or the sound of a monkey howling what people find cute or charming about animals are varied. And with this perk you'll be able to take advantage of that.

All of your physical attributes, like the softness of your fur, the way light shines in your eyes, to even how your genitals glisten/throb, gain a boost to their cuteness factor with various different flavors like pure cute, cool cute, or scary cute. Anyone, even those who hate you, will admit that every part of you is objectively cute, though they will have their favorites with your sexual traits usually being among them. Plus it seems those with ownership over you want to preserve this cuteness meaning that they will never do anything that would mess it up or change it without your concert, which they somehow are aware of. They won't give you weird haircuts they saw on social media, dye your fur or paint your skin to make you look like a pumpkin for Halloween, and most importantly they'll never decide to spay or neuter you regardless of how horny you act.

And it seems that this cuteness factor can serve as a beckoning lure to people as whenever someone sees you, you can choose to have them gain a compulsion to pet and/or cuddle you, so long as they aren't doing anything urgent or are actively hostile. As they pet you, or interact with your other physical attributes like gazing into your eyes, they gain a sense of fulfillment and happiness, which also applies to you, that increases the longer they do so such that a thirty-minute petting session could be the highlight of an otherwise bad day. You can also, at your discretion, let any petting get both you and the petter hot and bothered with the longer the petting and the closer your relationship, the more likely they will subconsciously transition to jacking you off and/or fingering you.

Play Dating [100 CP]
The art of courtship is something that is unique to different animals, and what works with one won't really work with another. This becomes a problem if you want to woo your owner as the most common ways for people to build a romantic relationship, like dinner dates, is either incredibly hard for an animal to do or flat out impossible. So in order to make sure you can keep pace with others who may have their eyes on your owner, this perk will let you substitute the more complex and human centric aspects of a relationship for things more suited for an animal.

This manifests as allowing you to substitute the more human centric elements of general relationship building and dating, such as going to a restaurant or having a comforting conversation, with things that are more physical in nature and much more suited for an animal. For example, if you were to go out to the park and play fetch with your owner it will be just as romantic as having a picnic with them while the sun sets or if your owner is having a stress induced breakdown wrapping yourself around them will be as reassuring as having a verbal heart-to-heart with them.

Taken Orders [200 CP]
While it may seem highly unlikely for a supposed "house pet" like yourself to ever need to fight something, such occurrences aren't impossible. Whether it be because your owner(s) happen to be adventures or because gang attacks are common occurrences in your location, knowing how to defend yourself and your owner is an invaluable skill. So by taking this perk you'll be able to form a competent combat group between you, your owner(s), and anyone else who'd fight by your side.

Besides giving you some moderate level combat skills, along with some knowledge on how to use your animal body and its natural weapons in combat, when fighting alongside others, whether directly beside them or with them on the sidelines giving orders, the closer your relationship with them is the better combat partners you both become. For example, if they happen to be fighting alongside you all can fight in near perfect sync, easily creating openings for the other to follow up on, covering each other's blind spots, and coming up with plans as if you could read each other's minds. On the other hand, if your allies happen to be on the sidelines they can still provide aid with any orders or information on the enemy/battlefield they give, and your ability to react to them, being fast and concise enough to not slow anything down.

Everyone Loves Their Dog [200 CP]
While you may now have a method to woo your owner(s) with the same efficiency as a normal person, there still exists one major obstacle that blocks you from moving your relationship into the realm of sex. That obstacle being that they're not animal fuckers, which can be a step into degeneracy that a good number of people aren't willing to make. But to make sure no one is safe from your attempts to move relationships to the next level by taking this perk, such reservation held by others can be removed.

As your relationship with others improves, anything about you that your target just doesn't like, and that would normally impede things becoming more intimate, will weigh less and less on their mind. For example, as someone's pet the more you strengthen your bond, the more any revulsion they may have at fucking an animal will weaken to the point that they may start making moves on you the same way they would their deepest crush. Other things this can apply to are you being introverted while they want someone who's outgoing or you being poor while they are searching for a partner who is as rich as they are.

As a bonus, you gain something that will make your life as a pet a bit easier, trust. Now your owner(s), along with everyone else in your home, have enough trust in you to leave you to manage yourself. Specifically, this means you can stay around dangerous/fragile things without them throwing a fit or trying to pet proof everything, along with having free roam of the house which lets you go anywhere like their bedrooms or the bathroom even when they are in them with no fuss. This also includes letting you roam outside to your heart's content, so long as you occasionally come back to check in, and in general they'll treat and expect you to behave yourself more like they would another person rather than an animal.

Oh, that Dog of Mine [400 CP]
While it can be hard for normal people to understand, being a proverbial "good boy/girl" for an owner can be a fulfilling thing. From getting praise for doing the absolute bare minimum to just generally being allowed to laze around all day with no obligations such a life is worth some good behavior. But sometimes a little bit of mischief is just the spice you need to liven up life as a person turned pet. So with this perk, opportunities for such "harmless" mischievous misbehavior will crop up like weeds as you go about your life.

More specifically, you now are surrounded by an aura of lewd luck which makes various lewd situations, and the surrounding circumstances that lead to them, a reality. These events, which will always be modified to accommodate for the limits of your body, can range from one of your owners' suffering a major wardrobe malfunction as they stoop down to pet you, coming across someone stuck low to the ground in a wall that's in an oddly secluded part of the pet park you were let loose in, to finding your pet sitter naked and taking a cartoonishly deep nap on the couch. Though this isn't just limited to purely lewd things as stuff like people constantly leaving important items on surfaces within your reach, doors being oddly unlocked and able to be pushed open, and other such things that enable more mundane mischievous behavior occurs as well, which oddly only you seem to notice and are able to take advantage off.

But indulging and taking advantage of such naughty opportunities will no doubt bring down the threat of punishment on your head, so to prevent this your cuteness factor is transformed into the perfect shield against any blowback. Now, people seem to be very nonchalant when it comes to any mischievous behavior you partake in, even in the cases where you happen to rape someone, so long as no physical harm takes place. Taking the aforementioned pet sitter as an example, you could hop on the couch and do something like dump a few loads into them or eat them out and when they wake up the most they'll do is try to shoo you away if they aren't paralyzed by pleasure. In fact, it's to the point where, due to them see you as too cute to do wrong in their eyes or any myriad of other reasons, fucking with them, both metaphorically and literally, actually seems to improve your relationship with people, similar to a loveable prankster, so long as your "pranks" fall with the no physical harm clause.

Guardian Pet [400 CP]
A major part of why some people get a pet is to protect themselves, their family, and their home from danger. Primarily from things like thieves or wild animals, but providing help during a house fire or drowning are unexpected, but welcome bonuses. So to help in these scenarios this perk will turn you into a model guardian.

First, befitting your role as your owner's guardian you gain a mental alert when anyone you care about is in a harmful situation, whether it be something like a mugging or house fire, which can be tuned to include others. This also includes a sort of time dilation where you'll generally be able to reach someone in danger before anything truly bad happens to them, so long as the distance between you and them isn't "too" ridiculous for your capabilities.

Second, when you manage to reach a dangerous situation you have the ability to draw all danger to yourself, which manifests differently if you're in a fight or not. If you're fighting off something to protect someone, whatever you're fighting will outright ignore everyone besides you so long as the people you're trying to protect don't do any direct harm to them. This means they can't do things like throw rocks at whoever you're fighting or launch spells that would negatively affect them, but they can still do things like throw you consumable items or shout out info. In non-combat related situations so long as you are "ok" whoever you're trying to help/save will also be ok. For example, if your owner happens to sink beneath the waves and you go out to save them so long as you can breath underwater, or have enough breath to make it back to shore, you don't have to worry about keeping their head above water.

And finally, to cope with this newfound focus you've become a hell of a lot tougher. Not only does your body resist damage a lot better, you have an extremely high pain tolerance and you become good at fighting with a "war of attrition" mindset, instinctively knowing ways to minimize any damage you would take and aggravating your foes to the point that even those stronger than you will give up on whatever they wanted to do to you and those your protecting if you manage to last long enough.

Variety Is The Spice Of Life [600 CP]
While some media like to depict housepets as lazier, weaker, and out of touch with their "true

selves” in comparison to their wilder cousins there are plenty of things about living with a human owner that wild animals would kill for, if they were capable of higher thought. From a variety of tasty food and treats to eat, a safe climate controlled place to sleep at night, to not having to overly worry about randomly being attacked by a predator a whole host of new sensations and experiences elevate pet life over roughing it as a wild animal. And by taking this perk such a fact will let you grow stronger than your wilder cousins.

By simply going through and enjoying a human influenced life and its various wonders you will see a slow, but steady increase to your skills and physical/magical capabilities.

Size of The Dog In The Fight [600 CP]
you have a unique quality when you are fighting to protect someone you love your strength,stamina and durability are increased proportionately to the amount you love them with additional bonuses based on how much tougher,stronger and dangerous to them your opponent is. But don’t expect your efforts to go unnoticed,wheneveryou protect someoneyou love they fall deeperin both love and lust for you

Ranch:both

It’s Hard Work [100 CP]
Living on a farm/ranch is hard work, both for the workers and the livestock. This is mainly due to a combo of the intensity and sheer amount of work. If you happen to be new to the levels of work expected of you, your life on a ranch can become grueling. So by taking this perk, you’ll be granted a boon that lets you skip one of the worst parts of the acclimation process.

Specifically, it takes the form of a moderate boost to your stamina, letting you effortlessly do work from sun-up to sun-down with no signs of slowing, unless said work happens to be particularly hard, as well as immunity to any soreness. This also gives you a major boost to your sexual stamina, letting you fuck for hours upon hours without a care for refractory periods, pain from overstimulation, and a seemingly endless amount of sexual fluids.

Country strong [200 CP]
Though speaking of stamina, one possible downside to having so much is that others may not be able to keep up with you. For example, if you're toiling out in the field with the animals alongside some coworkers, there’s a chance they’ll tap out long before you, leaving the work they didn’t finish for you. And this can also apply to sexual matters, as while you may still have a few more rounds in you, your partner may be in a heavily breathing heap. So to help in both matters, taking this perk will grant you a way to share your higher levels of endurance.

When either working alongside others or fucking them, these other people/animals will have their own stamina rise to match yours, or vice versa if they outclass you in that realm. For example, if you're something like a bull helping to till a field while your owners sow it behind you,

they'll be able to keep working for as long as you would. And if one of them happened to "reward" you after the fact, then their sexual appetite and stamina will let them keep up with you until you're satisfied.

Fucking Hard, Hardly Fucking [400 CP]
One of the hardest part of acclimating to ranch life is the fact that work takes up a large chunk of your day, whether you're a ranch hand or one of the working livestock. And if there is any work you didn't get done on a specific day you'll have to continue it tomorrow, which can start a cascading effect of pushing back work. So by taking this perk you seem to get a lot more done than normal, both in terms of work and sex.

More specifically, when it comes to work of any kind, time seems to dilate, allowing you to get twice as much done in the same amount of time. For example, if it normally takes you an hour to ride around, check, and fix the perimeter fence, you'll now get it done in thirty minutes. Or if it would take you two hours to drag a wagon to another ranch and back, you'll be done in only an hour. This time dilation also applies whenever you have sex, letting you squeeze in long sessions in short periods of time. For example, as Livestock if you just got done working with the ranch hand, and they only have a ten-minute break before they have to get back to work, you could get a session in that's around an hour.

