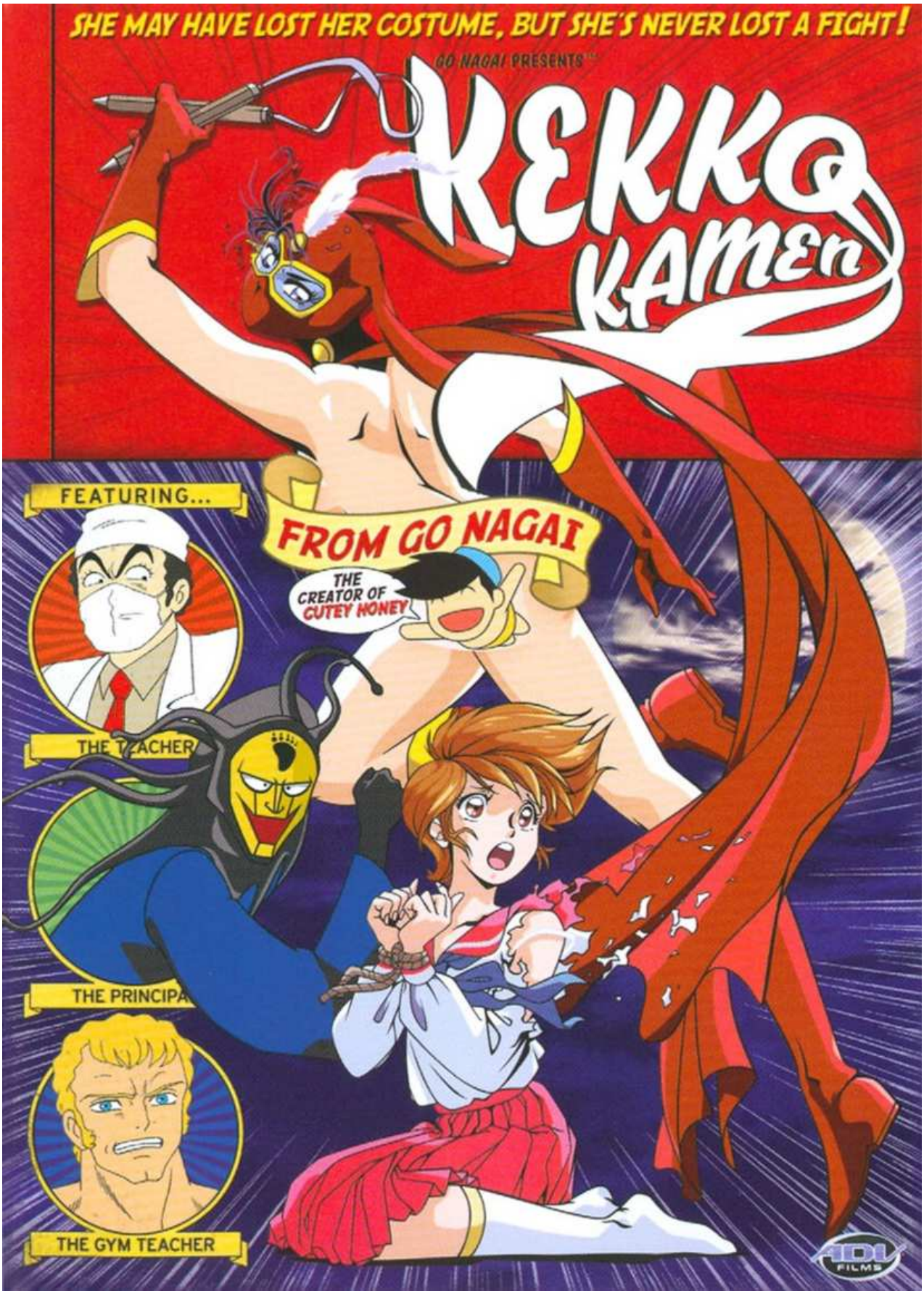

SHE MAY HAVE LOST HER COSTUME, BUT SHE'S NEVER LOST A FIGHT!
GO NAGAI PRESENTS
KEKKO KAMEN
FEATURING...
FROM GO NAGAI
THE CREATOR OF CUTEY HONEY
THE TEACHER
THE PRINCIPA
THE GYM TEACHER
JDL FILMS

