Casual Sex World

Welcome to wherever this is Jumper. It's a world that might look like many worlds you've already seen, or it might look like none you ever walked before. This world is a world where sex is part of everyday life as much as anything else. A world where lust isn't a taboo, sin or vice but an indulgence, an endorphin rush like food or sports.

Now hold on there Jumper. Before we let you go on adventures full of debauchery and lewdness, I do have to tell you something important. You see, the world isn't actually there yet! All that exists is the idea of that world, and I need your help to make it the most fetishistic, pleasurable place in the omniverse!

What kind of world do you want to go too? Where did lust's taboo go? What kind of people are making the beast with two backs? Will you ever want to leave after visiting?

So without further ado, here's 1000CP and some well wishes. Good luck!

Where are you?

Hello Jumper! We'll start with the very most important decision of this entire Jump. No, the other most important decision of this entire Jump. We're going to be deciding on the shape of the world you're plunging head first into!

This is a generic Jump, but it's not going to be a bland one, hopefully, and that's what this is for. So instead of a location roll, this part of the Jump let's you choose what kind of setting this is.

There are three major setting types, with lots of more specific options inside. Your job is picking your favorite option from the list!

Earth History

1 "Modern Earth": This is exactly like the Earth you once called home, anywhere from the 90s to the current year. Your sexual escapades could include all sorts of people you know, either personally or from popular media. Maybe your friend's hot mom, or possibly even a celebrity is in your heart for this.

2 "Golden Years": You've always heard them called simpler times, this option covers everything from the Roaring 20s to the Swinging 60s. Be around the boom of all sorts of technologies and world shaping events, live out noir fantasies or engage in the freest love. Just be careful you don't end up your own grandpa!

3 "Victorian Era": Notable for its memorable style still remarked upon all these years later and "refined sensibilities", this era stretched between the years 1837 and 1901. Here you can live out the fantasy of being a noble lady or gentleman. You can also live out the fantasy of turning one of the most prudish eras in human history into an erotic wonderland.

4 "Ancient History": Ancient Greece, Ancient Rome, Ancient Egypt, Ancient Babylon, you may choose to arrive on Earth in antiquity in whichever ancient civilization you wish. This is the time of heroes, legends, endless war and ancient wonders. Now you have the chance to be intimately involved with those figures you've only ever read about in history books.

Fantasy

1 "Western Fantasy": Your standard western fantasy with fantastical kingdoms, basements, basilisks, elves, orcs, dwarves, knights, wizards and adventurers in faux medieval times. Get ready for quests into ancient ruins for objects of power, fighting through throngs of the dark lord's army and saving damsels in distress by laying the dragon.

2 "Dark Fantasy": In a world with Transylvanian overtones, you'll be dealing with classic horror staples like werewolves, vampires, ghouls and the hunters who fight them. Under the light of the full moon, nestled by a campfire for warmth, in the middle of fog blanketed woods, not all dark desires are unwelcome.

3 “Mythology”: Pick any mythology you like, and this Jump will allow you to visit a world where that decides the entire cosmology. Experience the epics of India first hand. Combat the nigh endless demons that rule the night in Japanese mythology. You could even go to the always popular Greek mythology and compete with Zeus in his area of expertise.

4 “Magical University”: Visit a world where colleges studying and experimenting with magic are almost as omnipresent as magic itself. All sorts of bizarre games and inter-school competitions are sure to be in your future if you land here. I swear there will be more naughty librarians and sexy teachers than you can, and probably will, shake a wand at.

Sci-Fi

1 “Final Frontier”: Space, the final frontier. This is a setting focused on exploring the galaxy or even whole universe with FTL spaceships relying on possibly strange physics. It can involve anything from intergalactic empires to giant mecha wars. I imagine most of you out there are just in it for hot green babes and overacting though.

2 “Cyberpunk”: A dystopian future ruled by megacorporations and computer technology has advanced to complex artificial intelligence. Fight the powers that be, augment yourself with cutting edge mutagens and cybernetic implants or get dirty at the street level in the slums. With enough money, anything is possible in this place, anything and everything.

3 “Post Apocalypse”: The world experienced a golden age in the future. We could have had a colony on mars, solved world hunger, but instead it all fell to ruin. Now you have to deal with collapsed society, irradiated wastelands, a new wild west and raiders of many varieties. You could wander as a mysterious stranger, or start a colony before repopulating.

4 “Lovecraftian”: Not scifi in the traditional sense, you’re still dealing with things on the cosmic scale, only humanity sits in a position of insignificance. Madness inducing gods and the cults that serve them are everywhere if you look under the surface, just don’t stare too long. You know what else is everywhere? Tentacles, tentacles are everywhere.

Hybrid

“Hybrid Setting”: Say you don’t just want one of the above options and have more interesting ideas in mind. If you want, you can take this option to combine any two of the above twelve options into one. Combine Cyberpunk and Victorian Era into Steampunk, or Mythology with Ancient History for a unique culture fusion. You can only take this one, since we don’t want the setting to get too muddled, right?

Where's the taboo?

Now the part you were looking forward too since getting here. It's time for you to decide why it is exactly that people are fucking all the time with little shame or concern for the social taboos you're familiar with. Below you'll see two categories breaking up the reasons by how casual or kinky they might be.

Choose one reason for your world to be the way it is.

