

A Jump by Sistercomplexkingpin

Version 1.1

Introduction

Long ago, humanity entered a golden age after discovering a new energy source, leading to technological advancements so profound that they became indistinguishable from magic. However, this technology carried a fatal flaw; the energy it relied upon emitted harmful discharges. While harmless in small amounts, prolonged or intense exposure caused irreversible biological changes, transforming those affected into emitters of this energy. Over time, this energy came to be known as miasma.

Miasma not only altered human physiology but also corrupted the environment, rendering entire regions uninhabitable. Machines exposed to it became monstrous entities driven by an unnatural instinct to violate females. As the contamination spread uncontrollably, humanity was forced underground into vast bunkers known as Ovum, where they could escape the dangers of the surface.

In modern times, a high school student named Mari was on her way to a nearby town with her best friend, Kotone, hoping to enjoy some sweets together. Suddenly, people around them began collapsing, while others transformed into monstrous creatures that attacked anyone in sight. As chaos erupted, a mysterious voice guided Mari, granting her the power to transform into Lilium, a form that allowed her to fight the monsters with ease.

The voice then opened a portal and revealed the truth: these creatures came from another world, and the miasma they spread threatened to consume her hometown. If Mari wished to save her hometown from the monsters, she'd have to journey into their world to stop them. Determined to protect those she loved, Mari stepped through the portal.

You will begin one week before Mari’s first transformation into Lilium and remain in this world for a decade. Since this world lacks many notable locations, your starting point will be somewhere safe and appropriate for the origin you have chosen.

Take these +1000 Choice Points to begin your adventure in this lewd apocalyptic world.

Origin

Any origins can be taken as Drop-In.

Gear User (-300 CP)

You are a Gear User, someone born with a high resistance to miasma and the ability to activate a Gear. Since all Gear Users are female, the Gear is specifically designed for them, making it awkward and embarrassing for a man to wield. As a Gear User, you are either protecting an Ovum of your own or wandering the world exterminating monsters after the destruction of your Ovum.

Miasma Monster

You are one of the many who have been infected by the miasma and transformed into a monster. Now, you either wander the world aimlessly or belong to an organization of monsters seeking to spread miasma to every corner of the globe. You may choose to be an Orc, a Goblin, a Slime, a Tentacle Monster, a Frog Person, a Lamia, or a Spirit. Whatever form you take, you will possess the typical abilities of that species. For example, Orcs have enhanced strength, Slimes can alter their body mass by absorbing kinetic energy, and Frog People can live underwater.

Ovum Staff

You are a part of the many staff members responsible for keeping the Ovum operational. Whether you serve as a cook, a guard, a doctor, a researcher, or an operator, your role is essential, as the Ovum has a limited workforce. In recent years, all Ova have lost contact with each other. While this disruption has not directly affected your duties, it has lowered morale among the staff. You may be stationed in Viginti or another Ovum not shown in the story.

You can freely choose your age and gender for any origin as long as it remains within reason. If you choose to be female, you gain an additional +100 CP, as most monsters instinctively prioritize targeting females when given the choice.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

Intercourse Protection (Free)

You will not experience any complications from engaging in sexual activities. Your body will remain healthy regardless of the duration or intensity of intercourse, and your orifices will easily stretch to accommodate larger insertions without discomfort. Your body will not suffer from any health issues due to wearing sex toys or being bound for extended periods. You won't experience any physical or mental health problems if you haven't had sexual activity in a while. Additionally, you won't contract any STDs and STIs from engaging in sexual activities.

Detection Enhancement (-100 CP)

This perk enhances your ability to discover resources and hidden paths with ease. Shortcuts to your destination will become more noticeable, and you'll frequently come across drinkable water or safe zones. Occasionally, items may even fall from the sky, landing nearby. While not everything you find will be useful, prolonged exploration guarantees you will find something valuable.