Kekko Kamen

(Jumpchain compliant)

Welcome to your newest stop! On the surface this world would appear to be much the same as your own was in the 70s, but a closer look will reveal that this is actually a very strange and lewd place indeed. Full of rather silly characters who will seem oddly familiar to aficionados of older Japanese media, and fourth wall breaking jokes.

It is here that the new heroine Kekko Kamen will soon cast aside modesty and shame to fight the forces of Satan's Toenail! The evil principal of Sparta Academy, who enforces his school's demand for perfection through the use of violence and terror (as well as a LOT of sexual harassment if they happen to be cute girls) on any students who fail to meet his exacting standards, and on some who do for that matter.

By default you will be starting just before Kekko Kamen first strips down to save the day, and will be staying in this world for a little over a year, in which time Kekko Kamen will defeat Satan's Toenail and get his school of horror shut down once and for all. Unless you'd like to throw a monkey wrench into the matter and changes things?

Whatever your plans, take these 1000 Choice Points (CP) to help get you started.

Location

Sparta Academy: This is where all the action will be, so this is where you shall start. A remote boarding school surrounded by breathtakingly beautiful forests and mountains. Sparta Academy is one of the most prestigious schools in the land, none of its graduates have ever failed to get into an elite university. However, this perfection is maintained through its terrifying practices.

No student is allowed to leave before graduation, and may not even see their parents. They must study 15 hours every day with no weekends, do two tests a week, a midterm every Tuesday, and a final every Friday. And any who fail to make above a 90 are dragged off to be suffer horrible punishments so that they learn not to fail again.

Few places are in more need of a true hero than here. Will you help save those poor souls trapped in this hell? Or perhaps joining in on doing some punishing sounds like more fun?

Origins

You may treat either Origin as a Drop-In if you so wish. Perks and Items belonging to your Origin are discounted by 50%, with discounted 100CP options instead becoming free.

Warrior of Justice: A new hero ready to stand up against the injustice of Satan's Toenail's tyranny! Or at least you're not currently affiliated with him in any real way as of yet. You're probably a student here at Sparta Academy, but it's also entirely possible that you are one of the few uncorrupted teachers who haven't joined in on abusing your charges, potentially because your job is just a cover for your true mission of exposing the all the criminal deeds that go on in this place.

Perverted Punisher: Ah! Yet another trusted associate of Satan's Toenail I see. This gives you quite a bit of power and leeway in Sparta Academy, as so long as you do your job and don't hurt the school's bottom line, your boss doesn't really care what kind of mischief you get up to. You're probably one of the members of staff, likely a teacher, or a member of the punishment squad, but students getting a chance to make things easier on themselves by working against their own isn't unheard of.

Age & Gender

You may choose to be any age you like, but students need to still be school aged, while adults will have a job working for the Academy. Either way, Drop-Ins will find all the necessary paperwork for their new life at Sparta Academy already handled for them.

Your gender is the same as it was before, but you may swap to female for free if desired. Just keep in mind that girls are a lot more likely to be molested around here.

General Perks

Not Bad! [100]: Considering how often people end up naked at Sparta Academy, it's a very good thing for the rest of us that they tend to be quite good looking, and luckily you'll fit right in with them. Not only do you have the kind of attractive face that's bound to gain you many admirers, but your body is also a sight to behold; athletic, completely without flaw, and possessing some truly impressive *assets*. Surely, no one attracted to your type could ever fail to appreciate your more physical charms, if nothing else.