Casual

"Non-Existent Taboo": The simplest reason of all. There's just no taboos surrounding basic sex and nudity. Raunchier fetishes or sex crimes might still hold the taboo stick, but otherwise prepare for it to be treated like pretty much any other service or endorphin rush. Pretty much everybody does it, and trained professionals make careers out of it.

"Mating Season": This is very strange. In this world, all sapient beings have a kind of mating season during a season in the year of your choice. During this time, pretty much all adults become horny beasts feeling the need to breed. Couples usually stick to one another, prized mates will see a lot of action, impregnation enthusiasts welcome.

"Porn Logic": Weird, this place looks positively normal at first. It doesn't take long to realize how silly it is though. While wholesome on the surface, you'll find it takes very little to instigate sexy time. Manual labor is handled by bulging hunks, lonely milfs always pay for services with pussy. Strange scenarios and bimbos abound, be wary of blindfolds.

"Love Goddess": A goddess of love and lust, or similarly powerful being, has interfered with people's love lives since forever and people have gotten used to this. Everyone randomly ends up in oddly provocative scenarios and have learned to role with it. As a bonus, the spider web of red strings usually ends with a soulmate! True love after all.

Kinky

“Repopulation Program”: After a great disaster or just because governments have embraced eugenics, a mandated breeding program has been initiated to boost the population. Most adults are set up in arranged marriages based on genetic chemistry, and those with incredibly good genes have a breeding license to breed with who and when they want.

“Societal Slavery”: A large chunk of the population of your choice is treated as second class citizens by everyone else. Everyone who isn’t them can basically do what they want with the law on their side, extending to enslavement but not murder. The demographic could be anything from a minority, a race or even an entire gender. Sub/dom scenarios everywhere.

“Dirty Fantasy”: This isn’t the actual world. Instead, it’s an incredibly realistic VR game or some sexual afterlife that looks like the world you designed. Many of the people here are perverts or deviants just like you, and everyone else behaves like an NPC or holy servant here to serve and do whatever you all say. No death, no rules, just debauchery.

“To The Victor”: A world where honor and pride replace sexual taboos as the norm and entire wars may be fought over multiple parties have their honor besmirched. In some settings duels may be especially common with instant gratification being wagered, while in others the winner of a fight may be allowed to do as they wish with a loser. Sexual combat.

Origins

Now that you made important decisions that shape your free use fun times, we'll move on to other things while it's being cooked up. This is the perfect time to figure out how you fit in, so let's go through a few things. You can select your gender freely, male, female or in between. Roll a d8+17 for age or choose whatever for 100CP. Then select one of the four origins below as your own.

"Drop In": Looking to dive in headfirst instead of dipping your toe in the water, huh? This origin is for those who just want to jump in with no background or background memories, essentially not existing till the moment you first set foot inside. You gain no new memories, which is fantastic for experiencing the world in all it's fresh glory and experimentation. You are allowed to be some kind of wandering stranger, or just something as simple as "the new guy in the office."

"Privileged": Someone upstairs loves the hell out of you. You've got an incredible pedigree, loads of money and can exert social and political power thanks to your lucky birth as some form of nobility or being the heir of a wealthy corporation. No matter what kind of world you may have designed, you're in the best position to take advantage of it and dominate.

"Underprivileged": For all you precious, pathetic masochists out there. You are a victim, existing to be used by others. This can be anything from being the fine ass town bicycle to facing active discrimination or loathing that sees others taking advantage of you. You're absolutely fucked, metaphorically, literally and loving it.

"Powerful": You're not new to this system. You're not at the top, or the bottom, you're one of the people who keeps the world moving. You're someone who worked hard to get themselves in a position of power and/or freedom. This ranges from law enforcement, the role of an adventurer, a bounty hunter or something else that gives you power.

Perks

Here are the perks! These are all sorts of nice skills and abilities for you to buy. The ones under the setting type and origin you picked are 50% off, while the 100CP perks are even free! If you have a hybrid setting, choose one of the two setting types for your discounts to apply too. Pay full price for the other.

General Perks

"Safe Day" (Free): Everyone who gets into this Jump can go without contraception for free, because this perk allows you to toggle your virility/fertility. So go ahead, bust a nut in a new girl every night. Lay back and get gangbanged raw by a dozen men on the weekend. You will never become a parent unless you want too.

"Clean As A Whistle" (Free): STDs simply do not exist in this world. It would be truly terrible to drop you off in a world with this kind of fun and have you and the populace actively penalized for it after all. This perk carries into future worlds as well.

"Star Studded Cast" (100CP): Everyone is a bit prettier or more handsome compared to how they used to be. This doesn't make all deformed individuals in the world models or all the under/overweight people in the world perfectly health. If everyone in the world could be graded as a 1-10 though, then they'd go up 2 ranks on the beauty ladder.

"Breeding Benefits" (100CP): Casual breeding fantasies swimming through your dreams? Concepts of guilt over leaving behind single mothers to raise your progeny on their own? Now with this perk your concerns can be somewhat abated. Whenever you get to knocking someone up in this world of casual sexuality, they'll receive government mandated benefits and checks in your name. Money to support themselves and child comfortably, ability to take long periods off of work and special considerations for official programs and doctors. Hump and dump who you like, they'll be fine.