Monster Diet (-200 CP)

You are capable of surviving entirely by consuming the bodily fluids of other living beings. The fluid from sexual organs would taste incredibly appealing to you and provide more nutritional benefits for your body than any other food source. As long as you regularly consume these fluids, you will not require sleep, hydration, or nourishment.

Heroine Leveling (-400 CP)

You gain a leveling system that enhances all your physical and supernatural capabilities. While there's no level cap, each level-up requires more experience than the last, but each level-up makes you stronger and more resilient. Attacks from significantly weaker opponents will eventually fail to harm you. Your luck improves slightly with each level, though the increase is minimal. Experience points are earned by defeating enemies in battle rather than simply killing them. The stronger your opponent, the greater the experience gained, though foes you can defeat effortlessly will provide none.

Miasma Immunity (-600 CP)

You are immune to the effects of miasma on your mind and body. Your mind is immune to powers and items that can manipulate or change your thoughts and emotions. Additionally, abilities and items that forcefully alter your body without your consent are ineffective against you. You will not become addicted to any substance or activity, as you remain immune to their effects. Furthermore, you can enter a state of calmness, suppressing your sexual arousal and pleasure, making it impossible for you to climax even with intense simulation. You can turn on and off individual effects of this perk at will.

Gear User

Body of a Heroine (-100 CP)

Like a heroine in a hentai game, you remain free from mud, germs, or dirt on your body and clothing. They slide off without causing any health issues. However, bodily fluids, especially those from sexual organs, may still stick to your skin. Your digestive system and metabolism have been optimized to process everything you consume completely, eliminating the need for your body to produce waste. Your hair remains clean and untangled, even during intense activities or combat. No matter how hard someone pulls your hair, it will not fall out. Your hair will always remain your preferred hairstyle, regardless of the environment. Additionally, your body emits a pleasant scent that other beings find appealing.

Sexual Survival (-200 CP)

This perk makes enemies capture and use you for their sexual pleasure instead of killing you, even if you pose a significant threat to their existence or goals. As their desire for violence and harm turns into a lust for sexual conquest, becoming more attracted to you. While in captivity, you are unlikely to suffer serious injuries, but there is a high risk of being sexually assaulted, depending on who captures you. This perk also affects emotionless enemies, who will find reasons to keep you alive and engage in sexual acts with you, even if they lack the necessary tools for such activities.

Serapfi's Special (-400 CP)

Your blood possesses special properties, allowing you to remove mind-altering effects from those affected. Anyone who drinks your blood falls under your temporary control for an hour. This unique trait also causes animal ears to grow on your head, replacing human ears.

You can choose the shape, color, and size of the ears, which can belong to any mundane animal, including folded ears. However, gaining these ears is optional. In addition, you inherit three of Serapfi's signature skills, abilities impossible for humans to replicate and capable of being passed down through your bloodline. While these skills are highly destructive, they consume a lot of stamina to use.

C-Courtault: Temporarily enhances your nails, extending them into razor-sharp claws that can easily cut through steel. These claws become incredibly hard and durable, turning your hands into lethal weapons.

C-Bladenboro: Grants you the ability to regenerate and heal wounds by draining vitality from your enemy's blood, allowing you to recover quickly in battle.

C-Jevohdan: Infuses your nails with energy, allowing you to launch waves of energy slashes at your enemies. These attacks bypass defenses, striking foes regardless of their protection.

Saint Awakening (-600 CP)

This perk allows you to unlock any latent or hidden powers within your items, revealing new forms or enhancing existing ones. Even if an item doesn't seem to have hidden powers, this ability will still let you improve it, granting it new powers, a changed appearance, and greater strength. However, each item can only be upgraded once with this perk. Additionally, you can activate any transformation you have previously undergone through sheer willpower, even if you need specific requirements or items to transform. These transformations, however, will only remain active until the end of the battle.

