Shunned by the Village

Jump by dragonjek
Version 1.0

He didn't know why they did it. He didn't know what caused it. But one day, people stopped paying attention to a certain boy and his mother. Not just people they didn't know, but their friends, neighbors, teachers, shopkeepers—it was like they didn't exist. He was confused, until he was given a letter—the sole acknowledgement of their existence.

"You are shunned."

No reason was given. No explanation, other than what this meant for him. The villagers would not respond to them, would not interact with them, would not sell to them, would not buy from them—they would in no way speak to, write to, communicate with, or interact with them in any way. It was a demand to leave the village, enforced by ostracization.

They didn't have the money to leave. But instead of giving into despair, the boy got mad. And from anger, came the desire for revenge.

It's not like what he was about to do would be rape. They could say "no" at any time, and he'd stop. It was really up to them just how far he could go, wasn't it? Just how far were they willing to go to ignore him?

You will be staying in this world for 10 years. Have **+1000 Choice Points** to get ready.

Location

You begin in *** Village, Japan, located about five hours away from the nearest city. It is some point in the late 2010s.

Origins

There are no conventional origins in this jump. Rather, feel free to build your background as you desire, so long as you aren't something absurd like the Prime Minister or something like that. You can choose your age, sex, and gender freely. You may optionally be a drop-in, if you prefer.

Perks

You receive 1 discount for each price tier of 100, 200, 400, and 600 CP. Discounts are valued at 50%, except for discounted 100 CP perk, which is free.

Lockpicker (-100 CP):
It would be too easy for the villagers if they could hide away from you just by locking their doors. Fortunately, you're highly skilled in all manners of lock-picking, to the point that as long as it is physically possible to pick the lock in the first place, you're guaranteed to succeed on your first try. In future jumps, this information updates to provide you skill in opening whatever kinds of locks are present in those worlds.

Swift Stripping (-100 CP):
If your goal is to get a reaction out of people, there are few things more effective than stripping them naked. You can do this incredibly quickly, being able to take off all of a person's clothing in just a couple seconds. It doesn't matter if they cooperate with you or resist—it comes off just as easily, and doesn't even force your target to change positions to remove them. How is it that you manage to take off someone's shirt without moving their arms? That's a secret~.

Do note that this can also be applied to removing your own clothing.

Impressive Appearance (-100 CP):
This town is filled with abnormally attractive people—and that's a trait you share. You're a solid 10 out of 10, and casually possess the sort of beauty that normally requires Photoshop, makeup, and carefully placed lighting. What's more, your sexual features are particularly impressive—whatever that might mean for your particular sex and your own inclinations.

Listen to Your Desires (-200 CP):
Everybody wants something, and you have a sixth sense for telling what that is—and for realizing how far someone would be willing to go for it. Furthermore, when it comes to convincing people to act on their desires, you're something of a pro. You always know just what to say—as long as there is any conceivable way they could be convinced to act on what they want, you'll be able to find it—and what's more, you'll be able to twist their desires in such a way that you profit from it.

For instance, if a teacher had the hots for one of their students and you threatened to fuck the next student the teacher called on, you'd only need a few words to persuade them to call on the student they were most attracted to, so that they could at least see them get fucked, even if they couldn't perform the act themselves.

Staying Power (-200 CP):
You have exceptional control over your own body when it comes to sexual matters. You can flawlessly control your own arousal, letting you get wet in seconds or resist exhibiting any sign of sexual arousal whatsoever. This allows you to limit your reactions to pleasure, letting you keep fucking even past the point you would normally have orgasmed. This also means that men can get hard again even right after cumming, and that you can somehow make your body continue to produce sexual fluids long past the point that you should have run dry. As a side-effect, this control over your biology also lets you "hold it in" in regards to your other bodily functions, even if affected by a diuretic or laxative.