"Ovipositive" (200CP): Common, especially in fantasy settings, is the concept of the half-human. A human and some other race getting together and having a child. From a scientific point of view, that's basically impossible, but science can suck it. You are able to breed with basically anything alive no matter how improbable or strange that might be and make progeny with contributions from both parents. Let a weird tentacle beast fuck you for a day and make its squirmy baby, fuck a bun into a dragon's oven. As an added benefit to those who tend to stick to playing with other humans, your children will never have any birth defects because of their parent's active or recessive genes.

"Wildest Dreams" (200CP): You're a bit stronger, a bit tougher, have enough stamina to run marathons without breaking a sweat and are capable of absurd sexual feats straight out of fiction. Hang your partner from your cock if you have one, take absurdly large penetrations with no damage or injury. Long as it doesn't border on magic, you can do it.

“May You Live In Interesting Times” (200CP): Weird stuff is going to happen, big events for the history books. You may or may not be tangentially related to these events in some way. The will always be happening close enough to you in some way to give you the chance to be involved at least. When you do get into these things, you will usually find events ending in something lewd. Lewd in that way you’re into as long as it makes sense for the world.

“Biodiversity” (100CP/200CP): You get to play with a wider variety of partners based on your chosen setting. In an Earth History setting you could see every neighborhood as a racial melting pot. In a Fantasy setting you could get every fantasy race in the book. In a Sci-Fi setting you could have more alien races than stars in the sky. They don’t have to be humanoid, since your parts will probably match up anyways, and there’s no limit to how much weaker these races can be compared to humans. You just can’t start adding in races that are too far beyond human capabilities. That’s because for 200CP more you can also choose to be any of these races as long as they fit with your origin. Someone Privileged could end up a Dragon, someone Underprivileged as a Gnome, someone Powerful as an Orc and so on.

Earth History

“Work Relations” (100CP): People need food, water, shelter and have a desire for comforts and pleasure. To get those things, most of us need to get a job and work for it, but we always fear for our future until the day we retire. For you, it’s easier to get a job, and the longer you work there the harder it is to get fired. As long as you do the minimum required and don’t rock the boat too terribly much, you can coast by just fine. Workplace relations don’t count as rocking the boat, those are just part of your benefits.

“Hollywood” (200CP): Many of us have dreams, aspirations of grandeur. We want to be famous or leave some legacy so that others look upon us kindly. That kind of thing is just easier for you, raising your image in public awareness to the point of stardom or potentially even legend status if you work really hard. What’s that? How? Well, you could work towards getting famous whatever way you want, but it’s easier to gain fame with things you’re actually good at or doing things of note. As a bonus, your sexual prowess is incredible. Even if you don’t use this skill and your probable promiscuity for your legacy though, it’ll still probably end up as a foot note since you’re that amazing in bed.

“Cultural Exchange” (400CP): The world is made up of many different races, creeds and cultures. Strife and numerous conflicts found throughout history can be traced to disagreements born from misunderstanding, even otherwise similar people getting into pointless quarrels. Here you are, ready and able to start up a cultural (fluid) exchange in spite of those things. This perk will help you get past barriers of culture, religion, language or social status to nurture bonds with people. These bonds are formed not from who you or they are, what your beliefs might be or what customs shaped you, but from who you are inside. Bonds of any kind work, whether simple friendship or getting different types of friends from all around the world.

Fantasy

“Campfire Delight” (100CP): Wandering between villages and kingdoms is not a quick process. You’ll be setting up camps many nights, and those nights are often scary for multiple reasons. It’s not just the darkness, but what lies beyond it. The answer is really simple though, build a campfire. Whenever you set up camp and build a campfire, it’ll ward off blood sucking pests, hungry beasts and even bandits or other scoundrels who may grow unnerved even with the element of surprise on their side. The fire will burn until morning without spreading, assuring complete peace of mind for a good night’s sleep or a good night’s toss in the sheets.

“Brave Adventurer” (200CP): From journeys to foreign lands to great adventures into ancient ruins to a long, stalwart hunt for a sworn enemy, it all starts with one step. You’re going to be taking a lot more than one by travel’s end though, but that’s just fine with you. You adore travel in every form, especially on foot. You’re unafraid of taking the road less traveled, treading where others dare not and plunging head first into adventure. You’ll constantly find all sorts of interesting roadstops and sights, meeting all kinds of strange, interesting and exotic people. Sometimes it really is about the journey, not the destination.

“Seducing Brews” (400CP): Arriving in the territory of witches, wizards, druids and alchemists, you’re capable of whipping up all sorts of bubbling trouble with bit of toiling over your cauldron. Medicinal tonics, mutagenic elixirs, aromatic aphrodisiacs, poisonous potions, all possible with some eye of newt and hair of carrot. You can make recipes for potions that can transform, enhance, weaken or alter the body of the one who drinks it. Once a recipe is made, it’ll be consistent and teachable. The potency of a potion depends on how rare the ingredients are and how difficult it is to brew. For instance, you could dye someone’s skin or hair, or make their fluids taste like chocolate for an hour by simmering some simple ingredients in a pot. These types of potions can be used to give a quick stamina/strength/speed boost or make fun, albeit temporary, changes to you or your partner’s body. You know you want to experiment with different or bigger “equipment”. More permanent and bigger changes are usually hard to come up with, stuff on the level of poisoning someone and turning them into a toad, or a good old fashion love potion. The upper end, things like a potion of eternal youth, would be significantly harder than anything else, ingredients that might not be sold anywhere and takes months or years of cooking.