Miasma Monster

Miasmatic Fluid (-100 CP)

Your bodily fluids, including blood, have aphrodisiac properties that instantly arouse people and increase their sexual desires when they touch or consume it. You can produce large quantities of these fluids without any adverse health effects. Additionally, you can make your fluids very slimy and sticky, allowing them to adhere to any surface or being. Furthermore, you can gradually reduce the energy pool of people who come into contact with your fluid.

Digital Invasion (-200 CP)

You can enter any virtual reality or digital space near its server or machine, allowing you to interact with systems and networks. In these digital realms, you can hack into machines by destroying or altering the systems within cyberspace. Your powers function in virtual environments, enabling you to affect individuals through their digital avatars.

Sexual Battle (-400 CP)

You can defeat your opponents through sexual means. By simulating their body and making them climax, you can weaken their will to fight and render them powerless for a few moments. Although they may regain their strength, if you continue to sexually stimulate them, you can keep them helpless and imprison them indefinitely.

Corruptive Modification (-600 CP)

You gain the ability to manipulate and produce miasma, which allows you to transform other beings into your species. For example, if you are a dragon, you can turn a human into a dragon. Or, if you are an angel, you can turn a demon into an angel. This process is not instantaneous, but having intercourse with the person speeds up this process significantly. Additionally, you can use miasma to alter people's bodies and proportions, such as adding a penis to a woman, increasing the size of her breasts, or replacing or altering her organs. You can also apply this ability to machines, turning them into monsters or allowing them to gain flesh and sexual organs. However, using this ability on yourself costs some amount of miasma.

Ovum Staff

Reconnaissance Operator (-100 CP)

You're able to process information from multiple sources simultaneously without feeling overwhelmed. You can observe and retain details from numerous screens, even up to thirty or more at once, absorbing every piece of information effortlessly. Additionally, this perk gives you expert skills in operating drones, enabling you to scout and explore areas that would be too hazardous for humans.

Deceptive Cause (-200 CP)

You become a master of deception, enabling you to craft believable lies using convincing stories or half-truths. People will trust your words without ado, and even the most glaring contradictions or warnings from others won't make them doubt you. They will continue to believe your fabrications, until presented with undeniable, irrefutable proof of the truth.

Monster Analyzer (-400 CP)

By observing an enemy, whether human, monster, or other living beings, you can instantly analyze their information after seeing how they attack and behave. This ability allows you to assess their strengths, weaknesses, patterns, and how their environment might aid them. You can then quickly devise a strategy to defeat them, including finding ways to neutralize even beings with no apparent weaknesses. However, the more resistance or immunity an enemy has, the longer it will take you to formulate a plan to handle them.

Old World Technology (-600 CP)

You possess complete knowledge of every technology created by humans during the golden age, gaining expertise as an engineer, scientist, and inventor who uses miasma to develop new technology indistinguishable from magic. The technology you create is entirely safe for humans, with no risk of miasma leakage. With enough time and resources, you can recreate many wonders from humanity's golden age, including virtual worlds that feel as real as the physical world, capsules that stop aging by putting users into suspended animation, and transformation devices that grant incredible powers.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.
All origins gain a bonus of +300 CP to spend in the Items section, except for companions.
These Items cannot be purchased multiple times, unless stated otherwise.

General Items

The Jumper's Egg (Free)

A copy of The World's Egg - For Those Who Dream, fully updated, uncensored, and playable on any console or computer. The game will always run flawlessly, free of bugs, regardless of the device. Upon completing this jump, you will receive another copy that includes your involvement, with your character added as a playable option.

Application Manual (-100 CP)

A manual containing common knowledge and helpful tips on combat, the magic system, and the unique rules of the world, along with guidance on how to utilize them. This manual updates itself whenever you enter a new setting, adding relevant information about that world. You can access any information you need with just a thought.