Unimportant Uggos [100]: Again, there seems to be something of a surplus of attractive females around here, to the point where if they have any more presence than a faceless background character they're almost guaranteed to be some kind of sexy, which actually makes it easier to tell who might be worth paying attention to. So why not take this nice little genre convention with you going forward?

Now those who are of your preferred gender and are at least interesting enough to be considered a "named character" shall be noticeably more better looking than they'd otherwise be, going up two or three more points on the hotness scale. This can even retroactively apply to any of your Companions and Followers that would have qualified if you so wish.

ENField [100]: The truth of the matter is that pretty much all of the drama that's going to happen here at Sparta Academy in the coming days is mostly just one big excuse to show lots of cute girls naked, with the "plot" being the means to that end, thus it's rather likely that kind of thing is exactly what you're after from this world to begin with. If so, this is the perk for you!

Nearby people whom you find attractive (and/or yourself if desired) will now seem to be fated to lose their clothing ridiculously often. Mundane outfits might as well be made from wet tissue with how easily they tear apart, and the accompanying almost physics defying bad luck will help make sure that they soon do, or are otherwise lost/stolen in some appropriately embarrassing way.

Thankfully no one will ever notice that this only seems to happen while you're around, and you can dial the strength of these effects up and down as desired, or even toggle them off completely whenever they cease to amuse you.

Class A Teacher [200]: When it comes to its teachers Sparta Academy will only hire the absolute best! Well, the most skilled anyway, as being completely insane or evil is no problem at all, and is in fact preferred. But whatever your moral and mental state may be, you are fully qualified to teach at this prestigious institution in one field of your choice.

You are quite good at teaching in a general sense, knowing how to present information in a way that is easy for your students to absorb, but what really makes you shine is your great mastery of your chosen subject. As a professor of biology you would have the abilities of a world class surgeon, while choosing to be a gym teacher could grant you something like truly formidable prowess in the martial arts.

You may buy this Perk multiple times to gain additional skills, but extra purchases won't do anything to further increase your basic teaching ability.

Everyone Knows Her Body [200]: Whether they be on the side of justice, or of perversion, there are paragons in this world who have honed their bodies to the peak of humanity, and then even further. And with this you can join them, gaining mildly superhuman physical abilities allowing you to preform such feats as; jumping several stories straight up, staying perfectly balanced while standing on top of someone's head during combat, easily breaking through brick walls, and surviving blows capable of doing the same. So go forth and show them that you're not just a pretty body!

Takahashi Curse [300]: In this academy there's one easily infatuated student in particular who just seems to be a magnet for all kinds of the lewd shenanigans that go on around here. Wouldn't it be fun to be able to spread her fate to others going forward?

Once per jump/every 10 years, whichever comes first, you may pick someone to inflict a strange kind of luck upon. The obvious result will be like a single targeted version of the ENField perk's effects, but there is also a more subtle benefit for you personally in all this, for you will now have great luck in winning their affection. You will have plenty of perfect chances to play the hero, they'll find their idle thoughts turning to you, the atmosphere tends towards romantic when you're together, and so on. This can't do much if you're truly not compatible, but baring that it's only a matter of time before they fall for you. You may toggle this for any effected should you wish to give them a break.

Warrior of Justice Perks

Who could she be? [100]: When it comes to throwing others trying to learn your secret identity off the right trail, you've become an absolute master. Easily setting up strong alibis, quickly coming up with convening lies for why you were/weren't around at suspicious times, and should you managed to find some willing body doubles you can all learn to mimic each other well enough to almost perfectly pretend to all be the same vigilante with just a bit of training. Quite the useful skill set for an aspiring masked hero!

Making an Omelette [100]: The last thing you want to have to worry about when fighting murderous psychopaths is trying to not hurt THEM too much while defending yourself, so I suggest just not bothering. Now those on the side of good simply won't really mind if you end up killing someone they know to have been evil during battle. This doesn't mean you can just go around executing the already clearly defeated, but should your nunchucks end up splitting some thug's skull open, not even the most uptight of heroes will blame you, and your public image will remain untarnished, just so long as said thug was already known to have been a villain anyway.