Sci-Fi

“We Cum In Peace” (100CP): First contact between species, diplomacy between galactic empires. These are threatening concept when the downsides could mean great war or possible extinctions. Not only are you fantastic at getting into the mindset of sapient aliens though, you’re fantastic at getting into their pants. Peacemaking, lovemaking, same difference in the end, right? You’re really good at coming to mutually beneficial understandings with aliens is the point.

“Spacefarer” (200CP): It’s kind of awkward trying to be casual around space lovers or explore alien worlds from inside a vacuum sealed spacesuit. Life support is nonetheless an incredibly important detail for space exploration, outside pulpy science fiction novels and media that is. For you, things like oxygen deprived atmospheres filled with foreign microbes and diseases aren’t really problems, most of the time. You can shrug off such things just fine, only needing solutions for the most truly dangerous environments with neurotoxin storms or aliens carrying super viruses that make the plague look like a little bitch.

“Sex Toy Savant” (400CP): In an era of sciences beyond our wildest dreams, sciences we cannot even conceive in a modern mindset, the perverted make advances like everyone else. You friend, are a pervert, but a genius one. You use the cutting edge technology of your era to make sex machines and toys that boggle the mind with complexity. Holographic memory vibrators conforming to inner walls, body hugging sex chambers that directly please the nervous system with electrical pulses and even lifelike androids are included in your portfolio of inventions. Your technical genius seems to fall short when not working to perverted ends, but still gives you a leg up when trying to figure out new tech.

Drop In

“Exotic Beauty” (100CP): When people settle into routines, they get comfortable, but they also become bored and look for something new. That’s great for you, since you feel like something fresh and new all the time. You exude a foreign charm or style that hits many people just right. Your aesthetic differences from others in society are normally highlighted in a positive light and can even be attractive if they’re not something said person wouldn’t view as a definitive negative. Go for a walk around town once you arrive for me, give people a case of Jumper Fever.

“This One Time At Band Camp” (200CP): People despite their boredom may cling to monotony because it’s comfortable and familiar. They shun things they don’t know even if they may love those things if they give them a fair shake. You’re different, always being open to new experiences while lacking the pride to deny you might enjoy them. This obviously carries benefits in day to day life, but it really shines when opening up to lovers and their preferences, accepting their asks with open arms.

“Red Carpet” (400CP): You have preferences. You have desires. You aren’t reliant on new experiences to continue enjoying yourself, but it can be difficult to say the least to introduce those you love to the things you love. This silver tongued in the best of ways, convincing those close to you or even acquaintances to try new things and give them a fair shake instead of defaulting to hating them because of pride or biases. Excellent for tricking others or sharing in bedroom activities. You can’t stop them from actually hating it if they’d truly hate it no matter what though.

“Trends of the Era” (600CP): You’ve expanded your horizons, brought loved ones and lovers in on those things you love, but it is not enough. It won’t be enough until those things you like are not only publicly acceptable, but popular! The ebb and flow of things that are popular or trendy is a mysterious thing indeed. Complete accidents rise to stardom, memes born over night, and you have tapped into this. You have the power to spread one thing you love into the spotlight where it trends, becomes popular and ends up all over the place. Some things might not survive or spread very well, dangerous or illegal things especially, and you can’t use this power more than once every few months. That said, there aren’t many other limitations. You could start up food trends, popularity for a certain show, or spread a fetish into the mainstream. Hey, if it’s a good enough idea, it might even stick.

Privileged

“Carnivore” (100CP): You are superior, born that way, better than all others. Your rugged handsomeness or traditional beauty that seem gifted by god and good genes are just further proof of that. You’re just incredibly fine, drop dead sexy even, with features tending towards sharper or harder that emphasize nobility. You’ve also got a great metabolism, leading to little body fat unless you work to get fat. If you wanted to be a model, you’re ideal in every sense, and will likely get more than a few admirers even if you follow some other career path.

“Staying On Top” (200CP): You may have good looks, social status, money, power, but oh so many fools rely on their station in life and become complacent. Look what happens, falling into the poorhouse like pathetic louts. Not you though. You aren’t pathetic, you stand on top, the king or queen of the hill. When you’re already the best, the best way to defend that position is keeping everyone else down, and you’re damn good at it. When you stand in a position of superiority, knocking those trying to build themselves up against you feels painfully obvious. Buy out their supporters, pick apart their confidence, sabotage their potential with damaging false advice. Send those peasants and interlopers back where they belong, the dirt.

“Noble Birth” (400CP): Your superiority is in your blood, blood traced back generations to others of superior birth, talent and station. With this perk, you will always have powerful or important relatives where applicable, no matter how absurd. Usually this will be your direct family, placing you in a position of nobility or the heir of a great corporation.
When direct family won’t work, you usually have some distant relatives of this level of status and importance willing to take you in. When that isn’t applicable you normally have a legendary or famous ancestory. And when all else fails, you have no family to speak of, such as choosing a Drop In? You’re likely found to look extremely similar to the long lost heir of some random dynasty and brought into the fold with open arms. Your lack of memories or records attributed to amnesia.

“Alpha (Fe)Male” (600CP): The lion, king of beasts. Its luxurious mane, its piercing eyes, spine chilling roar, it is a symbol of royalty and dominance for good reason. You are the manifestation of this symbolism, domination incarnate. You assert dominance by walking into the room, with sheer presence that makes others think twice before giving lip or speaking up. Your charisma is incredible, and your social grace and awareness comparable. Bend those of feeble heart or spine to their knees, make them acknowledge their position with shuddering breath, feel your rigid superiority weighing down on them. Make them love being beneath you, helpless to do anything but let you have your way. That’s um, socially, of course.