Ranch:human

Ranch Hand [100 CP]
Successfully running a ranch takes a lot of knowledge, with it being a mix of both animal and non-animal related things. Not only do you have to care for and raise livestock, but you also have to find a way to turn a profit off them, as well as handle the dozens of small tasks needed to keep a ranch afloat. So to that end, this perk will grant you the various bits and pieces of skill any up-and-coming ranch hand needs to know.

On the animal side of things, this skill set includes figuring out what can repeatedly be harvested from any animal you have knowledge of and how to safely/efficiently do so. This also includes how to process the harvested goods, such as knowing how to spin wool into yarn or pasteurize milk. On the non-animal side, you gain passing skill in various handyman and homesteading tasks, along with how to manage a ranch day to day, like how to repair wooden structures, fix clothes with sewing, etc. You also get knowledge on how to farm and garden, both to pull in extra income and become more self-sufficient.

Dishonest Work [100 CP]
As a zoophiliac owning a ranch, it's a good bet to say that you're not going to be in the business of selling meat. In the same way one wouldn't butcher their family pet for food, having sex with your livestock may build up a relationship where a similar sentiment may exist. But this can cut out a good deal of your money making ability, and so by taking this perk you'll gain a suitable alternative "liquid" based income source.

More specifically, you now know various different ways to disguise and sell the sexual fluids of your livestock as different types of products. And as long as you take at least some measure to mask/hide what you're doing and no-one you don't trust sees the production process, no one will grow suspicious. For example, say you decide to break into the drink market by bottling and selling some homemade "bull's milk", so long as you do something like adding vanilla or chocolate flavoring and fragrance into it no-one will suspect anything. And even if they notice that it's a bit thicker than "normal" milk, they'll brush it off as being an intended part of your brand. On the other hand, fellow zoophiles will instantly see past your ruse and will turn into a core of repeat customers without you worrying about them blabbing.

Farm Fresh [200 CP]
Throughout the history of ranching, people have always been trying to figure out ways to increase the productivity of their livestock. From religious rituals to intensive research, people have put in a metric ton of work into trying to squeeze as much out of their animals as they can, sometimes to detrimental effects on the animals themselves. And I'm sure you'd like to do the same, just without the chance of harming your animals, so by taking this perk you'll be granted a risk-free way of achieving the same goal.

Now you can treat sex with any of your livestock as a sort of productivity booster. When done, all of their harvestable goods such as eggs, wool, milk, or semen are produced faster, in greater quantities, and are even of a higher quality. For things like eggs and wool this manifests as a 2x boost, while for sexual fluids like semen and milk it is instead a 5x boost. This also makes it so that harvestable goods that can only be produced at certain times or under certain circumstances, like milk, will be produced around the clock. Though, this all functions as a temporary buff that needs to be refreshed, with the time between refreshments and the strength of the buff scaling with how hard/long you fuck the particular animal. But as a bit of a bonus, livestock under the effect of this will never have to worry about any negative side effects from the increased production, which includes them not having to consume extra food.

Unconventional Workers [200 CP]
Now, unless you've been stockpiling stamina and work speed perks, trying to tackle all the work on a ranch by yourself is a tall order. But trying to hire others presents the problem of trying to

keep you fucking your livestock a secret, which gets harder the larger the ranch you have as you need more and more people to help. So in order to provide an alternate solution that doesn't get other people involved, this perk will grant you the skills to make workers out of your animals.

Specifically, besides giving you moderate training skills, this perk gives you the ability to train animals to give them a human-like work ethic. From teaching a cow how to plow the fields by themselves to getting chickens to lay unfertilized eggs in a collection box, you find it easy to get animals to behave like wageworkers in terms of getting work done. And to further help you also gain an inventive mind, along with some basic crafting related skills like metalworking, that's geared towards making/modifying things to be more usable by animals to help in their new jobs to accommodate their lack of hands. For example, you could modify a plow so that your cow or whatever can hitch themselves to it without your aid or come up with a dog powered laundry system so your ranch dog(s) can handle all of your laundry.

Fuck Farm Friends [200 CP]
or maybe you want someone to share yoursexual escapades with?
With this perk not only do only people of similar interests in opinionswhen it comes to sex with] animals who will respect any bonds you make with individual animals so long as you respectthe bonds they make with other animals become the only people who apply to work at your ranch but not only are there enough of them applying that easily find enough workersas a ranch of your size would but they also gain the advantages of the perks you have taken in this specific perk tree from this jump

liquid gold [400 CP]
While something like Dishonest Work is good for helping keep your ranch afloat due to you not wanting to butcher your animal, it's more of a measure to bring you up to being equal to other ranches. If you want your perverted antics to start raking in the big bucks, then you'll have to find some way to incorporate it into the other things you sell. And by taking this perk, just such a method will fall into your lap.

Now, any sexual fluids you harvest from your livestock gains a special property that boosts the sense related aspects of anything that they are laced into. For example, you could bottle the vaginal fluid of one of your cows and sell it as liquid flavoring which will bring out unique flavors that are delicious enough to get people to love food they normally hate, but it won't make the food more nutritious. Or as a part of the processing process, you could soak your sheep's wool in a pool of bull semen which will give it a nice cuddly, snuggly feeling when made into clothing or blankets, but it won't make them more durable or retain heat better.

And to really make sure your customers become repeat ones, anything you lace sexual fluids into will have a strong addictive quality that will never lead to withdrawal or other negative symptoms, almost guaranteeing that when someone uses your products once, they'll keep coming back for more.

Dr do diddl [400 CP]
In the ranching world, as with almost anything, it's hard to know every single thing about your livestock and to have all the skills needed to solve every possible problem that may arise. This is especially true when it comes to animal health matters, as one wrong move can result in the loss of an animal, along with potential profits. That's why most competent ranches will gladly call upon animal medical experts to help fix the problems they can't, and with this perk you'll be among the best.

First, this perk spreads around the idea that you're an animal medical expert in the local area, making your fellow ranchers and others who have an animal much more likely to call you for help. But you can choose to start with this toggled off, and in the event you turn it on the idea will be spread over the next few days.

And second, to make it so that you can play the part of an animal expert, you gain a high level of animal related medical experience. This includes being a skilled surgeon, having the ability to diagnose anything an animal may have with a quick examination, and never having to worry about adverse reactions to any drugs. But you also gain a more fun way of dispensing medical aid, that being, using sex as a cure for any ailments or problem an animal may be facing, with the more dire the ailment the more sex required to cure/fix it. But so that this doesn't eat up too much of your time, using this perk to help an animal also immunize them for a certain amount of time which provides heavy protection against injuries, diseases, and other such problems.

Cruelty free [600 CP]
Despite the previous perks letting you ignore this, in the end the main way a ranch makes its money is by slaughtering its livestock and selling their meat, skin, etc. As a well taken care of animal that produces high quality meat and the like can rake in a pretty penny. However, if you'd still like to participate in that part of ranching, without causing harm to your beloved livestock, then this is the perk for you.

First, it allows you to harvest the normally non-renewable parts of your livestock like their meat, organs, and even supernatural things like souls if you have the means of extracting them yourself, by simply fucking them. The amount you can harvest soft caps at what you would normally get if you had slaughtered or harvested the animal in question, but more past this can be acquired. Though this necessitates for you to fuck them for longer, which scales in the case of high rarity parts like the heart scale of a dragon, and the amount of extra goodies you can get out of these caps at around 5x for "common" things like mundane meat or skin and around 2x for rare things like the aforementioned heart scale. Note that this does not have diminishing returns per session

And second, to give you a massive leg up on all of your ranching competitors, everything that can be harvested from your livestock can be improved by taking supreme care of them. For example, if you take a run-of-the-mill beef cow and then pamper the ever living shit out of it, you'll be able to get beef out of it that easily surpasses Kobe.

Liquid gold [600 CP]
Would you like to take this just another step further? Would you like to create a whole brand-new type of ranching that will have people proclaiming your genius for years to come? Well, by taking this perk, you will have the means of doing so that will make you overwhelmingly rich.

More specifically you can instantly develop processes by which any sexual fluid you harvest can becomes an ultimate wonder liquid as by processing said sexual fluid you can transform it and apply the properties of any liquid based man-made product to it.

When done, not only will the sexual fluid replicate the exact capabilities of whatever you have chosen, it will actually be a good deal better. For example, if you were to apply the properties of body wash the sexual fluid will not only physically behave like it, such as foaming up, it will perfectly heal, exfoliate and soften the skin of those who use it. If you applied the properties of hair oil, not only would the sexual fluid strengthen and repair hair, it would even cause it to regrow. Or if you apply the properties of gasoline, the sexual fluid will not only become more efficient and give something like a car more miles per gallon, it will become the ultimate green renewable source of power as it produces no harmful waste

Ranch:animal

Spared The Slaughter [100 CP]
The life of a livestock animal can be short and brutal, given the fact that your owner(s) more than likely have plans to slaughter you sooner or later. And even if you happen to be an animal that isn't raised for meat, like a horse, it's a little easier for them to be shitty owners when you're out isolated on a ranch. So to make sure such a premature fate won't befall you this perk makes it so that if you're ever in a situation where you'd be killed or treated poorly like being a beef cow you'll gain some protection in the form of a benefactor.

Said benefactor will be someone with some kind of authority over you who, for one reason or another, will take a liking to you. They will also miraculously have the power to make sure you won't be killed or treated overly badly, if they already didn't, as well as move you under their personal jurisdiction. But don't think that this is a free meal ticket, as while you no longer have to worry about being slaughtered or abused, you can expect to still be put to work in order for those above you to get some worth out of you. Luckily for you, your benefactor also managed to pull strings to make that work mostly lewd in nature, possibly even inventing brand-new positions/jobs for you, and that's suited for your tastes along with some lighter non-lewd work. In this jump that work will be breeding related, but post jump it can be anything lewd. For example,

if you're taken as a slave instead of backbreaking labor, you might become a slightly pampered stress relief toy of the female guards.

Breeding Stock [100 CP]
And with your new job being wholly focused on breeding, you're going to need some “equipment” upgrades to stand up to the task. Especially since that's basically all you're going to be doing, barring any special circumstances. So by taking this perk, you’ll become a veritable breeding machine.

Specifically, you’ll gain various sexual related additions, depending on what genitals you have, related to breeding to make the job easier.

If you have a dick, this will mainly affect your semen by making your production seemingly never ending by letting you cum out your max “capacity” with every orgasm, making it induce ovulation, and jacking up your sperm count to super high levels, which can at your digression make your semen extra thick. On the other hand, if you have a pussy this will give you complete muscle control inside of it, as well as increasing the strength of the muscles there, and make it textured to more easily and quickly bring partners to climax and keep their semen in, with you also able to control when you ovulate. In both cases you also gain a method to make the impregnation process take seconds rather than minutes or days such as superfast egg seeking swimmers for the former and stimulating vaginal fluid for the latter, and if you happen to have a dick and pussy, or get both in the future, you gain both sets of benefits.

Also as a bonus to make this even sweeter, both you and your partner know instinctively the moment when either one of you get impregnated which provides a massive boost to the pleasure felt for each egg fertilized. It also makes pregnancy sex more pleasurable, completely safe, and turns the actual birth into a cascade of near mind shattering orgasms.

Barnyard Peep Show [200 CP]
Now, while you may have been spared the fate of being slaughtered by your owners via Spared The Slaughter, your relationship with those outside of your benefactor is sparse. As coworkers of said benefactor, they still probably see you as nothing more than a simple animal, and are possibly slightly weirded out by the interest your benefactor has in you. But by taking this perk, you’ll have a method of showing and convincing them just how “special” you are.