Spartan Material [200]: Students at Sparta Academy are expected to study at least 15 hours a day, 7 days a week, and anything under a 90 on a test is absolutely unacceptable, but thankfully you have what it takes to make it at such an... elite institution. Namely you can study really hard. As long as all your basic needs are met, you don't need to worry about mental burn out no matter how long you spend with your noise in a book, still being able to memorize and learn just as well in your tenth hour of studying as you did in the first.

Light Up the Night [200]: While it is a noble thing to walk the path of justice alone when needed, often the sign of a true hero is the ability to inspire others to stand for themselves, a trait you most certainly process. Your courageous actions slowly filling those whom you protect with the needed courage and will to fight for their own freedom.

While this won't cause anyone to act anymore foolishly than they already would, seeing your continued battles against evil helps heal any damage that fear and oppression has done to their spirits, allowing them to see the heroes inside of themselves, and know that they are free. Be the example that they need you to be, and one day those who you've worked so hard to defend may rise up in force to rescue you in your darkest hour.

Gives You a Good Show [400]: And here it is, the true power in this world, the very thing that gives Kekko Kamen herself the edge she needs in her fight against the machinations of Satan's Toenail... FAN SERVICE! That's right, you have the great power of throwing your opponents completely off their game through the overwhelming use of sexiness. In short the hotter your foe finds you, the worse off they will be when trying to fight you. Their attacks coming less often and being easier to dodge the more horny for you they become, all while your own blows will find more openings in their impaired defenses.

This all scales off how sexually attractive an individual finds you, which is then greatly magnified by how little you have covering your body, and can then be improved yet again by striking an arousing pose. So while someone with the wrong sexual orientation, or who lacked libido, would be totally unaffected even if you were completely naked, an enemy who finds you to be their perfect ideal might well be forced to flee as some simple flexing of your muscles brings them to orgasm, rendering them all but helpless.

On Each Other Rely [400]: Quite the interesting secret power you have here. Once per Jump, or every ten years, whichever comes first, you may form a telepathic bond with 5 Companions, or immediate blood relations, of your choice. This telepathy will allow you all to mentally communicate with any of you within a radius about the size of a large boarding school's campus of each other. And sharing thoughts and information in this way causes no distraction to those communicating, allowing for incredible feats of battlefield coordination. For an additional undiscounted 100 CP, you may increase the maximum number of mental bond mates up to 8 (the most holy of Jumpchain numbers), plus yourself, for a total of 9.

Like the Wind Jumper Appears [600]: A true hero knows their job is to protect any innocent in need, but some people just seem to need more protecting than others, or are simply of vital importance to you personally. How fortunate then that you seem to have a special kind of luck, bordering on a sixth sense, that will alert you when such a special one needs you!

The exact form the gained information takes will vary, but now whenever someone whom you are deeply committed to keeping safe is in danger, you will always be made aware of their distress and location in time to do something about it. And while there's no guarantee that you won't be forced to drop something just as important in order to rush to their aid in time, you can be assured that so long as you put your all into the rescue attempt, you *will* make it in time to prevent any real harm from being done to them. Just keep in mind that actually having the capability to do whatever needs to be done in order to actually preform the rescue once you do arrive is still on you.

Perverted Punisher Perks

Puddle Strongman [100]: Half the fun of being an evil minion is no one questioning your choice of ridicules gimmicks you use to harass the innocent. But you get to always enjoy that freedom. Nazi dominatrix? Tarzan knockoff? Masked nudist? Nothing of the sort would cause others to deny you earned respect, or a job offer just due to your odd choice of theme.