Underprivileged

“Herbivore” (100CP): You might be some poor nobody, but nobody can say you aren’t damn cute. You’re adorable actually, albeit on the shorter side. You’ve got this doe eyed look that just gives a passive innocent charm. Some cute rounded features, possibly even be a bit chubby in the soft and squishy sense, a fantastic ass. Also, you totally rock this accidental sexy cute thing, innocently stumbling into innuendos and eroticism without meaning too. In fact, the contrast between your passive cuteness and the times you actually do get dirty contrasts sooooo well.

“Power Bottom” (200CP): If your status in life is to be a tool for others, submissively doing as you’re told like a good pet, you might as well be good at it. You are absurdly good at making things more enjoyable for partners in whatever you’re doing together. This isn’t just about getting down, spreading your legs and bottoming in sex though. You’re like a date master, a living bundle of fun the whole night through whether you see a movie or go to a carnival together and all those stereotypes. As long as you have the ability to focus your attention on someone during an activity, you can surely figure out a way to make it fun. Maybe you won’t have an incredible time thanks to this perk, but you can be assured that you’ll be leaving others with happy memories.

“Sugar Baby” (400CP): Work sucks, bills suck, people suck, thinking sucks, not having money for the things you want sucks. If only you could be a dog, having someone give you love, time, attention and free stuff just by looking cute and learning tricks. Well, you’re just cute enough to work something out. Your cuteness, pleasing looks and gullibility combine in a way that lures “beneficiaries” to you like flies to honey. You can usually get someone to be your Sugar Daddy or Sugar Momma just by promising to be theirs. Being their arm candy and doing other personal things for them can get you all sorts of free stuff, a nice home, lots of attention, great food and other nice things. You might not get their respect, but you’re getting a lot of other things for little effort! Just, you know, know your place.

“Beta Bitch” (600CP): You’re used to dealing with a lot of stuff, others using you, coasting by in life just getting enjoyment where you can. Even if you’re fine being a victim in other ways, you don’t want to like, die. While unsavory for all but the lovely ‘M’s reading right now, this is a way to save you from one of the biggest dangers, other people. You’ve got this aura of a great toy, something people would rather play with than break. Pretty much anything with a libido alive that defeats you or has you vulnerable in front of them will have that libido screaming at them to make you theirs. Instead of listening to their brain and doing their job or what they came to do, like arresting you, murdering you, etc, most types just prefer to sexually use, abuse or humiliate you. This sounds bad at first, unless you’re into that, until you realize they’re prone to acting irresponsibly and usually just let you go once their lust is sated, your life now safe.

Powerful

“Highschool Quarterback” (100CP): Maybe you didn’t actually play football back in school, but you damn sure did something physically demanding. Pick any sport that makes sense for you to have played during adolescence in your setting. You’re a natural with years of amateur experience in that sport. Additionally you’ve got a fit, toned, healthy body rippling with muscles perfect for your chosen sport, defaulting to even bulk. Someone who ran track is leaner than someone practicing to lift weights in the Olympics. As a side benefit, your body looks twice as good when covered in sweat.

“Beating Into Submission” (200CP): Whether you’re an adventurer, policeman or interstellar mercenary, sometimes you have to get into a fight. When you get into a fight, it can be hard to avoid lasting damage, which can sometimes get you in trouble. On purchase, you get a few years of combat training and/or experience based on your background in the setting. Not only are you rough, tough and capable in a brawl though, you have the ability to beat the holy hell out of someone without inflicting severe injuries, or marring their face. Take that as you will based on your sadism.

“Law & Order” (400CP): You work hard to keep up the status quo, and sometimes that means establishing one in the first place. It is your self-given duty to establish a law of the land, bring peace and with absolutely no ulterior motives. You can more easily get people’s trust and set up community programs by selling them as beneficial. Get volunteers to patrol the outskirts in shifts to alert everyone in case of a raid. Have people in the neighborhood watch for suspicious individuals. The more good you bring to the community with your programs, rules and order, the more everyone will trust you and better your reputation gets. The more they trust you and the better your reputation gets, the more they’ll let you do.

“Respect My Authority” (600CP): Fuck the world and fate that said you had to start at the bottom, and fuck everyone who said you’d never go anywhere. You’ve got drive and ambition, and that’s all you need. Your work ethic to gain stations beyond your societal status for the sake of power is absurd. Through sheer hard work and dedication, you can actually brute force your way into most positions of power, whether people like you or not. Then once you’re there, where you envisioned yourself, you can more easily get away with abusing your power, mostly. You can’t brute force your way into a senator position or presidency that requires the votes of the populace as an example, and you can’t just drop an executive decision to destroy the company or organization out of nowhere. You do have the potential to get great social and economic power and use it for so much self benefit it makes you hard though. So what if you fuck a few slutty secretaries and lie about it? Everything is in the palm of your hand, mostly.

Items

A fan of toys are we? Well I've got all the basic lovelies and exotic desires you could want. Just like Perks, 100CP items for your origin and setting type are free, while pricier sexual aides under your choice are 50% off. When it comes to hybrid settings, your choice from before carries over to this section.