Gaslighting Perversion (-200 CP):
The majority of people aren't into humiliation and exhibition—but once you're done with them, that majority will be a bit smaller. The more you force your kinks and perversions onto someone else, the more that person will internalize them, and start to think of those kinks as their own. Eventually, you'd be able to convince your own rape victim to put a collar on their own neck and walk on all fours down the street, buck naked and barking like they were a dog.

Affection Born from Humiliation (-400 CP):
When you're involved, shame has a way of opening up people's hearts. The more you embarrass someone, the more that person will want to be humiliated by you.

And the more degradation they experience, the more your positive actions towards them start to stand out. Every little pat on the head and word of praise from you becomes mightily amplified in effectiveness, to the point that you could make people start to fall in love with you over a few moments of tenderness following them being publicly humiliated by you, if the humiliation was extreme enough.

The Hero of Her Story (-400 CP):
Pleasure and desire give birth to one another. One feels desire, and satisfies that need with pleasure; one observes the pleasures of others, and is filled with desire. The pleasure you bring others is guaranteed to excite yearning in the hearts of those who observe it—and not generic lust, but desire specifically for you. It doesn't matter if the pleasure is something someone willingly accepts or if it is inflicted onto them. Were a teacher to watch you rape her students one after the other, she would start to ache with yearning for her turn to finally come.

Ready and Willing (-400 CP):
Isn't it awful when you're ready for someone to have their way with you, only for them to ignore you and go fuck someone else? You won't have to worry about that, nor worry about getting in trouble for talking to someone you're forbidden to. Your ability to convey information through body language is vastly improved, to the point that you could carry on entire sentences and paragraphs just with how you held your body—messages that are also perfectly clear to anyone who happens to see you, regardless of how conscious of body language they normally are. With this, you could convey your willingness to fuck without ever saying a word.

You Are Shunned (-600 CP):
As awful as this village's ostracism is, it does come with some advantages… advantages that now belong to you. You may, at your own discretion, declare yourself to be "shunned". While being shunned, no one—save for those you designate as being immune to this effect—will pay any attention to you and will ignore your actions. This isn't a matter of them being unable to perceive you, but rather a willing and determined snubbing of you, backed by the belief that some nebulous "punishment" will come for them with all the wrath of the law if they acknowledge your existence, regardless of if anyone else is actually there to see them do it.

They'll respond normally to injury, but anything short of deliberately harming someone else will be decidedly ignored by everyone present. Note that under the effects of this perk, rape is not considered a form of "harm", as long as you aren't also beating them or something, although slapping their ass is fine. You could fuck a man's wife in front of him at the dinner table, and he'd just keep eating and pretend not to see it. People won't even react to how other people react to you; if you were to fuck someone in the street, people wouldn't respond as if something indecent were happening, but instead just walk around the two of you, not even acknowledging the unclothed state of your victim.

You can end this shunning at any time, and people will start responding to you normally. Nothing "negative" that you did while under the effects of this perk will matter to people anymore, while anything "positive"—including the pleasure you may or may not have brought to people—will still be remembered and held in good regard.

By spending an extra **-100 CP**, you gain the ability to apply the status of being "shunned" to other people—however, you are immune to the willing ignorance it causes, and are the only one who can end this shunning.

By spending an extra **-200 CP**, you can make people genuinely incapable of consciously acknowledging that the shunned subject exists. Their bodies will still register your touch, and the pleasure you bring them and others will still be subconsciously acknowledged, but they will be unable to see you or acknowledge the direct effects of your existence.

Although these modifiers are not discounted along with the main perk, you can spend discounts on them separately.

Invisible Charisma (-600 CP):
You make a big impact on people, even when they're forced to ignore you. Your actions have a lasting impact in their mind, and the downsides of your actions are often ignored in favor of the upsides. People put more weight on your positive aspects, and less on the negatives. What's more, you just flat-out have charisma—you are likeable, you have presence, and you know how to get along with people and work a crowd. With this sort of perk, you could be voted the mayor of a

village by a landslide vote, even after cucking half the town and raping the other half… and while being only in high school.