Punishment Unending [100]: As fun as dispensing Sparta Academy's brand of discipline is, there's always a risk that some brat could grow inured to your methods. Unacceptable! With this perk you may insure that anyone you wish will never become more resistant to being embarrassed, or aroused. Stripping them naked will always be just as humiliating, seeing you naked just as titillating, the feelings always just as powerful as before. Sadly those who've already "cast away their shame in pursuit of justice", or whatever, before even meeting you won't be made any more modest by this than they already are.

Luwdo [200]: Oh? Mastered Professor Wild Man's personal brand of judo have you? Utilizing a wide array of grapples, throws, and holds; this style is effective enough when used as a form of unarmed combat, but its true potential is in the arts of sexual assault.

With these techniques there's not a girl you can't strip within seconds, and that's assuming that you don't just rip their clothes apart immediately. Have some fun overpowering a pretty foe with groping grabs and lewd locks, and once you have them pinned down it's time to bring the fight to a happy end (for you). Remember to only use these abilities for good!

I Have Special Eyes [200]: There sure are a lot of freaks of nature around here lately. So why not join the party yourself? Each time you take this perk (with subsequent purchases being discounted if they weren't already) you gain one unnaturally potent physical trait, likely the results of some bizarre mutation.

Want eyesight so extraordinary that you could easily tell two identical twins apart by the most subtle of differences? Or perhaps you'd prefer your nails/teeth to be as hard and sharp as iron? Or maybe just some scarily extreme resistance to pain? Any of these, or anything else along those lines, can be yours for the taking.

Education Through Domination [400]: To be perfectly honest, Sparta Academy's way of going about things doesn't really sound like a particularly effective way to run an educational institution, but as none of its graduates have ever failed to get into any college that they desired, Satan's Toenail obviously makes it work somehow. And so can you.

Mistreating those under your authority with things like terror tactics and sexual harassment not only never interferes with your ability to teach them, it in fact improves your efforts. As the more fearful of and/or otherwise submissive to you your charges are, the better they shall become at learning anything that you and your representatives desire to train them in. What's more, the longer your power over them goes unchallenged, the more resigned to their fate they will grow, to the point where eventually only some new force repeatedly overcoming your tyranny could rouse them to defy your will! So try to not let that happen.

Astro Janitor [400]: Well you can't be expected to do everything yourself now can you? Thankfully whenever you're looking to hire a new underling, you'll soon find a potential candidate making themselves known to you. These minions all tend to be relatively strong and skilled by their world's standards, have morality perfect for your goals, and are very loyal so long as you keep paying their rather high fees. You'll just have to put up with the fact that goofiness seems to be a ubiquitous trait among them, and don't expect any to take down the setting's real heavy hitters without help. They're also all suspiciously familiar looking, being oddly similar to famous characters from other media, most often from older Japanese entertainment, though only have abilities fitting for the setting you found them in.

Serialized Satan [600]: The main villain dying right off the bat isn't a recipe for a very long story, or an interesting one for that matter. Luckily that's not likely to be your fate, as you are just incredibly hard to put down for good, and even then they really should make sure to double check the body. blows that could be fatal are much more likely to hit you in such a way that you survive, escape opportunities tend to pop up right when you most need them, and if you should fall to a *seemingly* certain demise...

Also, those “hero of justice” types don't ever seem to just try flat out killing you. Stop you, yes, but not kill. Always attempting to prove your crimes first, and apprehending you to face legal punishment for your wicked deeds, even if they had no issue bashing your poor flunkies brain's out the whole time. Although keep in mind that they could still accidentally kill you in the heat of battle even if they're not trying to do so, if you push your luck too far.

General Items

Jumper Kamen no Uta [50]: This is a personal theme song that you can play at will. The music shall be to your taste, and the lyrics are a flattering description of yourself, like you'd expect from the opening of some Saturday morning cartoon, or anime. You also have an instrumental version that you can use, just in case you want to provide your own vocals. This is actually way more common around here than you might think, in fact the locals might be more surprised if you don't play your theme when showing up to pick a fight.