Earth History

"Passport" (100CP): You know have transforming, airtight legal documents. Always found whenever you check your pocket or luggage, these allow you to pass whatever nation's borders you like no matter the sociopolitical circumstances involved. That said, that's not always the best idea. Vacation around the globe where you want and hunt exotic booty.

"Dream Job" (200CP): Each Jump, starting here, you may choose to obtain an apprenticeship at a job of your choice available to the general populace, even if most can't get into it. Here you'll be trained/brought up to speed on how to do pretty much everything needed to do your job. After your apprenticeship ends, you'll even be offered a full position.

"Get out of Jail Free Card" (400CP): A card, a very special card. This card allows you to opt out of any shitty situation involving other people at your discretion when spent. Were you picked up as a slave by the Romans? Get out of there. Implicated in a witch trial? Spend your card to get out scot free. When spent, the card keeps the heat off of you for long enough to evade stumbling right back into the exact same problem while other people forget about the initial situation or push it to the back of their minds. In many ways, this is like a social or political 1-Up to use as desired. You'll receive a new card once per Jump.

Fantasy

"Adventure Supplies" (100CP): All the supplies you could ever need for an adventurer's life, besides food. A sturdy weapon, some light armor that is either revealing or skin tight, a utility shovel, compass, maps, canteen, materials for setting traps and a backpack to hold it all. Did I mention infinite rope? There's also infinite rope for tying up. . .whatever.

"Magic Castle" (200CP): You own a castle, like a real deal, European style, magical castle. Everything inside the castle is animated and can move on its own, catering to your needs based on what it is. Brooms sweep, kitchens cook, decorative armors defend from intruders and whatever toys you might have will get to work doing whatever it is they do. Since this is your castle, you can make all your animated stuff take a rest or go back to work. You're unable to tell things to do things they aren't made for though, it just confuses the poor dears. Stuff left around in the castle long enough can eventually join everything else in moving about. Unfortunately, nothing can move outside the walls.

“Chosen’s Sword” (400CP): Pulled from a great magical tree, you have been revealed as chosen, or at least that’s what people think. This is a powerful magical sword that seems to push its destined wielder (you) into fantastical adventures. The sword itself has the ability to communicate with you, and is just fantastically, magically dangerous in general. Due to rumors of you being the chosen one and easily identifiable by the magic sword with specific appearance, some will think you are destined for great things and try to get on your good side. Your sword, which can be quite perverted by the way, enjoys those people quite a great deal.

Sci-Fi

“XXX-Tract” (100CP): In the far flung future, pharmaceuticals have no doubt advanced with the other industries and this is once such result. A futuristic, non-addictive drug in the form of translucent strips that dissolve on the tongue with a sweet aftertaste. You receive a rejuvenating pack that dispenses them like gum and holds five strips at a time. The drug is an incredibly potent aphrodisiac and sexual enhancement drug that can get a randy couple forming the beast with two backs for hours without breaks or tiring. It works across all known species and is sure to cause numerous memorable experiences. Over the top drug name, optional.

“Custom Ride” (200CP): A custom made, top of the line aircraft or spacecraft depending on your setting. It’s quite large, with rooms, seats, facilities and accommodations to carry ten comfortably for excessively long trips. The ship comes with an onboard artificial intelligence that’s eager to please its owner and can monitor or take control of the ship as needed.
The vehicle is highly durable, although not the fastest world. The walls of the cabins and sections of the ship are soundproof for privacy. The cockpit and pilot’s chair also have several special “features” that can be engaged by your loyal AI, though they’ll insist on turning the autopilot on for safety beforehand until the captain is done with their ride.

“The Prototype” (400CP): Using recovered alien technology from a crashsite, government elites have managed to fashion this prototype handgun. Now, it has fallen into your hands for testing purposes. Firing lasers, this laser pistol has functionally endless battery life that only seems to run out when it’s convenient. A knob on the side allows it to be shifted between different settings. The default blaster can explode holes in reinforced steel no problem. The stun setting allows you to paralyze targets for nonlethal takedowns. The last setting seems to, well, turn the laser into more of a sex pistol that helps you make love, not war, by destroying clothes and inhibitions. Don’t worry though, they’ll recover, eventually.

Drop In

"Bucket List" (100CP): A list of everything you've ever done or haven't done kept within a book with seemingly infinite pages. The book will always open up to the spot you're wanting to see, with each entry having a blank box beside it. If you've done the thing listed, the box will be checked out. Each entry contains enough of a description for you to know what it's talking about, or and jogs your memory of an event when reading about something you've done. When you're out to try new things, having a handy guide to those new things is wonderful indeed. Becomes more ornate the more boxes get checked. Updates with new things to do.

"All Expenses Paid" (200CP): You won a raffle, a lottery or some other contest. Now you have a certificate you can use to go on vacation whenever you want! The people around you have at least some kind of knowledge of your winnings so they'll wave it off when you mention you'll be leaving. They may be annoyed by your timing, but you won't get fired from your job, expelled from wizard school or whatever commitments you may have. Vacations are supposed to be stress free after all. You'll obtain a new vacation certificate once per year to use at your leisure.

"Slice of Heaven" (400CP): Being enamored with this world you influenced the birth of, it's the world itself you value most. Wouldn't you enjoy similar slices of heaven after your ten years are up here? This is a town or village some kind that can't be found on most maps, and is off the beaten path, but you always know where to find it. This place, seemingly at home in whatever Jump you find yourself in, carries the "Reason" of this world that you've built and as many other themes that make sense. Casual views on sex, some kind of legally enforced power dynamic, or even strange breeding seasons are possible here. Carry your heaven with you, deviant.

