

Futanari Sex World Jumpchain 1.0 by Orz

We've all heard this sort of story before. Julie is summoned forth to a fantasy world so generic it's only ever called Planet 1124 of Universe 42, 023, 021 by a goddess where they'll slowly get stronger, form a ragtag group of heroes and eventually manage to defeat the-

What? She was summoned to help the Demon Lord instead?

...Well this should be interesting.

Whatever side of the conflict you end up joining, please accept these 1000 CP.

Origins

Transmigrator

Summoned by the Demon Goddess Lia in order to bring balance between humans and monsters, you've been called forth to aid this world's Demon Lord and bring monsters back to the same level of strength as their human rivals while building a harem of girls addicted to your futanari cock along the way! Of course, nothing can ever be that simple.

You may freely choose your gender but Lia might pout at you if you choose not to be a futanari.

Human

As a human native to this unnamed world you have been blessed by the Goddess of Light Lilith and you serve her loyally to bring peace, prosperity and hope to all! Well, maybe. The Goddess is kind of a massive bitch and many humans have started working for their own self interests instead but either way things won't be boring for you!

You may freely choose your gender but keep in mind that if you choose to be futanari you're going to attract attention as people think you're cursed or perhaps blessed.

Monster

As one of the many monstrous species living in this world you were hit pretty hard when the Demon Lord was slain three days ago. Thankfully, unlike others you've managed to keep your mind intact. Whether you try and aid one of the current Demon Lord Candidates sent by your Goddess, strike out on your own or just keep your head down until all this craziness blows over is up to you.

You may freely choose your gender but keep in mind that if you choose to be futanari you're going to attract attention as people think you're blessed or perhaps cursed.

Perks

Transmigrator

She Knows Kung Fu (100): It seems that whatever life you happened to live before coming here, it included learning how to fight without weapons. It doesn't necessarily have to be Kung Fu in particular but be it Karate, Taekwondo or even something like Boxing, you'll find yourself to be at least moderately skilled in a martial art of your choice. Let's see them clench those teeth!

Let's Go Gambling (200): Perhaps it's the result of your carefree personality but you have somehow picked up the ability to turn any attack you make, be it physical or magical, into five different attacks of equal power! What's the catch? Well, those attacks will only actually work 30% of the time each. Feeling lucky, punk?

Conjurer's Claim (400): Most of the human magic users in this world are female and so you've been granted the power to drain their magical power by giving them a nice and juicy creampie straight to their womb~. Interestingly, this doesn't just apply to the mana in their system or the raw power of their spells but also any magical effects that might be tied to them including curses, seals and barriers. It'll even banish beings that were only kept in this world through being magically summoned!

Perfect Predator (600): While this is the sort of world where someone can gain experience points and level up by defeating foes, you have a power that goes beyond that. When you slay a monster you will find that their power is directly added to your own, instead of merely adding to some silly XP Bar. The more powerful the monster, the better the payoff when you finally take it down!

Human

Blessed Form (100): Naturally, the Goddess Lilith made sure that the humans that she favors so much have very attractive bodies, especially the ladies. Perfect bodies for her perfect people, right? In any case you're no exception and whether you happen to be chiseled and handsome, lush and voluptuous or cute and spritely, nobody will be able to claim that you aren't attractive even if they personally don't favor your particular bodytype.

Target Sighted (200): The Goddess Lilith has given her chosen people the ability to spot monsters at a glance. No matter how innocent-looking the false masks they wear might be you'll always be able to tell their true nature from the cloud of red and black smoke you see around them. This ability is toggleable if you find it blocking your vision.

Class Warfare (400): It's this sort of fantasy world so of course you get to choose a Class of your own to help you battle those evil and bloodthirsty monsters. Whether you happen to be a Warrior, Rogue, Monk/Nun or Mage, or perhaps something more specialized like an Ice Witch or Inquisitor you'll be starting with the basics of your Class and will slowly become something that can live up to the title as you level up and earn experience, with your rate of experience gain being around 30% higher than most.