Now, your owner(s) and any workers they have, that are of your preferred gender will now seem compelled to come and visit you just to observe you “working”. When doing so their minds seem to unconsciously wander, and they’ll start to compliment your work, both to themselves and to others that may have also gathered. This causes their affection for you to grow at a slow rate, similar to how someone may grow to like a coworker that puts in good work, with the speed increasing based on how hard it seems you're working, how productive you are, and if the work happens to be lewd such as via Spared The Slaughter or if you look sexy while doing it. In the latter two cases, those watching start to get aroused by your display, which can linger and build up as they come back to look at you, and will cause them to have very dirty daydreams and

normal dreams about you.

And while at first the only people you'll draw are those who "work" with you, such as ranch hands who specifically handle the cattle if you're a bull or dairy cow, gossip about you working will be spread via word of mouth by those who've gained enough affection for you. This may get to the point where the possibly city dwelling owners of the ranch may pay a visit just to see you, but rest assured all of this will never affect the work performance of those who ogle at you.

Post jump this expands to any future "owners" you may have, such as if you ever become a slave, as well as any coworkers and just anyone who happens to see you working in general.

A real stud [200 CP]
When it comes to breeding, whether it be for personal reasons like starting a family or commercial reasons, one problem that exists is the time that it takes. While Breeding Stock may have sped up the actual impregnation part of the whole thing, it can still take months for most animals to pop out a baby. And so, regardless of the exact reason you'd like to speed this whole thing up, by taking this perk any pregnancy you're a part of moves at a relatively lighting speed.

Now, instead of having to wait nearly a year, you only have to wait at most a month or two for any of your children to be born, with this also factoring in hatching time in case you or the being you impregnated are oviparous. But if even that is too slow for you, you also have a method of personally speeding up any pregnancy via sexual fluids. By feeding someone who's pregnant your sexual fluids, or ingesting the sexual fluids of yourself or others if you're the one whose pregnant, then the pregnancy will be shortened depending on the amount that was taken in. And once born, your children also grow up around twice as fast, with twins, triplets, etc., being a lot more common.

And as a bonus, you also gain three minor abilities. These include removing any negative side effects from occurring when you breed with family members, a clone, or yourself if you happen to have a dick long and flexible enough. Causing any children you have to, at your discretion, gain some serious mommy/daddy issues that manifests as them wanting to fuck you and/or their other parent, which will never ruin the parent child bond you have and in fact will make it grow stronger in unique ways as you fuck them. And finally, not only will any act of affection towards your kids, including lewd ones, have their effect and importance massively magnified, but you are also a master of organizing large family events where everyone will have fun to make sure all of your kids grow up loved.

Need To Breed [400 CP]
While you may now have a method of snagging your humanoid owners via Barnyard Peep Show, and the praises you get from it are nice, it merely tempts them. What you need is something that will serve as a firm hand to push them off the proverbial cliff into indulging in bestiality. So by taking this perk, you gain a very potent tool to get potential breeding partners begging to be speared on your dick or locked within your pussy.

Specifically, you gain a cognitohazard property that's attached to both your genitals and sexual fluids that affect all five senses of any person or animal. From the heady mind swimming smell of your semen, the rich ultra sweet taste of your breast milk, the powerful and imposing appearance of your throbbing cock, the sinfully silky feel of the inside of your pussy, to even the audible gurgling of you orgasming, all of these elements have a strong addictive quality. They will also activate a powerful breeding instinct which compels them to stop whatever they are doing to mate with you, which will continuously wear on them if they try to resist, with most not being able to last for long. And when they've been impregnated by you, or have impregnated you, their minds will be flooded with maternal/paternal instinct which makes them see your child as the light of their world, making them do anything to protect and provide for the kid such as refusing things like abortion or giving them up for adoption, even in the case of you raping them. And while the all consuming nature of the instinct will wear off, they will still retain a deep love for your child, with it also layering a love for both you and impregnating/getting impregnated by you for each pregnancy they are a part of, which exists outside the addition. But in the event you don't want everything that can sense you to jump your bones all at once, you can limit who or what gets affected by this.

As a bonus you gain the ability to control the taste, smell, "feeling", and sound of not only your sexual fluids, but your genitals as well on the fly. For example, making your breast milk taste like fine wine, your semen smells like dark chocolate, or letting your dick/pussy audible throb like a heartbeat.

Best of Breed is Best at Breeding! [400 CP]
Now, normally as a ranch bound animal your breeding career would only extend to the animals, and possibly the people, on your ranch with some of the surrounding nearby ranches being included as well. But this small pool of potential breeding partners is unbefitting of someone of your capabilities. So by taking this perk, your name will rise to high prominence in the world of those who want to breed.

All throughout the current setting, as well as those in the future, a reputation that states you're a highly skilled and productive breeder gets spread. From this, a variety of people will come far and wide, willing to pay large amounts of money or other goods in order to petition for your services. In this jump, this will mainly manifest as them trying to get you to mate with their livestock, with another sizable amount of zoophiliacs coming for some "under the table" service in order to breed or be bred by you personally, but post jump your client list gets expanded with people coming for a variety of reasons, with them not caring if you happen to be a person or animal. Maybe a woman has had enough of her parents nagging her for grandchildren, so she decides to come to you so you could put a baby in her, or a man down on his luck decides to hedge everything on breeding the last of a male only animal species he found and comes to you for help. Also, expect that any sperm or eggs you put up for sale will be gone like hot cakes by people clamoring to buy them.

The amount of people who come to request your breeding capabilities, and the amount they will pay to do so, is based on how "big" your reputation is, with it growing based on the number of

kids you have as well as the “quality” of said kids. You can also, at your digression, let the perk take into account any breeding or children improvement related perks when spreading your reputation, which aids in the reputation building as well as increasing the variety of those who come. For example, if you have an “Omni-breeding” perk, then those who come to petition you will expand to include scientists who want to observe you impregnating a robot or a “young” eldritch god who wants help in making their own spawn. Or if you have a perk that makes your children stronger or more skilled, then you may be approached by a king/queen or a CEO who wants to have a worthwhile heir.

Your breeding reputation follows you from jump to jump, though it can be reset or toggled, and you can apply various filters to those attracted by this perk, such as no villains or no one of a specific species. And due to the fact you're probably going to be leaving a lot of children behind, as a bonus you have a guarantee that all of your kids you don’t take with you will be perfectly taken care of with their caretakers getting assistance to do so, either from governments or from thin air in the cases of them living in something like a post apocalypse. But if you’d like to reunite with them, you can flip a toggle that will cause a series of circumstances that will lead to them finding out about and/or running into you, with them never seeming to be upset at the fact you didn’t keep them.

A Worthy Heir [600 CP]
One of the main reasons for a ranch owner to breed their livestock, besides having more bodies to sell or do work, is to pass on and improve certain traits. This can be things like the running speed of race horses or the milk production of dairy cows, but regardless of what it is, such changes take an extremely long time to see any results. And that would be the case for your own children if you’d like to make them the best they could be, but by taking this perk, you can eliminate the massive time investment along with any complexities related to things like genetics.

To put it simply, this perk turns any kid you have into designer test tube babies, just without the test tube, in that you have complete control over their various physical traits. At any point before their birth, even if you're not the one who's pregnant, you can pick and choose various things like their height, hair color, the size of their sexual assets, and even supernatural traits like fire breath or true sight eyes. The only real limit, at least in regard to adding or majorly changing physical traits, is that you or your partner have to have the trait in question, either due to personal circumstance like being mutated or due your species. So you couldn’t give your child wings or scaled skin if neither you, your alt-forms via Life Finds A Way, or your partner had them.

This all also extends to their base physical capabilities, which unless you change something are a perfect union of you and your partner’s with both being added together. This includes things like running speed, physical strength, eyesight, sexual fluid production, and even supernatural things like magical energy pool capacity, with the skills of you and your partner also being combined and passed on in the form of talent and instinct. And to push it even further, certain traits you and your partner pass on can fuse together into powerful new forms like an ice and

fire ability you two pass on combining to take the form of “burning ice”.

The next toystory [600 CP]
While this may be weird to say, are you a hundred percent sure you're a normal animal? With all the breeding related power you’ve accumulated, I’m sure most mythologists
would liken you to an avatar or incarnation of an ancient fertility deity. And while such a thing may not be fully true, by taking this perk you can pull a very convincing imitation of one that will be able to gather a flock of those that would worship your fertility.

One of the main benefits bestowed is your transformation into a “giver of life”, with this manifesting in two different ways. The first manifests by turning all of your sexual fluids into superfoods that allows anyone/thing to live solely off them, even if they normally need to consume something exotic like souls, with no negative effects. This also includes letting your sexual fluids serve as a potent fertilizer for plants, rapidly speeding up their growth, and to further aid in both your production of sexual fluids is upgraded to the point that you can pump out an unholy deluge, enough to flood an entire ranch, and your sexual fluids, which including your eggs if you have a pussy, at your discretion can stay eternally fresh, warm and fertile outside your body. And the second manifestation makes it so that you are capable of impregnating or being impregnated by practically any and everything. This is basically done either by cumming in/on the items or sticking them in/rubbing them on your pussy with an intent to impregnate or be impregnated by them.

And the other main benefit of this perk is that you gain the ability to turn people into cultists, letting you kick off your own fertility themed cult if you so wish. All you need to do is simply impregnate, or be impregnated by, the person you wish to convert and have the baby be carried to term. During the entire pregnancy, regardless of if they were the one impregnated, they will be plagued by various hallucinations and dreams, all of which are heavily themed around religion and impregnation, which will break down any resistance. And once it's all done, not only will both them and the newborn child have a deep unbreakable worshipfulness and loyalty towards you, they’ll also gain the previously mentioned “giver of life” abilities.

Wilds:both

Stalker [100 CP]
When it comes to hunting, there are two main skills needed for you to be successful to any practical degree, tracking and stealth. Regardless of if you're a Game Hunter or a Wild Predator, these skills are a basic bedrock that takes a lot of experience to ingrain into yourself. Or that would be the case, as by taking this perk, you gain various highly tuned instincts that turn hunting into a second nature.

On the tracking front, various visual, auditory, and sent based clues standout to you a lot more, with it being light work to make educated guesses on who/what made them, hunt them down,

and subconsciously keep track of your surroundings such as if footfalls are walking towards or away from you. And on the stealth front, you subconsciously keep things like staying downwind of your prey in mind, as well as keeping all noise to a minimum and finding the best and stealthiest way to navigate through terrain. You also gain a deep well of patience, just in case your hunt drags on longer than you intend.

Inescapable Intimacy [200 CP]
With you being a more sexual kind of hunter, unless you make use of tranq darts, or other knockout methods if you're a Wild Predator, chances are your prey whether they be an animal or a person is going to do their best to escape from your clutches. And in the ensuing struggle it's very likely that either one of you is going to get injured, possibly lethally. So to put a stop to this before they either escape or manage to hurt you, taking this perk grants an easy pacification method.

Specifically, this method takes the form of you simply needing to fuck them. As you do so, their struggles and resistance will falter, the speed of which is determined by how much pleasure you inflict upon them as well as how rough and savage you are. And to help keep them in place you also become highly skilled in “pinning moves” which lets you know the best ways to wrestle and hold your prey in submissive sex positions that accommodate both your body plan and theirs.