Privileged

"Big Bank" (100CP): Your pillar of power, one of the greatest reasons you're better than other people, money. You have numerous fingers in numerous pies with money flowing your way because of it, or have someone that did and left you a big fat inheritance or trust fund. This is enough money and property to dub you as truly wealthy.

"Tomcat Mansion" (200CP): Your family's summer home that they gave you flippantly on one of your birthdays when the new car they ordered came in with steel paint instead of silver. Fully furnished, located near a temperate coast somewhere and staffed by sexy servants in uniform of your personal preference. Your servants are paid quite well to do damn well whatever you want short of incredible pain or threat of death with nary a complaint, some even enjoy being ordered and took the job for such reasons. They will handle the upkeep on every single inch of your estate, not settling for anything less than perfection with their salaries. The mansion notably features a multistaged pool with illuminated caves called the grotto, great for parties, and an expansive dungeon absolutely filled with bdsm equipment, utilities and toys, also great for parties.

“Breeding License” (400CP): Exactly what you think it might be. A symbol of your status as the top of society. Waving this around in most settings can make people think twice about harming you for fear of the consequences, and it allows you to bed and breed anyone, anywhere, anytime, by law. In future worlds it can still act as a deterrent that makes people believe you’re legally protected, and that you have the government granted right to breed who you want. Be careful though that not everyone follows the law, and villains, monsters or those who see jail as preferable to you won’t be convinced and may even see it as an insult.

Underprivileged

“Pet Collar” (100CP): It’s a hard life for a sub when you’re so much stronger, smarter and generally better in every way compared to everyone around you. Now with this handy collar in your choice of color you can suppress your powers and abilities to open yourself up for the domination you crave. It’s very easy to take off as you so desire, which makes it all the more satisfying when you’re being held down, deprived of the ability to do so.

“Master’s Leash” (200CP): Part of a matching set with your collar, who so ever holds this leash when attached to your collar (or any collar you currently wear) becomes your “Master”, and can command you to do whatever they want against your will. Your Master is even able to force out your powers and abilities despite your Pet Collar suppressing them. After becoming your Master, they can continue to command you even when not holding the leash, so as to embarrass you in public from a distance or whatever else they may desire. Only by removing your collar or your Master formally abandoning you can you break their hold over you and all the control that implies.

“Wild Wonderland” (400CP): The sickest minds have the darkest fantasies, dreaming of self-destruction they can never experience because of the ultimate fate and danger that it all implies. But what if there was a place you could experience these masochistic flits of wonder in relative peace and safety? This is a box containing an entire other world of cruel imagination. Everyone you know seems to be transposed into different roles with exaggerated or warped personalities willing to subject you to the most fetishized, cruel treatment that you can dream of. Nothing truly makes sense here, as a world of imagination. That being said, as a world of imagination, nothing really matters either. If you die here, you’ll simply be ejected, and crippling injuries disappear the moment you leave as well. This is your Wonderland, so you’re the only one allowed to enter.

Powerful

“Badge of Authority” (100CP): A badge, or a pendant, a helmet perhaps. Whatever it is, it’s something else that serves as a symbol of your position as working with the law or the side of good. This is great for earning people’s trust so you can get their cooperation, listen to their problems and allowed to help with keeping the peace. If you aren’t actually working with the law or goodness, well, this is a damn good fake that makes other activities far more convenient, right?

“Guard Beasts” (200CP): Not satisfied with lording over just other people, with this you are now the king of beasts, or at least the ones you’ve trained. This is like a miniature zoo of obedient beasts associated with strength from your given setting and guard your property or help you out on the job or hunt. Their intelligence beyond their species. There are ten beasts total and could range anywhere from a professionally trained police dog or tiger in the modern world, freakish tentacle monsters in a sci-fi world or even small dragons in a fantasy world. They don’t need to be fed, but they can and do enjoy eating, and they’re clever enough to stalk or hide when needed, to better protect your property.

“Abuse Doll” (400CP): Attached to your warehouse is a large, indestructible room. In this room is a human sized, indestructible mannequin. At will, this mannequin can be transformed to look like whatever living being you like of roughly the same size. The mannequin can then be given whatever personality or thoughts you can imagine. While not very strong, you can practice whatever combat abilities or maneuvers you like on the mannequin while it plays an ideal role. Need to practice disarming a criminal’s knife or gun for the job? It works fine. With enough knowledge of a given person, you could even simulate a powerless copy of them. That would just be for training purposes too, right?

Companions

"Companion Import" (100CP): You can import one of any of your companions into this Jump, gaining an origin for free with all the benefits that goes with one, 600CP to spend on perks or items and whatever freebies they're afforded. Companions can change their age or gender for free. Go ahead, let them partake in the fun as they want.

"Group Import" (300CP): This is pretty much the same as the above import option, but you get to import eight companions instead! That's enough for all sorts of roles, builds and fun for you to stimulate yourself and imagination with.

"Inhabitant" (Free): You get a free companion who is sure to be a great friend, or possibly something more if you pursue it. They can be any kind of adult human or another sapient race that's common in the setting of your creation and can gain one origin's perks for free besides Drop In. Design a new best friend, a master, a slave, a lover, or just someone who likes hanging out with you enough to go on adventures through the chain. For 100CP each you can buy more Inhabitants of this world as Companions.