Fires of Ambition (600): It takes a special sort of mind to take a standard medieval setting and give it technology more common place in modern times. Especially when the main ingredient to this whole process is a strange magical crystal that nobody's ever really worked with before! Thankfully, you have the same sort of shining intelligence that let the Kingdom of Elorais do just that, tirelessly working in the background for the good of all. You are incredibly skilled with both coming up with uses for a new resource and putting it into use in various ways, allowing you to turn magic crystals into everything from street lamps to weapons to airships that can travel the stars to other planets and back in useful lengths of time.

Monster

Monstrous Form (Varies): The monsters of this world have forms that vary wildly. For 0 CP, you can choose to be a Doppelganger, a monster that quite frankly just looks like a human with the exception of having hair, skin and eyes in a variety of colors. For 100, you can choose to be a monster with noticeable strengths over humanity, be it the affinity for nature and its related skills and magics (and beautiful bodies) of the Elves, the illusions and enchantments (and fluffy tails) of the Kitsune, or the burly boulder-shattering strength (and massive girthy cocks) of the Orcs. This also covers monsters with extreme potential that take equally extreme time to reach, like Dragon Hatchlings. For -100, as in I'll just pay you for it, you can choose to be a monster that's actually worse off than humans like a Slime, or even -200 if you pick something that doesn't even have thumbs, like the wide variety of monstrous animals in this world.

Pretty Privilege (200): Normally monsters are attacked and slain on sight, if not worse, by the humans that live in this world but you're attractive enough that they're actually willing to treat you as people if only to get you to let them willingly into your pants later on. The more attractive you actually happen to be, the more you're able to leverage this to avoid intolerance and prejudice that would normally be leveraged against your kind.

Surprisingly Peaceful (400): Whether its from the psychic shockwave laced with betrayal and grudge-filled spite, charm or frenzy magics or even just your own anger and frustration, you're very skilled in keeping your cool and avoiding going on any unfortunate rampages. Where another monster might get trapped and bound by magics to be used as an attack dog by a particularly overconfident sorcereress or driven mad by the death of their leader of their race you'll be able to keep acting with your will intact.

Boss Monster (600): You know why humans are so scared of monsters? Well there's this whole cycle of greed and prejudice but in place by a deluded Goddess but even beyond that its the fact that the strongest of their number have this nasty habit of obliterating villages when they're pissed off. And now you have this raw power as well! The kind of strength that lets you sweep aside a dozen armored mook guards and send them flying and ignore arrow and spellfire until the hero can come and face you! That said, for all your raw power, actual skill in using it is something you'll have to get to work on your own if you don't want the aforementioned heroes to successfully file a complaint with your unjustified eviction scheme.

Items

Transmigrator

Collectible Outfits (100): And your reward is clothes! That's right, you might be appearing in this fantasy world as nude as the day you're born but you'll find that whenever you defeat a foe that's noticeable in power compared to your own, be it an optional encounter with a corrupted bear or a fallen general of the Demon Lord, you'll receive an outfit based on them! They don't have any special powers beyond never getting dirty and slowly repairing themselves but they're all very sexy and cool!

An Assortment of Potions (200): Any good protagonist always knows that they should have a variety of healing and mana-restoring potions on hand at all times! After all, who knows if you might need them after you've defeated literally every enemy including the final boss. Hoarding tendencies aside, you are now the proud owner of five healing potions and five mana potions given to you at the start of each jump. Each of these potions restores the relevant stat by 20%, no matter who happens to actually drink them so feel free to offer them to that hot babe with a sick son in return for a roll in the hay out back~.

I'm On A Boat! (400): The finest mode of wooden aquatic transportation that a nonexistent amount of money can buy! This boat is incredibly easy to steer and can hold up to six people and their possessions without any issues and is guaranteed to be able to travel over shallow water like rivers, lakes and coastlines. For an extra 100 CP you can also have a full on sailing ship with the same guarantees as the boat, the ability to carry 18 people and the ability to travel over deep waters like seas and oceans.