As a bonus, this also comes with a sort of sixth sense for the perfect time to suddenly leap out and attack/grapple prey you're sneaking up on for maximum surprise.

Precision Prey Pursuit [400 CP]
As a hunter, there's probably going to come a time when you need to track specific kinds of prey. Maybe you need something specific from them, like the horn of a rhino or fur of a dire bear, or maybe they simply are your favorite to hunt for whatever reason. But regardless of the reason, by taking this perk will grant you the ability to locate them regardless of wherever they may be.

At its basis, this grants you the ability to designate a specific kind of prey based on their species, with the perk directing you to the nearest one of them, with the scope either being limited to the local area or including the entire setting. And you can also get very specific with the type of prey you want to track, with you being able to tack on various different filters for both mental and physical traits. For example, your designated prey could be a male moose with antlers over a specific size that you want to hunt for said antlers, a wild dog with high levels of aggression to train into a guard animal, or a chocolate skinned big titted nun that you can stalk and ambush. However, in cases where your designated prey doesn’t currently exist in the local area or if far enough away that you don’t want to bother, this perk will generate a single instance of them and lead you to them. The only real limitations of this prey generation is that it can only be done once a week, and the designated prey in question has to theoretically be able to exist in whatever setting you're in.

Passionate Paralysis [600 CP]

One concept that every hunter, whether man or beast, tries to follow is putting down your prey as quickly as possible. Mainly to make sure that you don't get hurt and to prevent time waste from having to follow wounded prey. To let you pull off similar things this perk grants everything erogenous weak point(s) that can be easily gleaned with observation. Hitting or pressing on one will drop most things, but the tougher and/or larger something is the more points you need to hit.

Wilds (Game Hunter)

not a fudd [100 CP]
Compared to how animals go about hunting, being a successful game hunter is a very technical affair. In order to make up for the various advantages your animal prey is more than likely going to have over you, you're going to need to know your way around various different types of tools. So by taking this perk, you'll be granted moderate proficiency in the use of the various common hunting implements and techniques.

From how to shoot various hunting guns and bows which includes tranquilizer variants, how and where to set up various kinds of traps, to how to make the best use of more niche gadgets, this perk will make sure you won't embarrass yourself when setting out for a hunt. This perk will also make it so that when using non-lethal means, your prey won't be hurt by any tool you use. For example, no matter how many tranquilizer darts you hit them with, they'll never overdose on them or if you manage to trap them in something like a net they'll never break a leg trying to struggle out.

Woodwise [100 CP]
One of the major things that determines if a hunt will be successful or not is knowledge, especially in cases where you're hunting something exotic. Whether it be of an animal's habitat so you can adequately prepare yourself, their migratory paths so you can more easily set up ambushes, to what flaws of biology you can exploit so you can stack the deck in your favor, any piece of knowledge makes you more likely to locate and take down your prey as well as take care of them if you're a collector. So that's where this perk comes in, as it allows you to substitute the rigors of normal animal research and observation with sex.

Regardless of how exactly you fuck them, doing so will cause detailed information about the species of the animal in question to flow into your mind that's guaranteed to be a hundred percent accurate. This includes important things like their habitats, what substances are considered poisonous to them, and any weak points in their body, to the more minor bits of info such as what colors they can/can't see, the average number of children per birth, to if they would pass the "Mirror Test".

Claimed, Tamed, and Trained [200 CP]
A common tactic that can be seen when some wild animals hunt is grouping up on their prey. Such a thing makes it much more likely that a hunt will be a success, along with spreading the danger among a larger number of bodies, and is something people have done via the employment of animal helpers. They can provide a whole host of useful skills and abilities such as superior senses or just being extra eyes, ears, or bodies to help take down elusive, larger

and/or more dangerous prey, so by taking this perk you'll become an expert in training up some.

Specifically, you know how to take any animal, regardless of if it's a predator or prey animal, and turn them into efficient hunting partners. This entails letting you get rid of any unnecessary skittishness, instilling the right level of aggression, fostering a deep sense of teamwork among your animals similar to something like a wolf pack, and having the skill to both train and use them as combat mounts. On your end, you also gain the intuition on how to use your hunting animal's strengths and weaknesses to your advantage in terms of commanding them, like using a large heavy animal to knock down equally large prey, so your smaller hunting animals can more easily help.

And as a small bonus, it seems that fucking your hunting animals seems to impart a temporary buff to their capabilities, with this also applying if you decide to let them ravish your prey alongside you.

Booty Call [200 CP]
One of the favored tools in a hunter repertoire is the hunting call, an item used to draw in specific animals by mimicking some of their communication calls. But usually when using them there are a few things you have to keep in mind, such as having to space the calls out to make them more believable, making sure you're making the right call, etc. So to make this whole thing a lot easier for you, taking this perk will grant you a call that not only doesn't need a tool to use, but is more suited to your kind of hunting.

At its basis, you now have the ability to produce an omni-adaptable mating call, with the specifics of the call being entirely up to you in terms of what it sounds like. When you decide to use it, which at its base boosts your voice so that it can be heard from a few miles away, you can decide to have the call specifically target certain species and genders, as well as whether it attracts only one animal or multiple. When it's heard by your selected animal(s), with you knowing the exact moment they hear it, they'll be sent into a heat/rut and will make a mad dash to the location you made the call. Besides just being an easy way to blow off some steam when you're out and about hunting, it can help aid in said hunting, as the animal(s) that are attracted by your call will have their senses and instincts dulled. This means that it's a lot easier to get the jump on them or have them blindly run into a trap, and they'll be in a light state of shock for a few seconds once they realize you aren't there to mate with them.

Stockholm Enclosure [400 CP]
As evidenced by various animal and human related incidents in places like zoos, proper containment methods are a must. Mainly to make sure any captured animals you bag can't escape back into the wild and unwanted guests can't get in to do anything to the "pets" you've got. So to give you a means to create a place to safely house and contain any prey you decide to spare, this perk will grant you the knowledge and skill to build perfect containment areas.

At its base, you gain a high level expertise in the various aspects of architecture which includes constructing buildings/structures out of various materials and installing plumbing, ventilation,

electrical, and mechanical systems, all of which are perfect for setting up various kinds of enclosures. But the main star of this perk is the ability to look at any animal and come up with a hard to escape from enclosure that takes into account the materials, tech, and other security measures you have access to, with you also able to come up with additions that cover any shortcomings in both. Depending on what you have, how dangerous/strong the animal is, and how much info you have on the animal, escape ranges from nearly impossible to very difficult for the chosen animal. This can also work in the reverse in a more general sense, as you are also skilled in designing security measures that make it hard for any unwanted guests to get into anything you build, whether that be preventing animal rights activists from trying to break into your private animal encloses or making sure a kid can't fall in to an animal pen in a zoo you run. As a bonus, any kind of containment area you make or own will instill a sexually submissive feeling into whatever animal you put in them, making them more tolerant and less likely to lash out when you interact with them, with them being especially respective towards sexual advances.

Master baiter [400 CP]
While waiting, stalking, and then delivering the knockout shot is an enjoyable part of hunting, sometimes you may want something a bit less labor-intensive. Maybe you just want to lay out some traps, go do something else like catching up on some reading, and wait while they do all the work for you. That's where this perk comes in, as it provides multiple trap related boons.

First, you become a sort of trap aficionado with you being able to design a multitude of creative and extremely effective traps, whether they be lethal or non-lethal, as well as suitable bait. Similarly to Stockholm Enclosure, you can fine tune traps for specific animal species which takes into account the materials, tech, etc., you have access to, along with any exploitable weakness you know up to make the perfect trap.

Second, you gain a sort of sixth sense for the best place to set your traps, whether you're gunning for a specific kind of animal or just anything that will trip your trap. On that front, you can also limit what will trip your traps on a species by species basis, so you don't have to worry about squirrels triggering your trap for deer. The traps you set are also extremely hard to notice or sense, so long as you make an attempt to mask or cover its presence, and you gain a "connection" with all of your traps which tells you if a trap has been triggered, if they "caught" or hit something, and what exactly has it caught/hit.

And finally, your non-lethal traps gain a soothing aphrodisiac effect, making whatever gets caught in or hit by them calm down enough to easily be transported and allows you to have some post-hunting sex without them lashing out. But in the event you're hunting something that would normally scoff at any non-lethal traps used in an attempt to take them down, you gain a toggle that will turn any lethal trap you deploy non-lethal. This allows them to benefit from the soothing aphrodisiac effect as well, which will manifest as them inflicting a burning lust that will culminate in an orgasm overload. Also, whenever an animal gets caught in or hit by one of your traps, they gain protection from outside forces. This means you don't have to worry about other animals trying to eat them or other people trying to free and make off with them.

Tiger Harem King[600 CP]
Being a private owner of exotic animals can be a difficult prospect, as evidenced by the number of people who have had theirs seized. Unless you hand raise them, with that sometimes not even working, they aren't going to be inclined to like you or be sociable with others, which can lead to them lashing out and killing someone. So to help avoid such a fate this perk grants an easy way to break any animal you capture.
Whenever you have an animal in captivity, so long as you take care of its basic needs such as feeding it, giving it enough room to move around in, and making sure it's healthy, they will over time begin to be auto tamed. This type of taming makes them grow to love captivity and by extension you, turning even the most ferocious and hostile animal into a submissive mewling "kitten" that will accept any and everything you do to them or order them to do. This entire process takes longer the more wild/savage the animal is, so a lion would take longer to break than a deer.

Primal Hunter [600 CP]
Now, while human ingenuity has given rise to hunting tools that let humans stand equal to top predators, sometimes you just want to play on an even field. Maybe you find simply shooting any animal you decide to hunt a bit boring, or maybe you want things to be more primal in order to honor whatever you're hunting. Regardless of the reason, this perk will turn you into the world's best animal wrestler.

First, when engaging in a fight with an animal you gain a boost to your strength, durability, speed, and stamina that scales to the animal in question, assuming they beat you out in any of those fields. This won't let you surpass what you're currently fighting in any of those fields, nor will it help in cases where the animal in question is larger and can put more mass into their attacks, but it will make sure you won't be taken out with a single bite or paw swipe and that you can actually attempt to manhandle them.

Next, you gain mastery in a special fighting style suited for almost anything you face with it being centered around expertly grappling and redirecting blows to aid you in your wrestling of animals, especially in cases where they beat you out is size and weight. It will allow you to do things such as catch a charging animal's head or an incoming paw and redirect them, causing the animal to lose balance or letting you use their momentum to throw them.

And finally, your genitals will be turned into a proverbial elephant gun. If you have a dick when you stick it in an animal and violently thrust you can choose to instantly cum shooting out around two to five times your average load. If you have a pussy, or would like to use your asshole, when an animal penetrates you, you can violently slam down/back and cause them to instantly cum. In both cases the animal in question will be almost immediately knocked out due to pleasure, making it trivial to bag them to bring back to any enclosure you have.

Wilds (Wild Predator)

food chain [100 CP]
While having to deal with moving around in an animal body may be a problem solved by Walking In Their Paws, you have an extra worry that isn't covered by it. That being how to hunt in your new body as unlike House Pet or Livestock you don't have anyone to provide food for you, meaning you have to do all the work and even if you're a herbivore you're probably going to have to fight off competitors for food. So to make things a little easier for you, this perk gives you skill in making use of your natural weapons.