Monthly Jumper Jump [50]: Congratulations on getting your very own manga series and OVA! At the end of every Jump (retroactively for any you've already been to) you will now gain a manga adaptation of the more interesting parts of your adventure in the style of Go Nagai himself, and then a short OVA adaptation of that. Although there is a good chance that these retellings will be rather more silly than how things actually went down.

A Samurai's Shield [100]: A simple paper umbrella much like the kind that any self respecting ronin would craft for themselves, but this one was made with a special use in mind, namely to act as a barrier to block any and all dangerous sights from your vision. And while that is something that most any umbrella could do, the real benefit of this one is that you won't ever be tempted to peek at whatever you happen blocking, no matter how... *enticing* the display hidden from your eyes may be, so long as you know that you shouldn't look, you won't even want to.

War Chest [200]: Cold hard cash, a lot of it. All nice and secure in a very large safe whose lock's combination is known only to you. The money you have here is more than enough to last you several years living a life of great personal luxury, while also paying for a small army of highly accredited goons to help with all your evil schemes. Well, baring any major unforeseen expenses anyway. like a skilled vigilante determined to undermine your entire operation, or other suchlike.

Warrior of Justice Items

Big Head [100]: A hot air balloon that shares one of your themes of choice, defaulting to simply being a stylized depiction of your head. Besides being a good way to get a bird's eye view of the surroundings, and a fine method of dramatic departure, this balloon and gondola are oddly easy to both transport, and keep hidden until needed. And since you're getting it from me you don't have to worry if it floats away or is destroyed, as like all items bought here it will soon be returned to you safe and sound.

Class A Stamp of Satan License [200]: Do you want to get into a highly exclusive school as a student? Or perhaps get a job teaching? Well these are your golden ticket in. You may buy this Item twice to get both options, with the second purchase being discounted if it wasn't already. Just keep in mind that these won't actually give you any new skills.

First we have the Class A License, which shows that you have every possible qualification that anyone could desire for whatever teaching position you're applying for. Practically guaranteeing you the job if it's open.

While the Stamp of Satan marks you as highest quality of student. The kind that any prestigious academy would go out of their way to offer every scholarship and incentive they can in order to recruit you as a future alumni.

Nudechaku [400]: Perfectly balanced and durable enough to block a bullet without damage, this melee weapon of your choice is just the kind of thing a hero needs in their battle against evil! But its true benefit is how well it can be hidden, as you seem to be able to pull it out whenever needed, no matter how little you might be wearing. Normally this would raise some uncomfortable questions about where you're keeping it, but in your case it's more like the artist just forgot to draw the damn thing until you wanted to use it.

No One Knows Her Face [600]: This appears to be an ordinary mask, but it has a very special trait, while wearing it no one will ever be able to recognize you no matter how many other identifying traits ought to give you away. Things like height, build, voice, body language, all of them will somehow fail to be of use in revealing your true identity. If they want to know who you are they'll have to rip it from your head, or see you put it on. The mask can be of any style you like, so long as it's still obviously a mask.

Perverted Punisher

Say Cheese [100]: Ever see something really sexy, but sadly lacked a camera with which to capture the moment? Well never again! This old fashioned camera is always there when you need it. Simply reach for it and it shall be in your hand, ready to preserve fond memories and blackmail material as desired. Comes in the choice of traditional "needs to develop the film" set up, or Polaroid style instant photos. The film also respawns when you run out.

Tentacle Adjacent [200]: Do you like snakes? This plain looking flute has the power to control any amount of mundane snakes that hear its music, causing them to preform even complicated actions should you will them to do so. And while the direct control only lasts for as long as you keep playing, snakes who hear you play often enough will eventually stay sufficiently charmed to consider you a "friend" even after you stop, and will be safe for you to handle and keep as pets should you desire.