Recollection Mode (-200 CP)

This perk grants you access to a unique, personal dimension where you can interact only with the objects present. These objects represent the sexual events you've experienced or those you might have experienced under different circumstances or had you suffered defeat. By touching an object, you can relive those events as if they were happening to you in real time. Your physical body and mind will remain unaffected by the events within the objects, even if they depict your sexual corruption and transformation into a mindless sex slave. Time in the outside world will not advance while you're in this dimension. You can only enter this dimension when you are in a secure location.

Recovery Consumables (-400 CP)

A large crate filled with various medical supplies, including potent medicines, purified water, sedatives, tranquilizers, and antitoxins. These items take effect instantly upon entering the body, allowing you to heal wounds and neutralize poisons even in the middle of battle. The crate also contains special batteries that can power any machine or transformation by placing them on the intended device. A new crate with the same supplies will appear every month.

Hope of Mankind (-600 CP)

A massive purification machine capable of restoring an entire planet from corruption. It can cleanse people, the environment, and anything else affected by corruptive forces, returning them to their original state. It cannot be hacked or transformed into a monster. It is also significantly more efficient, able to purify an entire planet in just a few years instead of centuries. While it requires no maintenance, its energy demands are immense. Needing to be connected to the planet's core for sufficient power to purify an entire planet. However, if used on a smaller scale, such as cleansing a town, the energy requirement is vastly reduced and can be met with a standard power station.

Gear User

Circuit Breaker Device (-100 CP)

A small device designed to intentionally halt energy transmission to machines and equipment without causing any damage. You can control how much energy is cut off and restore the flow whenever. The affected device will experience no complications, and its functions will return to normal once energy is resumed.

Existence Denier Ω (-200 CP)

This perk provides you with a composite energy weapon, harnessing the best capabilities of Viginti's technology. The energy weapon amplifies the power of both your physical and supernatural attacks while increasing your stamina and energy reserves when wielded. The weapon features a plasma blade emanating from the hilt, allowing you to perform wide-area energy slashes or inject an opponent's body with energy upon stabbing. You can also paralyze targets with electrical currents without emitting a visible energy blade. The weapon's blade can be activated and deactivated at will. This weapon requires no maintenance and has an inexhaustible energy supply. You can choose any type of bladed weapon for this weapon, such as a sword, dagger, spear, axe, etc. You can import any bladed weapon into this item.

Protection - Existence Proof β (-400 CP)

An ultimate piece of equipment that combines nearly every function of the armor available in Viginti. This armor significantly enhances your defense against physical and supernatural attacks. It also nullifies any effects that reduce movement speed, drain energy, poison your body, seal your skills or powers, or cause aphrodisiac effects. Additionally, the equipment offers minor regeneration, allowing you to heal wounds in minutes and more serious ones in hours. However, lost limbs will take days to regenerate. If you possess a better healing factor, this item will accelerate your regeneration rate instead. You can merge this item into any armor or clothing you own, granting the fused armor the protective properties of this item. The item can be removed and reinserted into different armor or clothing whenever.

Egg's Key (-600 CP / Free for Gear User)

A transformation device shaped like a blue orb. When activated, it merges with the wielder, initiating a transformation. The transformation replaces your clothes with a skin-tight leotard, long fingerless gloves, and thigh-high stockings. The transformation also adds small amounts of armor to your outfit, with small accessories for your head, hair, and a collar around your neck. The outfit resembles that of Lilium and Serapfi. You can customize the colors of your eyes, hair, and outfit, as well as the design of the armor and accessories. Additionally, the

transformation provides you with a melee energy weapon of your choice, which can be imported with any melee weapon you already possess into the transformation.

The transformation outfit significantly enhances your physical and supernatural capabilities, allowing a regular human to fight hordes of monsters effortlessly. If you lack combat techniques or strategy, the gear will automatically imprint this knowledge into your mind upon transformation. Additionally, the transformation provides a navigation system that can map out routes, scan your surroundings to create a map, and warn you of nearby dangers.

