Vitamin Plus

Jumpchain CYOA

By: kwarcy

Version: 1.0

Welcome to the world of Vitamin Plus where bestiality is legal, people can summon succubi, and there exist a city is full of perverts. You start when Yuki and Ayame arrive at their uncle farm.

+1000 CP

Origins:

Drop In: You simply appeared on a bench in Marakoma Park without any new memories of this world.

Yuki and Ayame Family: You are in some way related to Yuki and Ayame, you can be their sibling, cousin, even an uncle or aunt. You start at Seiichi farm.

Succubus: You are a devil from the Underworld, while in there you work as a sexual relief for other devils. Maybe you can go to the human world?You start in the Underworld.

Age & Gender:

As a human your age can be between 10-35, and you can choose your gender. As a succubus your apparent age can be between 10-35, and you can only be female.

Discount Rules:

Your origin 100 CP perk/item is free, the remainder of your perk/item tree are 50% off.

Perks:

General:

STD Free (Free) You are immune to all sexually transmitted diseases, parasites, and curses, if you've had them before this jump you're also cured.

Fertility Control (100 CP) You can turn your fertility from 0% chance of pregnancy to 100%, and anywhere in between, at will. You can also decide to not have periods, without any health problems this would normally cause. In addition to this if you have sex while your fertility is set on 0%, your partner will behave as if you had protection. Only you can control this, and can't be forced to change it against your will in any way.

Hentai Body (200 CP) You have a body of a hentai character, what does it entail? Well first of all, you are able to have sex with anything without any danger, fire elemental will not burn you, cock of a giant will not tear you apart, and your own dick can be harmlessly inserted even in the tiniest fairy. Secondly, sex with you feels much better to your partners, about ten times better in fact. Thirdly, you no longer have a refractory period, meaning you can cum as many times in a row as you want, as a bonus to this you always have what to cum with, and can choose how much you can cum in one orgasm (up to one liter), all without any risk of dehydration, you also have more sexual stamina than you had before. And as a final part this perk you can turn your gag reflex ON and OFF, you know why.

Sex Mastery (400 CP) You are an absolute, unrivaled master in all forms of sexual acts, and i do mean all. Striptease? Yes. Anal, handjob, footjob, deepthroating? Of course! Bondage, bestiality, exhibitionism, masturbation? I did say everything! Well... almost everything, you see it can't leave permanent damage, meaning that guro is a no go, as is cannibalism, snuff, and an actual torture. Just because some people are getting off on it does not make it an sexual act.

Drop In:

Artist Permision (100 CP) I am going to be a little meta here and say that most artwork from the game this jump is based on was not originally made for said game. Instead makers of this game contacted the artist behind the images to get his permission to use his works in it, he agreed, and as they say the rest is history. What this perk does is make creators more willing to let you use their work in your own creations, provided you add your own work to make a final product, and mention them for their contribution. This won't allow you to recolor a painting, or cut a few frames out of a movie, and say its yours, you have to put some actual effort in it.

Hypnosis (200 CP) Ah yes the powerful art of- huh oh... it seems that it is in fact rather weak, as in "your target can free themselves if you order them to do something they don't want to do" kinda weak. On the bright, side they just need to want it subconsciously for it to work, so if you play your cards right it can do a lot of things.

Secretly The Best Player (400 CP) On topic of playing, did you know that Eri, a local pornstar, is in fact the best player of S. Battles, well if you didn't then you aren't the only one, as only a select few are aware of that fact. This perk lets you once per jump select a game of with you will become the secret master. Meaning, you will know all there is to know about your chosen game, all the pieces, strategies, etc. All the while being completely unknown to other players, that is as long as you don't start playing with them.

Money Solves All Problems (600 CP) You remember that bit in the beginning, about bestiality being legat? It wasn't always like that, it all started with Eri debut DVD "Eri's Magical World", you see, it sold so well that Eri was able to use the money from it to bribe some politicians, and have them pass the laws allowing bestiality to be practiced without any legal repercussions. And with this perk you can do something similar, when you want to change the law, you will know how much it will cost you, who to talk to, and what to say to them. This doesn't work on laws that can't be changed by a normal human, so no you can't change laws of thermodynamics or anything silly like that.

Yuki and Ayame Family:

Nymphomaniac (100 CP) You know, having sex for thousands of years will probably get boring to most people, but not you, not anymore at least. You will never get bored of sex, no matter how long you have been having it, it will never get monotonous and stale, doesn't matter if it's with only one partner, or a new one every time, it will always feel great.

Inspirational (200 CP) The more you talk about your fetishes to someone, the more that person will want to try them out themselves. It isn't exactly brainwashing, it's more about making them curious. You have to genuinely like something for it to work.

Animal Magnetism (400 CP) Animals, monsters, and wild beasts seem to like you a little too much, they like you enough to prefer to fuck you, over attacking you.Every time you encounter any of these instinct driven beings they first reaction to seeing you is to want to breed you, no matter how futile such an attempt may be, they will try to keep you safe while they are at it, so no need to worry about them taking a bite out of you or something like that. It can be turned ON and OFF. You can also have it work only on certain species.

The Awakening Ceremony (600 CP) You know what is sad? For all the perversion you can find in this, and other worlds, there will always be a few where you can't let loose, and be yourself without being judged, and ostracized. No more, from now on everyone will treat you fairly, no matter how perverted you are you will always get a chance, People will treat your fetishes like they would culinary preferences, some will disagree with you, some will agree, and most will not care.

Succubus:

Lust Sense (100 CP) You can detect lust in any creature capable of it in your vicinity, let's say fifty meters, the farther away from you the more indistinguishable they become. It can be turned ON and OFF.