"Master's Benefits" (100CP+): Any Jumper that chooses the Underprivileged origin can trade any companions imported as Privileged choice points in increments of 100 at a time.

"Harem" (200CP): Four Inhabitants bound as a group companion. Group companions count as one companion for companion limits and imports. When they're imported, they share purchases and perks are divided evenly among them. You are allowed to give your "Harem" one origin and its perks for free. Their relationship with you depends on their origin and your origin. You might have sensual peers in nobility if you're all Privileged, play bottom bitch for brutes or amazons if you picked Underprivileged and they're all Powerful, or something else entirely.

Drawbacks

Take as many drawbacks as you want, for as many extra points as you want. Who am I to stand between a Jumper and their points, especially when it makes things more fun for me.

"Bottom" (+100CP): No matter how strong, charismatic or forceful you might be, you will always be treated like the little sissy bottom bitch. If this actually gets you off, you will only attract partners who aren't your type and be forceful about preferences you hate even if you're getting dominated while enduring them.

"Disgusting" (+100CP): Apparently the loss of sexual taboo has taken hygiene with it, because everyone everywhere seems to be dirty. Days without bathing after working out, never shaving, everyone's downstairs is an absolute jungle, and everyone generally being gigantic slobs. Maybe things would be more exciting if they didn't smell like dried fluids.

"Sleepwalker" (+100CP): You have this weird proclivity for sleepwalking yourself into weird situations. Bed down on any given night and you'll wake up stuck in a hole in a wall, or lying on the beach in lingerie, or in the middle of an orgy's afterparty. You'll usually get skeevy feelings but that varies on person and event. Staying up with energy drinks isn't good for you, so you'll be getting your nightly eight hours whether you like it or not, for your own good.

"Harsh Reality" (+200CP): Everyone still treats things casually, but all the logistic downsides are now fully in tact. STDs, explosive population growth, birth defects, medical issues with cleanliness and more are now consistent problems and nobody seems to bat an eye at any of it. What's more, you will be vulnerable to health concerns too.

"Prison Life" (+200CP): After becoming a wanted criminal for unspeakable crimes, you've been jailed in a maximum security prison. You'll be sharing a high security home with few indulgences, freedoms or conveniences with many dangerous criminals during your time here. Hope you like members of the same sex. Every attempted escape will be met with failure and penalties dealt out by your jailors. Be careful not to become someone's prison bitch, or offending someone to the point you get shanked.

"Jumpman Show" (+200CP): You get the creepiest feeling that everybody is watching you and tailoring their responses to your expectations. That the world is a stage. This appears to be true, as seen if you ever oppose the lascivious nature of the world. Acting prudent or going against the 'Reason' you chose for why your world acts the way it does causes everyone to react aggressively and violently until you conform. Browbeating, cutting deep using personal secrets, even trying to beat you into submission if you resist.

“When Worlds Collide” (+300CP): Due to an error with world creation, all Settings and Reasons have been selected and loaded at the same time. As such, you will find yourself in a chaotic, broken world and be the only one who thinks anything is visibly wrong. Twenty feet away from a suburban home may be an irradiated wasteland with aggressive raiders, who then become your neighbor Steve after stepping past the divide. The horny space elf screwing everything near them like an animal in heat can suddenly become a dominating magitech cyborg who believes you to be one of her slaves. Things will rarely make sense and you’ll have to adapt quickly to keep up with the radically shifting social norms and environment around you. You’ll have no one to rely on but yourself. At the very least different points in space will seem roughly consistent.

“Chastity” (+300CP): There is one person in this world. They’re extremely talented, charismatic, charming and rumored to be a lifechanging lay. When digging beneath the surface they’re absolutely your type in every way, almost irresistible really. They’re like a perfect sex bomb and amazing person, and they’re extremely into you. The only issue is that you will die if you consummate your relationship. That is to say, you will definitely, no matter what, die if you fuck them. They always happen to be wherever you go if you try to run away too. Chastity and patient conversation will be required, at least where they’re concerned, if you want to live.

“Black Desire Society” (+300CP): With sex and indulgence being so common, some people have resorted to the darkest desires to sate their lust. A secret sex club that kidnaps and slaughters those who interest them on stage in a sexual display has taken interest in you. You’ll now have to be eternally vigilant because if they ever catch you, it’s over. Specifically, if they slide a burlap sack over your head, you’ll be rendered helpless before being taken back to their club to be ritualistically slain on stage in a sickening display.

End Stuff

Congrats on your survival! I can't imagine it was very hard unless you dripped into drawbacks or made an especially dangerous setting, but congratulations either way. You're allowed to pick one of the three options now.

"You Stay": You choose to stay here and I can't even blame you. Perhaps you made a world of ideal pleasures and have it made. Perhaps you made a world almost like your actual home, but more fetishized and pleasing. Whatever the case, have fun Jumper!

"You Go Home": Whether you ejected your desire for indulgence during your stay or made a fetishized world that ended up more like an uncanny valley that caused you to crave normality, you are going home. Thank you for all the entertainment along the way Jumper, enjoy all your gifts picked up along the way.

"You Keep Going": Alright, you ready to go? You're choosing to keep Jumping, so pack your bags and let's get a move on! Where do you want to visit first? I have all sorts of worlds lined up for you to choose from!