Prolific Shopkeeper (600): This friendly Doppelganger is both incredibly skilled at trade and in getting into places that she probably shouldn't. She's more than willing to sell her wares to you or anyone else you allow to sign her exclusivity contract and as you travel to new locations and meet new people she will expand her wares appropriately and (somehow) keep those wares stocked even in future jumps. Sure, she might try and use tricky wording on the exact properties of her inventory sometimes but be assured that any amount of mischief she causes can be solved with some enthusiastic correction on your part.

Human

Basic Gear (100): A basic melee weapon. A set of good robes, okay leather armor or really shitty mail. These are the markings of both a new recruit to the army and a new adventurer. Whether you're one, the other or neither you happen to be the proud owner of this hear as well. It should be good enough to get your feet wet so to speak until you can save up enough to get something better.

Newfangled Weaponry (200): Magic crystals can do more than just light streets at night. These oddly-shaped magic wands draw power from a magical crystal in order to unleash a high speed and high power bolt of arcane force. Enough to shatter the barriers of more traditional magic user while tearing her clothes to shreds. While you'll have to periodically replace the crystal

during your time here as the weapon uses its charge, once you complete this jump you'll find it's "ammo" has become limitless!

Battle Arena (400): If you happen to have the infrastructure for it you can place down this arena and have it serve as a source of income from those coming to see the fights taking place within it but even if you don't you can enter it yourself as a wonderful way to get stronger. The foes you find inside are guaranteed to be equal in strength to yourself, perfect for training, and loss does not result in death but instead a bit of lewd public humiliation and sex at most.

Noble Lineage (600): You may or may not actually be a noble but you still have found yourself in some form of leadership position and with the skills to make use of it. Whether you inherited your title or worked hard to earn it through blood, sweat and tears (and maybe other fluids), you will find that you start in a position of leadership in the faction of your choosing, even if you don't actually replace the existing leader if one exists. I'm sure you already have ideas about what to do with your newfound power, whether you happen to be an Ice Princess of Ophelia, Merchant Prince of Ebotra, Elf Priestess of Alicia or perhaps something else entirely with a faction all your own, weaker than the other options but with your leadership uncontested.

Monster

Monstrous Allowance (100): Have you ever wondered why even bears and other monstrous animals apparently have gold coins on them for adventurers to claim? Well, you still might not know why as this was probably your last pay from the Demon Lord before his sticky end but might just be something you found. In any case, this small pouch of gold coins is enough to set up for a few days in an inn if you live frugally. Assuming they'll let you in, of course.

Guiding Stone (200): This stone inscribed with faintly green glowing runes has the unique property of allowing its holder to completely bypass and ignore illusions, whether those illusions happen to be affecting sight, hearing, smell, taste or even touch. Perfect for someone sick and tired of being tricked by fluffy foxes.

Ancient Gold Coin (400): This old coin from the days of the first Demon Lord has the odd habit of gathering wealth. Not in the magnetic sense but in that it seems to subtly alter the weave of fate so that whenever its owner receives wealth, they actually receive much more than usual. How much? Twice as much. Suffice to say, you might want to keep your ownership of this particular treasure secret if you don't want to run into any avoidable accidents.

Magic Crystal Mine (600): The true source of Magical Crystals is the clash of the energies of the two Goddesses, usually in the form of the Demon Lord and Lilith's chosen heroes, but clearly something must have happened here ages ago because there's quite frankly a stunning amount of magical crystals here ready to be mined and used by its new owner. That's you by the way. You'll even rarely find XP Crystals among them, which can be used to get an extra boost in strength.

Companions

Imported Goods (50 each): You already have some Companions with you? Sure! The more the merrier! For every 50 CP you spend here you'll be able to import one of your existing Companions with 600 CP and an origin of their choice. Hopefully they have as much fun here as you will!