How to Turn On a Girl [400]: While she appears to simply be an extremely attractive girl, there is more to this young lady than meets the eye. This is actually the result of 30 years of selfless research into creating the ultimate machine for improving grades, a sexy android! She's indistinguishable from a human on the surface, totally loyal to you, and incredibly skilled at tutoring any academic subject. And for those who refuse to stop wasting time on yuri daydreams and learn, she can also unleash numerous electrified tentacles from her body, that when combined with her inhuman strength and durability will ensure that even the worst delinquents are punished! There is one weakness in that her power button is hidden in one of her nipples, so watch out for those who might get too handsy...

Jumpa Academy [600]: Congratulations on owning a school rivaling Sparta Academy! Besides making you a lot of money due to having a reputation for excellence, the whole thing is designed more like a super villain's fortress than a school. Luxurious suites for the staff, large dorms and grounds with prison like security, ubiquitous traps both lethal and otherwise, torture chambers, hidden cameras to spy on pretty students, this place has it all.

It's also unlikely to face much attention from the law, shielded by an impeccable reputation and the fact that no one is allowed to contact the outside world without your say so. Just watch out for vigilantes who might decide to show up and try teaching YOU a lesson.

Companions

More Parody Knockoffs [50-300]: Well it's not like characters clearly from other settings are at all rare around here. For every 50CP you spend on this you may import/create one Companion with 600CP to spend, although they are unable to buy anything in the Companions section. Should you buy a full set of 8, the total price will be reduced down to 300CP for the lot of them.

Sisters In Justice [Free or 50]: Someone catch your eye? Feel free to take anyone you can convince to come with you by the end of your time here as a Companion for no charge. But if you'd rather make absolutely sure... then for 50CP apiece you may take someone as a Companion no matter how they might feel about it. Not like those in charge around here ever cared much about consent anyway.

Peals Before Swine [Free]: Say hello to your new sidekick! Freckled tan skin, dark red hair, green eyes, and an athletic but small body that the unkind might call an “upside down broomstick” build, this young women has always dreamed of becoming a hero. Having a mastery of martial arts as well as acrobatics, and with her modified stun-batons/tonfas, she's more than capable of taking down almost any criminal, even if her costume looks much like what one would expect from something made by a student raiding a sporting goods store.

And whether you took her under your wing in the fight for justice, or if she bit off more than she could chew by defying you and was made into your newest pet, the massive crush she now has for you is quite obvious, and she's very eager to help you in any way she can, though she'll still try to frame it as doing heroics no matter what your own morality may be.

Oh, I should also mention the odd fate that afflicts this poor girl. As she will soon start to contentiously find herself in lewd predicaments which all seem to perfectly fit your fetishes, and strangely they never go too far for your desires, being more like ideal opportunities to take advantage of the situation (and of her). Luckily she has a secret submissive and very masochistic side that when combined with her not so subtle infatuation with you means that she'll likely end up enjoying whatever you do to her even more than you will, and just gain an ever higher opinion of you for “rescuing” her yet again. By the way, her lack of much to speak of in the chest department is something of a minor sore spot for her, so please make sure to bully her about it as much as you can.

Drawbacks

So Many Kekkos [0]: While most of what I'm offering you is drawn from the manga and OVA continuities, there's actually quite a few other versions of the Kekko Kamen setting, like the various live action movies, or the video game. Using this you may choose to go to any of them you like, or since they're all so similar you can even mix and match as your heart desires, resolving any contradictions as you'd prefer.

To Be Continued [0]: One year not enough? You want to go see what other crazy nonsense this world may have out there waiting for you? Well then take this to extend your time here back up to the full ten years and have fun.

Join the Crowd [+100]: Most everyone here who's even somewhat attractive is going to be exposed and forced into embarrassing situations on the regular, so why should you get to avoid being used as fan service bait? Now one way or another you're going to find yourself naked in public very often, usually whenever it'd be the most inconvenient. But at least you'll have something to commiserate with Takahashi about.