Fuckable Nipples (200 CP) You can now make your nipples open and form holes capable of being penetrated by a dick without any harm to yourself, obviously it work better with bigger breasts. Having your nipples fucked is as pleasurable as vaginal sex.

Fast Pregnancy (400 CP) When you get pregnant (or get someone else pregnant) you are able to speed up the birthing process to as fast as three hours from insemination to birth, without any negative effect on mother, or the baby. You can also choose for the baby to grow up to ten years old in the ten hours after birth, if you do then they will gain general knowledge of a well educated ten year old from the world you are currently in. Additionally you can choose their gender, and have them receive a copy of any perk or power you have at the moment.

Self Summoning (600 CP) One of the hardest parts of being a succubus is that most of them can't get out of Underworld unless they are summoned by human. But not you, not anymore at least, you are able to once a day go to another world, you have to be absolutely certain it exist, and you can't go to another jump until after your Chain ends, but if your current jump has more than one world, be it alternative realities, different planets, or anything like that you now have a way to travel to them on your own, and without wasting your time, and the hassle that are spaceships. You can also use it to travel around the world you are currently in, it's not very subtle flashing a bright light every time you use it, but it's something.

Items:

Any destroyed, lost, or stolen items will appear in your warehouse the next day. Stolen items cannot be used to harm you in any way. Appropriate items can be imported for free.

General:

Eri's Movie Collection (100 CP) You have all movies Eri's ever made, with new ones appearing as they come out. In future jumps you can select one pornstar to receive movies from.

Invisible camera (200 CP) Everything you do is filmed from every angle, and stored on a small USB drive with unlimited storage, that you can summon at any time to watch it content. It can be turned ON and OFF.

Money (400 CP) Congratulation, you are now rich. How rich? Infinitely rich, when you need money you get all the money you need, and no this won't crush economy... somehow. Blame Jump Fiat™.

Drop In:

Identification (100 CP) You have all the documents needed to prove that you are an inhabitant of any country you want, all perfectly legal.

Full Deck (200 CP) Of what? Cards of course! What cards? That is up to you, every time you enter a new jump you can choose a single game for with you will receive a copy of every single card, no matter how unique.

House (400 CP) This small building is more special than it may seem, firstly it always has a room for everyone in it. Secondly you can not be attacked while in it, unless you attacked someone first. Thirdly every time you move to a new place you can summon it to you and have all of its utilities still function perfectly. And lastly it keep all upgrades done to it, and fixes all damage. After this jump it can become a warehouse attachment, or be inserted before jump.

Dungeon (600 CP) This is a corridor, with is as long as it needs to be, has cells on both sides, and can be inserted under any property you own, it's completely undetectable to anyone beside you. It is literally impossible to escape unless you allow it, no matter how powerful someone is.

Yuki and Ayame Family:

The Smartphone (100 CP) It has unlimited battery, and memory. It upgrades to the best available model on any world you're currently on, and it's never downgrades. Can change shape to look like any other phone without losing any of its functions. And all services on it are for free.

Car (200 CP) It has unlimited fuel, and is always in the best possible condition. It doesn't need maintenance, and fixes itself if its damaged. It upgrades to the best available model on any world you're currently on, and it's never downgrades. Can change shape to look like any other car.

Farm (400 CP) A cozy one story house, a barn, henhouse, a 500m2 of land, two cows, two sheep, eight chickens, and a garden that can grow anything you plant in it. Can be imported in the future worlds, or become warehouse attachments.

Animals (600 CP) You have now additional door in your warehouse, these door when opened while thinking about an animal you have seen in person will lead to a room with said animal. You can change anything about this animal, as long as it’s possible in nature. You can harvest these animals and use them as ingredients if you want, but keep in mind that if you kill any animal in this room its species will not be available for some time after this, with mouse for example taking one minute to be available again. The longest you will have to wait is ten years, and it will be the most powerful beast you have meet.

Succubus:

Sexy Clothing (100 CP) A set of clothes that makes you more alluring. Always clean, self-repairing.

Summoning for dummies (200 CP) A book teaching step by step, how to summon a succubus bound to your will. Works in all future worlds you may visit.

Magic Reagents (400 CP) A small room with all reagents you ever used in alchemy, spells, and crafting. Respawn time of ingredients corresponds with their rarity, with one of a kind ingredients only appearing once every ten years. Can be added to any property you own, or become warehouse attachment.

Magic Necklace (600 CP) This necklace can be used to give someone a copy of any of your powers, or perks. It can only be used once a day, on one person, and it lasts 24 hours. Can change shape to look like any necklace you want.

Companions:

If your companion is a succubus then you can summon her whenever you want.

Canon (100 CP) You can take one of canon characters as a companion they will receive 600 CP for use in this jump.

Original (100 CP) You can make an OC with their own origin as well as 800 CP for use in this jump.

Drawbacks:

No drawbacks limit.

Just a Vacation (+000 CP) Shorten the duration of this jump to fourteen days, but prevents you from taking other drawbacks.

Homeless (+100 CP) You cannot occupy any building you, or your companions own or rent for more than one hour a day. This include your warehouse.

Stench (+200 CP) You stink so badly that people will go on the other side of the street to avoid you. You can't hide it in any way.

Prude (+400 CP) You are an incredible prude. You will not want have sex unless you have married your partner, after being betrothed for at least three years. And even then it will have to be a missionary, under covers, with light turned off, and no more than once a month.

Normal World (+600 CP) No succubi, no magic, no perversion, and certainly none of your fancy powers, for the next ten years you are a normal human in a normal world. If your origin is a Succubus then you are just a cosplayer in Marakoma. Everything bought in this jump still function as it should, but have fun trying to explain it to anyone.

The End:

All drawbacks stop affecting you. You get to keep anything you bought. And anything you've lost is given back to you. Now what's next?

Stay Here

Go Home

Move On