Specifically, you're granted a moderate level of skill in the use of all of your natural weapons, such as your claws and teeth, with this including how to best use other physical traits in a fight like your bulk with this updating for any future natural weapons. You also gain the ability to, at any time, "blunt" any of your natural weapons, making them unable to lethally harm anything while still being able to deliver poisons or toxins if you have them. As an odd side bonus this also comes with skill in wielding weapons in your mouth, and while you may not be able to find something like a sword in the wild a heavy and solid stick can do wonders.

And due to life as a wild animal being a tough dog-eat-dog world for carnivores, herbivores, and omnivores, this perk will also modify you a bit to make such a life a little easier. First, this will not only make the act of killing anything in general slide right off your mind without bothering you, though you can put some conditions on that like only working when done for survival, but will make you mentally capable of killing with more personal and "hands on" means like using your teeth to rip a throat out or crushing a skull by stomping with your hooves. Second, any aversion or health concerns with eating raw meat/organs, and other raw food is removed. And finally, you have the ability to sleep anywhere with things like rain, rough bedding, or just having to sleep outside in the dark, not impeding your ability to get a good night's sleep.

The Big Bad Wolf [100 CP]
When compared to animals that find their way into people's homes, the more wild ones such as yourself can be a bit intimidating. And this leads those with at least some level of common sense to start backing up when they see something like a lion, tiger, or some of the more threatening herbivores. But by taking this perk you'll be able to nullify this skittishness in people by taking advantage of their assumptions.

Now, you have a special aura around yourself that gives off the air that you are harmless, so long as you don't do anything aggressive, which makes people more likely to trust being around you due to thinking you won't lash out. This goes double for those of your preferred gender as, against their better judgment and any warnings others may have given them, they'll try to get closer to you either to take you in better or even to try and pet you. And this nonchalant handling of you will grant the perfect opportunity to pounce, which will come to a complete shock to everyone around you, who will all break and run. Plus, so long as you don't kill those of your

preferred gender and after some time has passed, they seem to get it in their heads that you lashing out was either their fault or the fault of those around them, and won't hold much against you, so long as you're in the form of an animal or what people think are unintelligent monsters, possibly even trying to find you again.

Strength Via Scent [200 CP]
One way animals communicate is via scent which has a number of helpful benefits, one of which is warding off competition. Due to the fact that smells can be easily carried on the wind, along with the fact that it's the simplest and easiest marker for other animals to interpret, it allows fights and other such altercations to be solved before they even start. And so to grant you something similar, this perk will give you a beastly musk that embodies your own strength.

This musk has a pungent, but non-offensive smell of your choice and at its max range can be fully sensed by normal animals and people around a mile away, though those with keener senses of smell can detect it from farther. Upon being smelled by others it imposes a combination of your combat and sexual might which includes things like your physical strength/toughness, speed, the size of your sexual assets, the amount of sexual fluids you can pump out, and both normal/sexual stamina. Depending on their level of "power", whatever manages to smell your musk will be affected differently. For those around your strength or stronger they'll be warded away from you, with your musk instilling the idea that going against you isn't worth it as even if they may win you're going to leave them mortality wounded or crippled and ripe for others to take advantage of. But if that gap between you and them is large enough, this effect will be diminished and could possibly serve as a goading measure. On the other hand, if they are weaker than you, it instills a deep fear and panic into them, either causing them to sloppily and haphazardly try to run from you or causing them to freeze up with the larger the difference is in your favor the longer they'll be frozen.

But this doesn't have to be limited to your person, as you can use your musk to mark items, people, and even territory. This is done either by shooting sexual fluid, which you gain the ability to do on command, or rubbing yourself on the item, person, or key points on the perimeter of territory. Not only will this attach the warding abilities of your musk to these things which will dissuade those who would want to mess with them, with a time limit of a few weeks before you have to refresh them as your scent fades, you will gain a rough awareness of them, letting you know the rough location of items and people you've marked and being aware when someone or something enters marked territory as well as if they are friendly, a stranger, or hostile.

As a bonus, you can "focus" your musk such that it can only be smelled by those who may mean you harm, like a thief scanning a crowd or a rival predator stalking near your territory, or be turned off for the element of surprise. You also gain a nose for the musk of others as not only can you roughly intuit the strength of others based on their smell, but it seems their scents linger and keep their strength longer than normal.

Whisperings of Big Game [200 CP]
Now while animal prey should be easy enough for you to find, for whatever reason you have in

mind, one of the more hard to get ones are people. While yes, you could simply track down the nearest settlement and go on a rampage there, that is going to draw too much heat towards you and a motivated mob can easily take you down if you're not something like a mythical monster. So to help draw people towards you, taking this perk will spread a number of rumors.

The rumors take various different forms, from hushed whispers in a bar to obscure form posts, but all of them serve to motivate those of your preferred gender to try and find you by spreading bits and pieces of info about you. This lure can either directly lead them to you in the form of a sixth sense they temporarily gain, or give them locations where they could find you, whether that be something specific like your den or something more general like a vague area. The reasons for them coming after you vary from hunters trying to put down a dangerous animal such as yourself due to your misdeeds, to scientists trying to disprove or record some of the supernatural elements about you, to wildlife enthusiasts who simply want to learn about you. All of these people will be highly skilled in one main skill set, along with some supplementary skills, which not only are based on their reason for tracking you down, but also seem to be influenced by what would be very useful to you if you could somehow get them to your side. But it seems, trying to use these skills against you becomes very difficult, as those who try to hunt you down for whatever reason, whether they be from this perk or not, have a good amount of misplaced confidence.

Due to thinking you're some stupid animal, having a bit too much confidence in their own abilities, or any myriad of other reasons, these people will seem to half-ass everything they do in regard to trying to kill, capture, or sneak up on you. From putting together bare bones and poorly hidden traps, taking a less than vigilant stance when out on the search for you, to not bothering to hide their base camp, they generally come off as if they had better things to do. Due to this, it's trivial for you to find and then catch them, and any helpers they may have, off guard and do whatever you want to them. But be aware that if they manage to get away from you, they will shake off that arrogance and start taking you more seriously.

Handsome specimen [400 CP]
The word majestic has been used time and time again to describe a whole host of different animals that roam the wilderness. From horses, to tigers, to even whales, these animals' physical features can inspire feelings of awe in those that manage to catch a glimpse of them. And with this perk you'll be able to take advantage of this for your own lewd ends.

More specifically, this perk accentuates all of your features such as your smell, voice, fur/scales, etc., with an air that embodies the wild untamed savagery of nature that's tempered with a refined majestic beauty, elevating you above a common animal in the eyes of those who witness you. Both the threat of the former and the reassurance of the latter instills a sense of eroticism in those of your preferred gender, implanting the idea that submitting and being fucked by you upon being confronted wouldn't be a bad idea, even if they have means to escape from you. This even works on those who may even normally detest the idea of fucking you, whether that be because you're an animal or because they absolutely hate your guts, though unless the person you confront is weak willed or outclassed by you in terms of combat ability this won't

make them immediately give themselves up to you. But as you manage to wear them out over the course of a fight or chase, the idea of submission will start to become more and more appealing in their mind and sooner or later they'll choose to submit to save their bacon.

alpha dominance [400 CP]
Out in the wilds, the image of a lone animal stalking and taking down even the largest of prey is a very idealized thing, with solitary animals like tigers, sharks, etc., being seen as top tier. However, as evidenced by the likes of lions, wolves, and hyenas hunting in a pack makes the likelihood of success that much higher, and since you're going to be going after some of the most dangerous game in the form of people every little bit helps. So to that end, by taking this perk you'll be able to build your own pack around yourself with you firmly cemented as the alpha of it.

Since there is a good chance the animal you decided to turn into doesn't normally form packs, and to give you a bit more versatility when forming yours, you gain the ability to forcefully add others to your own pack regardless of what species they are. This is done by displaying your complete dominance over them, which entails beating down and/or raping the potential pack mate into submission, with simple threats being enough if you happen to be vastly stronger than them. Upon doing so, with the more free spirited or willful ones requiring you to repeatedly beat or rape them, your potential pack mates will undergo a bit of a mind break which reformats them to have a near unbreakable sense of loyalty and submissiveness towards you. This also comes with a pseudo low level hive mind with you all being aware of each other's location, being able to communicate with each other, and displaying an unbelievably high level of teamwork with each other such that it can be said knowing what to do to help each other, such as on a hunt, is second nature with all team efforts being that much more effective. Not only that, but besides being able to use your pack as a tool to simply bring down larger, more dangerous prey, you can use them to help speed up the integration process as when you use them to gangrape a potential pack mate said pack mate will be mind broken a lot faster with the added benefit that having more pack mates involved with sex makes it feel a lot more pleasurable.

As a bonus, in cases where you'd like to take over the groups headed by others, whether it be a rival pack or in the future something like a crime family, mega corp, or even a nation, you gain a way of integrating them into your own in one fell swoop. By mind breaking or killing the leader of a group, with you being able to force 1v1 duels with them to prevent their underlings from interfering, all of those under them will swiftly fall in line behind you and be affected by this perk as if you had mind broken them. This also transfers ownership of all the group's material assets to you, with that also applying when you individually break someone, with any unwanted members being pushed out and never to be seen again.

King of the jungle [600 CP]
In nature, when one thinks of something cool and powerful they usually cast their minds to the various examples of "apex" predators, with said animals standing at the top of their respective food chains. Besides members of their own species, along with other apex predators they share a neighborhood with, they typically have very little to worry about with any fight they happen to

take a part of being noticeably in their favor. And while normally you'd have to be a part of one of these species to be considered an apex predator, with this perk you'll be able to reach these heights even if your species normally can't, albeit in a more fantastical way.

More specifically, you gain five different supernatural additions you can make to yourself, which can improve various different things about you. For example, you could allocate one to strength, which would let you easily uproot and take down trees along with letting you break through rock and mid-strength metal with some effort. One to grant yourself a special universal fast acting venom that instantly paralyzes prey stricken with it for a good deal of time. One to give yourself a powerful fire breath to roast your way through those that would challenge you and melt all kinds of metal. Or have one grant you large powerful wings which lets you fly at super high speeds.

Also, as a bonus for being an apex predator, you have the ability to ruin the people you manage to hunt down and rape. By simple fucking them a lot, they'll start to grow less and less satisfied with any other partner they may have, not only because they won't be able to get pleasure from fucking these other people, but because their body will begin to long for you to ravish them again. This longing will take the form of a burning ache in their genitals which not only grows the longer they are away from you, but like a deep skin itch if they get raped by you again it will temporarily be soothed before reigniting even hotter with it only truly going away when they fully submit to you. And once that happens said person will be considered "Lost To The Woods" which makes it so that no one, not even their closest loved ones, will make an attempt to try and find them with them all writing them off as a lost cause. This "Lost To The Woods" property can also be applied to those you kill, with the caveat being you have to have done so while they are out in the wilderness, such as them being a hunter you don't feel like raping into submission.

The equalizer [600 CP]
When it comes to hunting, the one single thing that can be said to grant people an edge and allows them to stand equal to animals far stronger, tougher, and faster is the use of ranged weapons. From throwing spears, to bows, to guns, these weapons allow people the luxury of engaging any animal at range which almost outright nullifies their relative strength weakness. And this is a big problem for you as unless you pick something like a chimp or any other animal with the ability to throw things you have no means of retaliation, at least before you took this perk which grants an extremely potent form of protection.