Not My Type [+100]: Sexual attraction is apparently one of the strongest weapons that one can wield in this world. Unfortunately you'll rarely get a chance to use it, as you just keep running into those not interested in you. Whether it's due to your gender, or some other reason, a lot people you deal with, especially your enemies, can't be swayed by your charms in any way, not even dancing naked right in front of them would distract them from dealing with you as needed.

Live Action Excitement [+100]: The key to a fun comedy, or action story is to keep it flowing, and not let things get bogged down by the uninteresting bits. Sadly not everyone can pull that off, certainly not whoever is directing your time here at any rate. As now all the boring parts of your life will feel way longer than they should, every tedious and dull moment dragging out several times longer than they ought. Mind you, time isn't literally moving any slower, but it very much WILL feel like it is whenever something interesting isn't going on.

OVA Intellect [+200]: Look, I'm just going to come right out and say it, you're a bit of a dumbass. Not to the point of being mentally handicapped, but to say that you're not the most academically inclined, or clever person around would be an understatement. Besides simply being a bit scatterbrained at the best of times, it also quite easy to trick you, as thinking about potential hidden motives isn't the kind of thing that comes naturally to you.

Manga Luck [+200]: Some people are seemingly born with a “kick me” sign on their back, and sadly you were one of them. If anyone near you is going to be randomly singled out for something unpleasant, you'll end up being picked every time. Villain needs a hostage? You look like a fine option. Teacher wants to make an example out of somebody? Eh, he never liked your face anyway. Evil raffle to see who gets stripped naked and thrown into a tank full of octopuses? I'm sure you can see where this is going.

In Bad Company [+200]: Quite the obvious pervert, aren't you? It's written all over your face, being the kind to visibly drool when thinking of doing anything lewd, with eye's going wide and leering as soon as you spot some pretty little thing. That would be bad enough, but it also means that you're incredibly vulnerable to anything targeting said perviness, all an attractive foe would have to do to massively throw you off your game is strip a bit, and you'd be way too busy ogling them to give more than a fraction of your best in a fight. And considering where we are, this is almost guaranteed to come back to bite you. At least you'll likely get along great with Satan's Toenail.

Always Hiring [+300]: Where are all these people looking to fight you coming from? A crime boss would have seemingly endless amounts of new minions to hire and throw at you, no matter how many times you wipe them all out. While you'd swear that hero must actually be a whole lot more than only one person. Any enemies you make here are going to have way more back up than they really should, and it's going to take a LOT of work to wipe all of them out.

DISSECTION! [+300]: They say genius and madness are two sides of the same coin, but in your case it's clear which it landed on. Simply put, you're crazy. The kind of crazy that thinks “if someone says a cat is their best friend, then they must be actually be cat, as only a cat would have a cat as a best friend. So dissecting them is okay!” This won't make you any more evil per se, but your thought processes on if you *should* do something is untrustworthy at best, especially when it involves actions you enjoy.

Jumpchan Forgive Me [+300]: Oops, it seems you're not the Jumper at all, but the serial numbers filed off, local parody character, *Humper*! Don't worry, you're still you. But this does mean that you and your Compan- I mean Comrades, loose access to all out of Jump abilities and items, leaving you with only your Body Mod, and build from here. You also now feel an urge to act much sillier most of the time, but it can be ignored easily enough.

End Choices

Return Home: Tired of all these ridicules shenanigans? Then take all that you've earned on your journey and return to your world in peace.

Stay Here: An odd choice for a new home, but far be it from me to stop you. Enjoy this lewd and crazy land.

Next Jump: I knew you'd make the right decision! Let us depart. We still have so much more to see!

Notes

Any suitably similar gear you already possess may be freely imported into items from this Jump, combining all their benefits and granting them a new altform.

Peals Before Swine is based on MalberryBush's OC Malyna/Peal

Changelog

Version 1.0
Initial release.

Version 1.1
Fixed a few grammar/spelling mistakes.

Made swapping to be female free.

Changed ENField to be able to also affect yourself if desired.