Mayoral Edict (-600 CP):
It's pretty absurd, the lengths the people of this village will go to in order to follow the ruling set out by the mayor's representative. Now, other people will be willing to go to similar lengths to follow the laws and rules that you set out. When you hold a position of authority over someone else, any laws, rules, orders, dictates, commands, decrees, or similar that you create will be upheld by those who are subordinate to you to the same degree of obedience that most people apply to obeying laws against murder. There are some people who will disobey you, but by and large people will go to extensive lengths in order to follow the laws you make—no matter how absurd they are.

Furthermore, no matter how ridiculous a rule you create, no other person will ever seek to overturn it through legal means.

Items

There are no discounts here, but you do receive **+200 CP** to spend on items.

Swimsuits (-100 CP):
These are a set of school swimsuits that have been "improved" for sexual purposes, with cut-out holes revealing all the places that might be used for naughty fun. By putting one of these swimsuits in a drawer with a normal set of clothing, those clothes will be similarly "improved". Curiously, nobody but you (and those you designate) will ever realize anything is odd about this clothing, and will wear it normally. They will become curiously embarrassed about it, but won't know why.

Vibrator (-100 CP):
A simple "magic wand" type vibrator. It never runs out of charge, and when you place it over someone's clothing, it will stimulate the skin beneath as though there was nothing in the way. Even if the subject doesn't have skin at all, it will still FEEL like it, letting you apply sexual stimulation even to entities that don't have a sense of touch.

Chastity Belt (-200 CP):
This looks like a simple chastity belt, until you open it up and reveal the fronds within, designed to vibrate and stimulate the genitals while being utterly impossible to open without the key (which simply appears in your hands when you want it; it cannot be lost). This chastity belt will apply a constant level of pleasure, while at the same time not permitting the target to orgasm by any means until the belt is removed. You receive two such belts.

Diuretic (-200 CP):
Some people are resistant to pleasure. But nobody can completely ignore the urge to piss, and it is nearly impossible to both fight off the feelings of stimulation and hold off the need to pee at the same time. That's why you have this bottle of diuretic pills, which will take only a few seconds to come into effect and give someone an ever-increasing urge to pee. It also has the side effect of increasing their sensitivity to sexual pleasure. This bottle refills once per week, and only one pill is needed for any subject, regardless of body mass.

School (-400 CP):
This is an educational facility of your own design, meant to teach any grade you desire, or even be a university. The students are all local to each jump, and do not come with you when you travel to a new one; the teachers, however, are all your followers and will teach whatever you want, in any manner you desire. The teachers receive knowledge relevant to the setting in order to stay a school of good standing in each jump you go to. But what's special about these teachers is that they're all fucking perverts, just waiting for you to have their way with them—or waiting for the opportunity to have their way with you, if that's what you'd prefer. No matter what you do to the teachers in this school, or where you do it, nobody will ever consider it to be inappropriate, nor will your treatment of them get you (or them) in trouble.

Village (-600 CP):
This is a small town of which you are the mayor, and will remain the mayor until the end of time, and possibly beyond that. You don't really have any responsibilities, as remarkably competent underlings handle all the administrative details of running the village. Although called the mayor, you would be better described as the absolute dictator of the village, as the people will obey all of your orders without question.

Companions

Compatriot (-100 CP):
If you'd rather not enter this world on your lonesome, you may import an existing companion, or create an entire new one from scratch. This companion receives all the discounts you do, and has **600 CP** to spend on perks and items. If you want more companions you may take this multiple times, but if you spend **300 CP** you may import/create a set of 8 companions at once.

Canon Recruitment (Free):
If there are any characters in this world that you'd like to bring along your chain, all you have to do is convince them to join, and they'll become a companion once the jump is concluded.

Drawbacks

You can take drawbacks for more points, but remember—drawbacks always override perks.

Supplement Mode (0 CP):
Instead of going to this jump on its own, you can merge this world with another jump and go someplace that is the combination of the two settings. A healthy dose of porn logic will be applied to the resulting setting to make the fusion smoother.