Now, when anyone that tries to harm you with a ranged weapon, whether it be something like a bow, gun, magical spell, or even a rock, they'll find a string of awful luck befalling them. From guns constantly jamming even when they've been perfectly maintained, spells fizzling out before they even reach you, random bits of the environment getting in the way and completely blocking the projectile, to the weapon outright breaking, any ranged attacks are almost entirely rendered useless. The only way they can guarantee such events won't happen is by engaging you in melee, an area you more than likely hold the advantage. As a bonus you also gain protection against tracking and surveillance devices, such as scrying orbs or cameras, which makes them stop working entirely or, at your discretion, give false or extremely vague readings. You will also

be alerted when such things can see you or are being used to track you as well as the location of their user.

Items

General

relief [50 CP]
Now there may come a time where sex with another being can't happen. Maybe your owners stepped out for a few hours or a massive rain storm ruined your hunting plans. Whatever the case you need some sexual relief and no one is around to give it. That's where this item comes in as it grants you a supply of sex toys and other sexual items like condoms and lube.

For humans this manifests as a box full of them sized both for yourself and for whatever animals you own.

For animals this manifests depending on origin. For Household Pet this will manifest as a some kind of stuffed animal with either a fleshlight or dildo embedded in it of a suitable size for you to hump. For Livestock this will manifest as animal sized fucking machine that can befound in your stall, pen, or personal barn. And for Wild Predator this item will manifest as a fleshlight and/or dildo made out of natural materials that will always seem to be near by and in a suitable position for you to fuck.

In any case you can choose to have the various sex toys modeled after any animal species if you so want.

To buy a fat hog [50 CP]
this a large scale animal market where you can buy or sell animals no questions asked. The market will stock animals which are relatively common for what jump you in, but you can put in a custom order for rare species or variants of common animals which costs more and takes more time the more rare. The only limit on buying animals is that you have to actually have room to reasonably house them so no buying an elephant if all you have is an apartment. If you're an animal you can also allow yourself to be sold and you are guaranteed to be bought by an owner that suits your preferences.

There's Always A Market [200 CP]
As the saying goes "if you do what you love then you'll never work a day in your life". And for a animal fucker, or a human fucker if you happen to be an animal, such as yourself the greatest embodiment of this saying would be getting paid to fuck your counter parts. So by taking this perk such a thing will become a reality.

To start, you gain access to a special website that you can access from any internet capable device or summon in the form of a floating screen that only you can see and can control with

your mind, similar to something out of an isekai gamer system. Said website is the metaphorical promised landsWith it, you'll always manage to find a way to distribute any Beastiality porn you create to a wide audience and get paid for doing so. This includes things like penning an erotic novel, drawing doujinshi, or filming yourself in the act. Though if you happen to be an animal trying to do such things is basically impossible barring your owner deciding to do it on your behalf, so in such cases, or when you're just a bit lazy, this perk can automate the creative process using you as source material. More specifically, whenever you have sex with a human as an animal, and vice versa, it's as if an invisible production crew is nearby, with them rapidly filming/editing video, writing up erotic short stories, and/or drawing doujinshi all based on you and your partner(s). The amount of money you earn is dependent on both the number of people that view it and how down and dirty you get in it. The method used to distribute the porn can be anything whether it be a Beastiality-themed website or a dead drop site where you can leave flash drives with the porn on them, whatever fun for you. Post jump this revenue source can be applied to any fetish.

Origin Items

our house in the middle of our street 100 CP for each Tier
Tiered housing item. First level gives you a reasonably sized apartment. Second level gives you a suburban two story home. Final level gives you a mid sized mansion.

It's your own business [100 CP]
this item gives you your choice of any an animal related business that can be found in a city or suburbs, but with a lewd bent. For example, a pet groomer where a part of the process is dicking down the pet in question or a pet playing center where customers can pay to get gangbanged by the animals there. This business provides a moderate amount of income and can serve as a hub for your very own beastiality club drawing in like minded people. You will never encounter legal trouble due to the sexual factors of this business

Bestial Ball Invitation [200 CP]
An item that is a reservation to an all expense paid animal pageant. If you and your pet/owner manage to win you and they get free reign to ravage the losers to your heart's content who will not resist. Will regenerate after a month and also comes with extra reservations if you want to invite some of your possibly unknowing pet owning acquaintances.

A welcoming community [400 CP]
this is a gated community centered around beastiality with a healthy dose of free use with anyone or any animal that lives here more than welcome to make use of any one or any animal that lives here.

Household (Pet Owner)

collars [100 CP]
this is a never ending supply of collars that will shape shift to fit anything you put it on. It serves as a mark of ownership causing people who see your pet less likely to try to harm or kidnap them as well as making them believe that they are trained and well behaved unless proven otherwise.

Sinfully delicious treats [200 CP]
A closet full of assorted never ending treats that are safe for any animal to eat as well as doubling as animal aphrodisiacs.

Platinum zoo pass [400 CP]
this is a lifetime platinum member zoo pass that even let you have your way with the beasts on display and in private. Like those tiger cuddling sessions although you get to do more than cuddle.

Household (Household Pet)

your bed [100 CP]
An item that is a pet bed that is ultra soft and comfortable and custom fit for your size. It also helps accentuate your features, especially your sexual ones to those who see you on it.

Wash machine porn meme enforcement [200 CP]
An item that modifies any building, and the furniture/appliances within, that you live in to have dozens of areas, escape routes, and hidey holes where people can get easily stuck in compromising positions.

Seductive Style Shaper [400 CP]
An item that is a top of the line auto groomer that, upon use, will boost your appearance and raw sex appeal.

Ranch (Both)

your ranch [100 CP/200 CP/400 CP]first Tier free for ranch
Multi Tiered Ranch Item. First tier gives you a relatively small ranch around a few hundred acres. Second gives you a medium size ranch at about a thousand acres. Final gives you a super ranch at about ten thousand acres.

Breeding racks [100 CP]free with tier three of your ranch
this is a series of “breeding racks”, fixtures that serve the purpose of allowing ranchers to safely mount and/or be mounted by their livestock however large or strong they may be

the manger [200 CP]
this is a nursery where your impregnated livestock or owners can go to. It guarantees that any pregnancy and birth inside of it will not have any complications.

Stud shipping [400 CP]
this is a very lucrative side business for your ranch. Less of a specific item so much as a set of harvesting reproductive material equipment and a reputation ,the animals on the ranch animals have a reputation for their quality and potency and so the ranch makes a tidy profit distributing their reproductive materials all around the world , distribution and demand scales with the amount your ranch can produce.

Ranch (Rancher)

working clothes [100 CP]
An item that is a working outfit of your choice that is resistant to tears and other damage, causes unwanted grime and mess to slide off, repairs itself when damaged, and never becomes uncomfortable.

Multi-Function Milker [200 CP]
An item that is a milking machine that molds itself to fit tits, pussys, and dicks. Provides a minor boost in productivity to whatever is using it and can package its stored liquid in everything from a 20 gallon milk cans to 8 fl oz milk bottles. The stored liquid can also be flavored prior to being packaged. Comes with instructions to make more machines.

Breeding barn booster [400 CP]
this is a small shrine like end table that can send animals within a single building into heat/rut jacking up their fertility by a large amount. It can also be used to designate how many children a single pregnancy will produce. It also allows you to reduce the time it takes for a pregnancy to complete. Comes with instructions to make more.

Ranch (livestock

heavy petting zoo [100 CP]

An item that attaches a “petting” zoo business to the ranch you're on with you being the main star. Anyone who enters the ranch for said zoo has their inhibitions lowered and are much more likely to go with the flow if you nudge them.

Personal quarters [200 CP]
An item that is your own personal custom mini barn.

Golden Bull [400 CP]
An item that is a golden statue of your animal self which serves as an idol. Those that see it or hear about it will begin to be corrupted by it as thoughts of affection, lust, and worshipfulness towards you worm their way into their minds. It also functions as a sextoy being anatomically correct, can become soft and lifelike when interacted with, and can produce an infinite amount of cum, milk, and vaginal fluid. It also can serve as a vector for perks that activate when you fuck someone or perks thataffect your sexual fluids.

This also comes with instructions on how to consecrate these effects into other statues which entails incorporating your own sexual fluids into the building process of the statue. Such as quenching a metal statue in a pool of your own milk or mixing your cum into a statues concrete mix

Wilds (Both)

nature preserve [100 CP/200 CP/400CP
 this is a Multi Tiered Patch of Wilderness Item. First tier gives you a relatively small patch of wilderness. Second gives you a moderate sized patch of wilderness. And the final tier gives you a big path on par with the largest nature preserves. If you're a human you own the area and if you're an animal the area is considered a protected area.

Discreet dandelions [100 CP]
An item that gives you sent maskers that take the form of special flowers you rub all over yourself

hunting hide [200 CP]
An item that is the perfect hunting spot for hunting which provides near perfect cover and dampans any sound you may make. Will relocate to the most advantageous spot for the area you are currently in. You will always know where the spot is relative to yourself .

lose them in the brush[400 CP]
this gives you the perfect getaway if your hunting trip goes sideways. Manifests as a hole in the ground or a small passage surrounded by obstructively thick vegetation that can always be found nearby. One you get into it, whatever is chasing you will be unable to follow or launch an

attack through the opening and will, after a time, give up. You can then exit out of where you entered or follow the passage to a nearby safe zone such as your hunting outpost.

Wilds Game Hunter

hunting outfit [100 CP]
An item that gives you an outfit of your choice that protects you from the inconveniences of nature (Incets, temperature, etc), a tranquilizer based weapon, and a replenishing cache of hunting supplies including a special fast acting universal tranquilizer with a a lingering aphrodisiac effect. You may import a set of clothing into this

private menagerie [200 CP]
this is your own personal animal sanctuary compound. Starts with a few holding cells that can store a single animal safely, but not comfortably, a few empty mid sized enclosures, vehicles to relocate your captures, and a small building containing an office, kitchen, and bedroom. Retains upgrades and expansions between jumps,will also repair itself if destroyed between jumps.

Poachers network [400 CP]
An item that gives you access to an info source (Website, newspaper, etc) that gives you tips on extremely rare one of a kind animals. These info sources also come with a temporary hunting pass allowing you to bypass any restrictions such as the rare animal being located in a heavily protected area.

Wilds :Wild predator

medicinal herbs [100 CP]
An item that gives you three types of special plant patches, The fist is a healing patch that will aid in helping you heal from any injuries sustained while hunting. The second will give you a moderate boost to your stamina pool as well as aid in recovering said stamina once tired. The final one will kick your libido up a notch as well as apply a temporary numbing aphrodisiac effect to your sexual fluids.

Your den [200 CP]
An item that is a secluded cave system.

Secluded worshippers [400 CP]
this a secluded village that sees you as the embodiment of a vengeful god or nature spirit. Will leave one of their own as a “sacrifice” for you to ravage given that you refrain from attacking and raveging the village for a few days.

Companions

Companion Import [100 CP]

Household

your pet 50 CP 1st Free For Pet Owner]
Multi Purchase Companion option that gives you a pet.

Your human 50 CP 1st Free For Household Pet]
Multi Purchase Companion option that gives you an owner

your own ranch 300 CP 1st Free For Rancher]
Multi Purchase Companion option that gives you a one hundred heads of the livestock of your choice.

Your owner 50 CP 1st Free For Livestock]
Multi Purchase Companion option that gives you an owner.

Wilds
your prey 50 CP 1st Free For Game Hunter]
Multi Purchase Companion option that gives you a starting captured animal.