Canon Companion (100 each): There's quite a number of interesting and attractive people here, from Juila herself to the members of her future harem and others besides. For every 100 CP you spend on this option you'll receive a slot that you can fill with a person of your choice. The only real requirement is whether they are willing to come with you in the first place, be it out of love, friendship, greed or a desire to be regularly fucked through the mattress by you.

Drawbacks

My Adventure (+0): Normally you will arrive in this world at the same time as Julia but with this drawback you'll outright be taking her place in the narrative. For better or worse given despite her habit of seducing and fucking any pretty girl she meets she's also the one who's genuinely working to solve this place's myriad problems.

Overactive Libido (+100): You seem to have something in common with Julia. Namely that you have the libido of a particularly horny teenage boy. Perhaps this is a result of suddenly having the reproductive system of both genders at once or maybe you're just naturally like this but in any case you'll almost constantly finding your thoughts drifting to sex and how you can obtain it, even if you can focus if something direly important attracts your attention.

What's Sex? (+100): Birds? Bees? What about them? You don't even know what the genitalia of the opposite gender looks like or what its called much less how babies or made or even less the many methods that people use to get themselves and each other off. Combining this with Overactive Libido is possible and can have some very odd results.

Money Problems (+100): While you may or may not have any trouble actually getting your hands on money, actually keeping hold of it will be much harder. Whether you get robbed in the night, find something (or someone~) for sale that you just have to have or just lose it in the couch cushions, you'll find that while you may or may not have a literal hole in your pocket you definitely have a metaphorical one.

Overconfident (+200): Your actual power may or may not be as staggering as you assume but whatever the reality you will be under the impression that you have enough strength to defeat literally everyone you come across. Note this doesn't actually mean you'll have to pick fights or even really be an asshole like that implies, but you will assume that even against ancient dragons, veteran heroes and even goddesses you'll always be the one to come out on top.

Hentai Girl Resistance (+200): Or more accurately a lack thereof. You'll find that as others make you feel pleasure your sensitivity to more of it will slowly rise to the point of repeatedly cumming your brains out in quick succession and begging for more even from someone you

were just trying to put in the ground. While this can obviously be pleasant, just make sure that you don't find yourself under the receiving end of any lewd Bad Ends, ok?

Level Up! (+200): It seems that anyone who you might happen to fight in this world is a good bit stronger than expected. Around five to ten levels or so depending on how actually important that particular enemy is. This is enough that pushovers can actually stand up and fight, mooks are as good as elite foes and elite foes are now as strong as someone who the narrative bothers to actually give a name. And that's not even getting into how strong the important people are now.

Extra Fragments (+300): Fun Fact! When the Demon Lord died, his power didn't just dissipate in a wave that drove most monsters mad but also has infected several people, be they humans or monsters, as hosts, giving them immense power and malice in the process! Ok, so maybe it's not so fun but at least it means that the Demon Lord Candidates transmigrated here by the Goddess can gather even more power by defeating them!

Extra Magical Barriers (+300): When the Demon Lord was slain the Goddess of Light Lilith set up a series of barriers around the Kingdom of Elorais that are powered by the magics of the other leaders of the heroic coalition. To protect them from monsters...Supposedly. Even if none of the other parties involved want the barriers. Sadly for you, a great many other barriers seem to have shown up between you and whatever your goals are, requiring you to find ways around them be it draining the one powering each one of finding some sort of keystone Macguffin.

Extra Candidates (+500): The Demon Goddess didn't actually only send down Julie to solve the balance problem in this world. There were apparently several more that barely got anywhere before being defeated and one particular one named Melanie who had a habit of not just raping but killing her lovers as well for extra power. Except now some of those nameless losers actually seem to have survived and worse yet they're all of the same sort of morally bankrupt ilk as Melanie. Quite the issue for everyone.