Shorter Stay (0 CP):
If you'd rather not stay the full length of a decade, you may opt to leave this jump after a single year.

Not That Kind of Guy (+100 CP):
You're not the kind of person to have sex with someone against their will, so if someone says "no" or "stop", you are compelled to immediately attempting to sexually interact with them (be it molestation, actual sex, or what have you).

Can't Help but Watch (+100 CP):

When other people have sexual relations around you, all you can do is watch. You can't interfere, you can't join in, and you can't leave. You must stay and observe it to the end.

About Five Hours Away (+100 CP):
Towns and cities seem to be further away from each other, but only for you. Whenever you try to travel from one town to another, or from one city to another, your transit time will always be about five hours long, give or take up to 15 minutes (unless the travel would already be longer than that). How this functions is up to you; you could travel very slowly, you could be traveling in a short-term time loop, or you could travel at normal speed, but just somehow not arrive at your destination until five hours have passed.

Not Paid to Ask Questions (+200 CP):
When given orders by someone in a position of authority—not necessarily authority over you specifically, but someone who has authority over other people—you are incapable of defying those orders unless following them would bring you harm.

I Feel Helpless (+200 CP):
That's because you are! When without clothing—or at least, while exposing more than 80% of your body—you are completely incapable of using any non-sexual perks or powers you may possess. On top of that, you lose any fighting skills you may have possessed.

Shunned by the People (+200 CP):
You, like the protagonist of this story, will have your existence ignored by everyone. But unlike the protagonist, this will apply to everyone—and there's no central authority enforcing this for people to rebel against. No amount of convincing will get people to pay attention to you, nothing you do will make them ever speak to you, and you will never be able to turn the situation around like he did. Only your companions are exempt from this.

> **Shunned by Existence (+200 CP)**:
> [Requires **Shunned by the People**]
> As far as this entire world is concerned, you don't exist. None of your attempts to interact with other people will work. You aren't even capable of

exploiting this shunning for your own good, either; you are incapable of stealing objects without leaving an equivalent amount of money in its place, and you can't touch other people to try to get pleasure from them. It's like you aren't even real; a specter, cursed to watch the world pass you by with no ability to affect it. Only your companions so much as realize know that you're real, and even they can only perceive you, not touch you.

Emotional Impact (+200 CP):
[Requires **Shunned by the People**]
People need attention and socialization for the sake of their mental health. Being ostracized by everyone? That's going to take a toll on you. Now, it won't necessarily make you go insane—but any fiat-backed protection you may have had from the pain of loneliness and isolation no longer applies. What's more, you can no longer bring your companions with you into this setting; they are kept in stasis until the jump is over, for the sake of their own mental health.

Found You (+300 CP):
There's a rapist after you. No matter what you do, you can't resist them. They are immune to your powers, they seem to suffer no repercussions for the actions they take, and they can always find you no matter where you hide or how heavily you barricade yourself away. They will find you and rape you on a weekly basis. Fortunately, they don't dislike you or anything, so as long as you don't fight back it's not going to hurt or anything. But that's probably not much consolation, is it?

Conclusion

Your time in this world is complete, and all drawbacks fall away. Regardless of your next decision, you will take everything you purchased here along with you on the next step of your journey. Now, will you

Return Home?
Stay Here?
Keep Jumping?

Notes

Changelog:

- Version 1.0
    - Increased jump duration to 10 years, and added a toggle to end it after only one.
    - The modifiers to You Are Shunned can now have separate discounts applied to them.
    - Rephrased how discounts work in the Perks section.
    - Added a supplement toggle
    - Added the About Five Hours Away drawback
    - Added the Emotional Impact drawback
    - Created Shunned by the People drawback
    - Renamed Shunned drawback to Shunned by Existence. Rephrased it to make it so that your companions would be less relief from being unable to interact with people.
- Version 0.5
    - Created jump