Forest service CP 1st Free For Wild Predator]
Multi Purchase Companion option that gives you a ranger who looks over your area.

Drawbacks

Another go around+0
There is a lot of scenarios that can be had in this world, and maybe you couldn't pick which one you wanted to enact most or maybe the time you spent here left you wanting for more. well this toggle fixes that, as you can take this jump as many
times as you want, well kind of. You will not be able to take drawbacks and only receive the standard thousand CP and multiple purchases of the same perks and/or items will not stack.

You can also choose for your new kinky adventures to start after your last visit, or start over or trying a different setting.

The cybersmith toggle+0
Are you not into animals? Then this is the perk for you,with this rather than animals everything here instead references a cast of people that are legally and socially treated as such

less horny+100 CP]
Drawback where your libido takes a moderate hit.

Rare breed[+100 CP]
Drawback where each time you take it the frequency of your favorite animal, if your human, or favorite human archetype, if you're an animal, gets reduced.

Extended Stay +100 CP
You can Increase the duration of this jump by 10 years.
You can take this a maximum of 10 times increasing it up to 110 years total.

Stalker +100 CP
A random ordinary human knows everything about you and is obsessed with you, they are also protected from any perks or powers that would help you quickly find them.

How do I keep falling into these situations +100 CP
Whenever you are aimlessly wandering around, going for a recreational jog or simply not busy you will find yourself walking into the centre of trouble as it is happening.

Bounty +100 CP
It seems you pissed off the wrong guys as you have a notable bounty on your head. Not enough to get the big guys interested but enough to get the attention of random thugs.

Wanted +100 CP
Somewhere out there you have a criminal record as a surprisingly high bounty but not so much that you will be sorted out, so long as you are not within the area that your wanted poster is placed in no one will probably go after you.

X-rated +100 CP
This jump is a little more explicit than normal sex, drugs, murder and a lot more are out there and it's almost like this world is desperate to show it off.

Double Trouble +100 CP
You will always encounter twice as many enemies in the world. Every foe you face will have an identical copy who only you can see, the worst part is that this seems to be a Schrödinger situation as the real one is the one who you don't go after.

Low Budget +100 CP
Something about this world just seems... cheap, flying wires, plastic shield, old school lights and tatty looking monsters.

Thugs for days +100 CP
At least 10 random thugs will randomly show up every day and target you.

Silent World +100 CP
The world seems emptier than it should be. You don't know what happened but the population seems to be 7 million humans worldwide including every named character.

Angered Factions +100 CP
With each purchase a random local faction will see you as their enemy once they become aware of you, this can be taken multiple times with each time making a new group your enemy.

Heroic Sayings +100 CP
You have several quotes and sayings that always come around as annoying or cheese which you unintentionally use every time you try to talk with others.

Rough Childhood +100 CP
You were not as lucky as some people and your in-universe childhood will be abusive and painful to such a degree that you will be affected by it even if you didn't really live through it.

The Weirdo +100 CP
Everyone seems to think that you are a strange individual and they will go out of their way to avoid you unless they actually want to speak to you.

Team Up +100 CP
It seems that you can't go anywhere without some random person showing up and joining you. What's worse is they always seem to get the praise for a situation and you the dissatisfaction.

Knowledge Lockout +100 CP
Once you start this jump you will lose all of your knowledge of the setting’s universe and all its continuity’s.

Stranded +100 CP
Instead of the normal beginning your origin would have, you find yourself in the middle of a desert island somewhere in the ocean.

Plot Anchor +100 CP
Every plot seems to revolve around you and no matter what you do you will always be dragged into the story.

Kick the Cook +100 CP

You are a terrible chef, everything you cook is disgusting, you can't even cook toast without making it monstrously vile.

Scarred +100 CP
You have either horrible burns or horrible wounds that are clearly visible to others making you appear monstrous to others.

Always Left Behind +100 CP
Why do they keep leaving you behind?! You will find companions, allies, and benefactors are always ditching you to deal with whatever's going on.

Honourable +100 CP
You are honorbound and will always do things in an honorable way, you will always inform someone if you intend to arrest or kill them and then give them time to prepare or surrender before you take actions.

Nightmare +100 CP
Each and every night you will fall asleep and suffer terrible dreams that you cannot separate from reality.

Inconveniences +100 CP
Small issues will constantly occur causing minor discomforts for you.

Behind your back +100 CP
People are always saying horrible and often hurtful things about you whenever they think you're out of earshot.

What's that Smell +100 CP
No matter where you go, no matter what you do, something will always smell slightly off. The smell will change when in different locations but it will always be a distracting scent.

As you know +100 CP
Everyone expects you to already know what’s going on so don’t expect to get any explanations.

Sickly +100 CP
You have a poor immune system making you more susceptible to sickness, as a result of this you will get ill at least once a month.

This is a holdup +100 CP
For some reason every two bit henchmen, sidekick, minor minion and comedy relief character thinks they can kick your ass and thanks to this drawback they are going to go out of their way to prove it! Expect to get mugged a lot.

Magnet for Misfortune +100 CP

You have terrible luck causing you to be near constantly hit by random, unpleasant, and painful bouts of misfortune.

What's his name +100 CP
No one seems to remember your name and you have been given a nickname that really winds you up. What's worse, most people think that it's your actual name.

Two of a kind +100 CP
People keep making parallels between you and other people, these comparisons are not flattering.

They heard you +100 CP
You will forget you took this drawback.
Any time you say something mean about someone they will overhear you and probably get upset.

Simple minded +100 CP
You find it difficult to understand slightly complex things and have trouble remembering when holidays are.

Money Money Money +100 CP
You now have an excessive desire for money, and other symbols of wealth being willing to go to extreme lengths to get more.

No hard feelings +100 CP
There is one random person who constantly tries to outdo you and somehow they keep succeeding and then rubbing it in your face.

Black Cat +100 CP
You are constantly finding Ill omens pointing at you, mirrors break in your presence, individual magpies drop dead in front of you and many more. Let's hope these superstitions are just that.

Touch of Madness +100 CP
Things keep happening that make you think you're going crazy and maybe you are.

Hidden Knowledge +100 CP
People keep forgetting to tell you important things until it's just about to be relevant.

What's wrong with his face +100 CP
Your face has been messed up making you grotesquely ugly and near unrecognizable to everyone who knows you.

Awkward Affection +100 CP
You are really bad at expressing your affection with every attempt you make being extremely

awkward and unpleasant for anyone who observes it.

Faulty Wires +100 CP
Whenever you attempt to use something you will believe that it is functioning as intended but you will not be able to find out until you actually need to use it.

Unnecessarily Slow +100 CP
Everything that happens here seems to take forever and move at a snail's pace so I hope you're a patient person.

Almost Entirely dark +100 CP
Has the sun gone out or something? Everywhere you go seems so dark that you could mistake midday for early night.

Pixelated Objects +100 CP
This level shows pixelation that would shame a NES, as everything in this level is in blocks!

Elites Everywhere +100 CP
Every Group of opponents that you face will have at least 1 extra Elite member.

Recurring Foe +100 CP
You have an enemy who you have no way to convince to leave you alone and each time they face you they learn more about you and how better to face you.

Language Barrier +100 CP
You do not speak the local language and no one here knows what you're saying until you learn.

Friend List +100 CP
You will constantly find a number of random people showing up who you do not have any memories of and claiming to be your friends, although some of them are, most will be trying to maliciously benefit from you.

They took my loot! +100 CP
Any time you leave any treasure unguarded, expect thieves to show up and steal it.

Crop Rotation +100 CP
The local farming industry is having a real issue thanks to pests and poor weather, so expect food to be far harder to come across and far more expensive.

In Another Castle +100 CP
You will forget this drawback and its past instances every time you start attempting a task or objective. Each time you attempt to complete a task or objective you will find that you have been tricked and will have to repeat the process over again.

Prove your worth +100 CP
Every time you try to do anything it seems that everyone will want to to complete an arbitrary task that somehow proves your worthiness. This won't be hard but it will be happening all of the time for every little thing and may even cause you to get stuck in a worthiness spiral requiring you to prove your worth in order to get things needed to prove you worth on something else.

Artificial Flashbacks +100 CP
At random points during this Jump you will have horrific flashbacks to horrible events that affected you and your family, however these events never took place.

Accident Prone +100 CP
You are prone to minor accidents that tend to be inconvenient, painful, or embarrassing, but will not likely kill you. Expect bad luck to adversely affect any plans you might make.

Scripted Encounters +100 CP
You'll run into whatever threat you're dealing with more often. You will not automatically become a priority target, but sheer proximity is likely to put you at risk.

The Glitch +100 CP
Technology fails around you, usually when you need it most. The airlock is going to glitch when you are short on air, the powerpack is going to fall out of your blaster when the cyborg bounty hunter is taking aim on you, or your cybernetic arm is going to lock up when you need to lift the rubble off yourself. You might be able to jury-rig a quick repair, but you better act quickly. This will not be instantly fatal, but will make things more dangerous.

Culture Shock +100 CP
This world doesn't show the same standards culturally as the modern world, which is fine if you're quick to adapt. You however are not so lucky. With this drawback you'll constantly butt heads with cultural norms that are different than your own cultural norms. While you can slowly adapt to them they'll always rub you the wrong way, making your experience here much less enjoyable in the
long run.

Hideous Haircut +100 CP
You have an ugly haircut that everyone finds disgusting and will make comments about and nothing you do will change it.

Where did I go wrong +100 CP
You can't tell the difference between confidence and arrogance.

Antagonistic Timing +100 CP
Your enemies keep showing up at inappropriate times.

This is a really good book +100 CP

Whenever you try to read a book you keep getting sucked into the narrative ignoring everything that happens around you.

Shy +100 CP
You find it incredibly difficult to talk with people you want to be friends with.

The Pollen +100 CP
You have hay fever and it's really really bad. A handful of flowers could cause your vision to blur and you to be sneezing for hours.

Silent Night +100 CP
Unfortunately not, every Christmas an annoying narrator will be rhyming in your inner ear the entire jump constantly reiterating insults and things that you already know.

Orphan +100 CP
Your in-universe parents are dead and you are an orphan.

I Spy +100 CP
Your enemies can easily spy on you without being detected.

Easily deceived +100 CP
You are too trusting and are willing to believe almost anything you are told and become confused when you are told conflicting things.

Didn't read the instructions +100 CP
You don't know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

At least buy me dinner first +100 CP
Dangerous entities keep becoming romantically interested in you.

I must nap +100 CP
You need at least 7 hours of sleep per day regardless of perks and abilities or you will feel exhausted.

Never mind my head trauma +100 CP
People don't care when you are injured.

Unknown Rival +100 CP
It appears someone has taken a shine to you, but not in a good way. This Someone has a similar Ability or a similar area of expertise to you, and they're not taking it well. They won't do anything to harm you outright, but they will constantly try to one-up you or challenge you, and there's not much you can do to get rid of them; if you beat them at their challenges, they'll simply double down, and if you try to help them beat you to get them to leave you alone you'll

come out on top purely by accident, which will again spur them to double down.

blockers [+200 CP]
Drawback where sexual interruptions seem to materialize out of nowhere so expect your roommates to barge into your room to ask you what you want to eat or hikers to interpret you to ask for directions.

Oddly specific law[+200 CP]
Drawback where if beastiality is legal then its specifically not legal when done by you or your owner. This also makes people much more suspicious of you or your owner and if they had to choose between going after someone else their will choose you/your owner everytime.

Perfection +200 CP
You are now a perfectionist and will refuse to accept anything less than perfection.

Mirror Match +200 CP
It seems that you have a Clone out there causing chaos. They will have all the perks and race options you picked in this Jump but their minds are empty.

Lemming Friends +200 CP
All of your in universe allies gain an unfortunate lack of self preservation taking actions that are obviously stupid or will likely end very poorly for them.

Bigger Boss +200 CP
Any time you defeat an enemy their boss or superior will instantly find out that you have and how you did it.

Too soon +200 CP
Yes you did and every attempt at a romantic confession or to kindle a relationship will crash and burn in a humiliating way.

Nightmares +200 CP
You will suffer terrible nightmares showing you the dark and twisted actions of your enemies.

Friends From Beyond Your Dimension +200 CP
A powerful godlike being will interfere in your life making it more interesting or fun for them to observe.

Sore Thumb +200 CP
There is something odd about you that makes you seem noticeable as foreign being to anyone who deals with anything not native to earth or this dimension.

Dead or Alive +200 CP

You have a local criminal record and anyone who recognises you as the target will attempt to turn you in for the bounty.

The Good People +200 CP
It seems that everybody wants something from you, they want you to get their cats out of trees or fetch them milk for their tea, regardless if you refuse to do a task for someone you're the asshole. On the bright side, if someone has already given you a task which you are currently working on, people are less likely to give you new tasks.

The Bad People +200 CP
For some reason everybody is an asshole to you, they will treat you like dirt and if you dare refuse to do anything for anyone don't expect any kind of help from them ever.

Wider World +200 CP
This world is bigger than you would normally think but this makes the world more dangerous. There are more magical schools, more super martial arts, more alien races who will target the planet, more magical creatures that will show up to cause trouble and more that would normally not be shown and all of them seem to think they should involve themselves in the plot.

Dark Minions +200 CP
Some odd physical embodiments of evil will seem to appear everywhere and they always attack you, no one else ever seems to see them or interact with them but those things seem to be drawn to you like ant to sugar.

Blinded +200 CP
You have lost your eyesight and will not regain it this jump.

Pet Food +200 CP
Creatures of every shape and size will want to eat you from the smallest bug to the largest lion, the only exception to this are sentient creatures such as humans.

Publicity +200 CP
Every mistake you make will become public knowledge, every negative misinterpretation of your actions will be pushed to the front.
It's almost like someone is trying to make you look bad.

Thou shalt not kill +200 CP
You are not capable of killing someone, giving anyone who may be killed by you selective immortality.

Your a Joke +200 CP
It seems that no matter what you do or how effective you are, everyone will see you as a failure and treat you like a joke.

Read people like a brick +200 CP
You can’t read people, you can not understand people's emotions and often misconstrued what they mean causing you to be oblivious to the intentions of others.

Instruction Tape +200 CP
Whenever you do something for the first time you will be forced to watch a long boring tape that doesn’t actually explain anything.

True to myself +200 CP
Alternative versions of you from the future keep showing up and causing disturbances before disintegrating.

An Accident +200 CP
You keep accidentally filling into compromising positions.

Stealthless +200
You are very bad at sneaking.

Discount Budget +200 CP
Anything you get your hands on is always the cheapest alternative option.

Looking for Help +200 CP
You have difficulty finding allies and will often find yourself alone without anyone to trust.

Betrayal +200 CP
You keep trusting people that you shouldn't and keep being betrayed.

Poor Underestimation +200 CP
You will forget that you have taken this drawback and whenever you underestimate an opponent they will gain a boost in power.

What the heart wants +200 CP
You have a massive crush on one of the main characters as appropriate for you, you will discover which one when the jump starts.

Pig +200 CP
You are always hungry with no amount of food truly satisfying your appetite.

Fighting myself +200 CP
At least once per week you will have to fight a fake copy of yourself.

Selective Amnesia +200 CP
Until the end of this Jump, you can not remember the events of any setting you have entered.

Total Amnesia +200 CP
You have no memories of your time before entering the Jump and explicitly no memories of Jumpchain.

Amnesia +300 CP
You have forgotten everything about yourself other than what you learn in jump and from your origin and background.

Split-Personality +300 CP
It seems that you are not alone there. You have an alternative persona within you, one who cannot take control unless you lose control. They seem to be the antithesis of you but they seek out what desires you refuse.

I've come to duel you! +300 CP
It seems that your list of enemies has expanded, growing to include beings from other settings. Perhaps you will face Egyptian pharaohs, strange children, furry animals or something stranger.

Living in Exciting Times +300 CP
Completely random but exciting things will nearly constantly occur around you and often attack you.

Competent Enemies +300 CP
All of your enemies will get situational intelligence whenever you face them making them twice as competent.

Just A Child +300 CP
Instead of starting this jump as an adult you will start it as a newborn baby, you will not start the jump time until you are socially considered an adult at which point the Jump time will start and all other non-narrative drawbacks will begin to activate.

You’re a right git +300 CP
Everyone thinks you're an arsehole and a cheat, and nothing you can do will prove this wrong.

I saw you barely over a year ago +300 CP
Your sense of time is terrible you can't tell if a week has gone by or eight years and you couldn’t tell the difference.

You get one more +300 CP
If you do something annoying more than twice you will get punished how, why by who well that will be situational.

Today’s Kind of a bad day +300 CP
During this Jump you will have one really bad day as someone really strong will show up, beat you up and kidnap someone you care about and no matter what you do you will definitely die at

least once so let’s hope you have a 1-UP.

The Ghosts of Murder’s past +300 CP
Anyone you kill in this Jump will haunt you in a very annoying way possible.

Outside Problems +300 CP
You keep getting stuck in situations outside of the regular continuity such as monsters, demons and extra planetary problems.

Crippled Limbs +300 CP
This can be taken up to four times with each time affecting a different limb for the duration of this Jump.
You may select from either a left or right crippled arm with each crippled arm lowering your hand-to-hand damage and accuracy with all weapons.
You may select from either a left or right crippled leg with each crippled leg severely lowering mobility during combat. With one crippled leg, movement speed is halved and with both legs crippled movement speed is reduced to one tenth.
Prepare for evasive actions +300 CP
Any time you are in a form of transportation it will be attacked.

Everything Is Fine Now +300 CP
There are consequences for your actions and it seems that after each battle you are going to need to help clean up the mess.

Local Scale +300 CP/+600 CP
For +300 CP your initial level of power will be capped at the general range of the supporting cast at the start of the fictional setting. For +600 CP your level of growth will be capped at 90% of the scale of growth of the local protagonist.

I’m going to take a walk +300 CP
You seem to be a walking magnet for issues as every time you go for a simple walk you will be pulled into the middle of some kind of event.

Sexual predator[+400 CP]
Drawback that has you being sexually hunted by an Alpha animal if you're human or the second coming of Davy Crokket if you're an animal. Either can be taken as a companion if you manage to turn the tables on them.

Bad situation+400 CP]
Drawback that starts you off in a horrible abusive situation. For humans this manifests as kidnapped and forced repay a “debt” by having recorded sex with your most hated animals doing your most hated fetishes. For animals this manifests depending on your origin. For Household Pets your owner will be the type who see pets as items and not living beings so expect to have any misbehavior punished mercilessly and ruthlessly. For Livestock your owner

will also be as shit though they will instead work you to the absolute bone with the threat of being slaughtered hanging over your head if you aren't up to snuff. Finally for Wild Predators you start off having been captured and either being held by a private collector or a zoo. In both situations those who are in charge of you seem to have just picked it up as a hobby so expect too small enclosures, poor food, and to be shocked/jabbed when they want to show you off.
Lost or Found +400 CP
It seems that your possessions keep winding up in the hands of the worst person to have them, let's hope it's not world shattering.

The Importance of Education +400 CP
You will be forced to attend 10% of your total time in this jump inside of an education institute. Failure to do so will count as a jump failure.

Find and Seek +400 CP
Every year you will gain a list of 12 macguffins that will be scattered around the world. Failure to find them within a year will count as a jump failure.

Empty Handed +400 CP
For the duration of this Jump all out of Jump Items and Warehouse options other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Alone +400 CP
For the duration of this Jump you can not import any out of Jump companions or followers with the option of them being frozen in stasis for the duration of the Jump.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Powerless +400 CP
For the duration of this Jump all out of Jump perks, powers and abilities other than body mods are blocked.
You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

I am bound by my word +400 CP
You are bound by any promises you willingly make.

Known Enemy +400 CP
Someone doesn't like you. Maybe you wronged them, maybe your friends wronged them, or maybe there's just a huge bounty on your head. The point is, this person is going to try to kill you, and they will not stop trying to kill you until you or they are dead. They cannot be reasoned with, attempting to pacify them through supernatural means will not work, and restraining them will buy you time but they'll find a way out.

Here comes the bad part +400
Whenever you get new information there will always be a bad part of it.

Where am I why am I here +400 CP
You keep getting randomly teleported to locations to complete tasks without any idea of where you are or why you are there.

That wasn't so difficult +400 CP
You will forget this drawback and any time you act overconfident for solving an issue, a more difficult issue will occur.

Butterfly Wings +400 CP
Your mere existence will cause massive butterfly effects, previously unknown gems will show up, canon events will not take place.

Deathbound +500 CP
For the duration of this Jump you will die at least once a year.

False Friends +500 CP
At least 12 times a year an imposter will appear replacing one of your friends or allies, they are almost identical to them but will have malicious intentions.

PS1 Game +500 CP/+1000 CP
It seems that there is something wrong with this jump and instead of it being the anime universe you are instead in a PS1 game.
For +500 CP this means that what you see of the world will be blocky with flat textures on the floors, walls and people who are now complex NPCs.
For +1000 CP the entire world will function as a PS1 video game of the World with events forced to stick to a linear plot with optional time sensitive subplots; you will not gain a lives system or any of the in-game power ups however there may be collectibles that do nothing. You must reserve this drawback with the effects of the drawback taking place for the entire Jump.

Smells like rape+600 CP]
you give off pheromones that either attract animals, if your human, and humans, if you are an animal. These pheromones attract any and everyone/thing that can smell them and they will not take no for an answer when they get to you.

Worst case scenario[+600 CP]
the entire world to be plunged into a human animal war. All humans get an irrational hatred of all animals, and vise versa.
Us humans are full of surprises +600 CP

It seems that the humans of this world are not necessarily the same as expected. It seems that there are mutants, meta humans or otherwise superpowered people.

So Weak +600 CP
At some point during this Jump you and all your allies will be defeated there is no way around this you will lose and you will all be captured.

Auto-Punishment +600 CP
Every time you make a mistake you unintentionally react violently, harming yourself as punishment. This results in minor wounds and injuries which build up over time, these injuries heal at a “normal” human rate in spite of any healing abilities you might have.

Boss Rush +600 CP
Post jump you will have to have a 1v1 fight against every enemy you have faced in the jump one after another, you will not be able to move onto the next jump until you have beaten them all.

AU Continuity +1000 CP
You are not in the canonical story but an alternative universe randomly created from all the FanFictions and Fan Theories.

Random Setting +1000 CP
By taking this drawback you are no longer allowed to select the setting of your Jump instead you must use the following link and choose one of the six options it provides. If that setting has a Jump Document already you may use that Document for this Jump.

The End

your options:
Stay Here:
Go Home:
Continue:

Notes

TBD you can help development by sending your questions and comments too the google document