The outfit offers exceptional defense, absorbing the damage you take into itself. Though this absorption has its limit. It also grants the ability to fly. Despite being a leotard, it protects every part of your body, including your eyes and teeth. The outfit provides immense resistance to explosions and is bulletproof, rendering them nearly harmless. The orb and transformation outfit are immune to hacking and can function underwater. The transformation also grants you the ability to heal yourself and your allies, curing adverse ailments and wounds.

Additionally, the gear allows you to channel optic attacks through your weapons, enabling you to unleash electrical blasts on your targets. You can form beams or multiple orbs of electricity to strike all your enemies. However, these abilities consume your energy. If you're captured and incapacitated, the gear will activate the Burst System, releasing energy to destroy your restraints and knock enemies back, providing you a chance to escape. The Burst System takes time to charge and cannot help if you're sealed away or unwilling to move. Hidden within the device is a latent power that could trigger an upgraded transformation, enhancing your strength, changing your outfit, and upgrading your weapon. However, accessing this power requires significant potential, making it incredibly difficult to unlock.

While the outfit provides exceptional power, it's made entirely of energy. As the outfit absorbs more damage, it becomes increasingly revealing. When the outfit has absorbed a moderate amount of damage, most of its armor will disappear, and the parts covering your chest, hips, and midriff will become 50% transparent. When the outfit's absorption is closed to its limit, the parts that cover your chest and hips will vanish completely, leaving you with a high-leg leotard. The parts that cover your midriff and privates will be 30% transparent. When the outfit can no longer absorb damage, it won't disappear; instead, the transparent parts will vanish entirely, exposing your midriff and privates.

The outfit can regenerate itself, but this process takes time, depending on how much damage it absorbs. At its longest, it could take a day to regenerate itself. You can speed up the process by expending your energy. When you undo the transformation, you can remove the orb from your body or keep it within you for future transformations with a thought. The orb is unbreakable and requires no maintenance. You can remain transformed indefinitely.

Miasma Monster

Monster Squad (-100 CP)

A group of five monsters that serve as your followers. You can select the types of monsters in this squad, all of the same kind or different kinds. These creatures are loyal to you and can easily overpower regular humans. However, they struggle against Gear Users due to their average combat abilities. Despite this, their sexual prowess is exceptional, capable of turning a person into a sex-crazed nymphomaniac within a few weeks. If any of them were to die, they would respawn after just a few days.

Corruption Machine (-200 CP)

A machine that captures and restrains a person, forcing them into a pose similar to the receiving end of a mating press. Once captured, wires are attached all over their body for sexual stimulation. The machine then places a visor and collar on the person, sending hypnotic voices and images of violation into their mind. A large vibrator in the shape of a penis will then violate them until they become a mindless sex slave. Though it's possible to break free from restraints, it requires significant strength. The device does not cause health problems and never needs maintenance or recharging.

Ovum Destroyer Carnifex (-400 CP)

A massive golden humanoid robot adorned with a cape and wielding a greatsword. This robot boasts extraordinary combat abilities, capable of firing beams from its body and flying. It can effortlessly destroy an entire Ovum and defeat even an experienced Gear User if they are unprepared. The robot is immune to hacking, requires no maintenance, and is extraordinarily loyal to you. If destroyed, it will repair itself over several days.

The Devil's Egg (-600 CP)

A purification machine corrupted into a massive black tentacle monster with glowing green veins and a mouth full of sharp teeth. This monster can use its tentacles to release poisonous mist and unleash elemental attacks. Its physical strength is immense, easily overpowering even experienced Gear Users. By connecting to the planet, the monster can generate large amounts of miasma and create more creatures. If you feed the monster resources, you can spawn powerful monsters or spread miasma across vast areas. The more powerful the monsters or the greater the area, the more resources and energy are required. As long as the creature has energy, it can regenerate itself infinitely. The Devil's Egg needs no maintenance and will follow your orders without question. As it was originally a machine, it can be hacked. However, only a specially designed virus can bypass its defenses.

Ovum Staff

Anit-Monster Firearm (-100 CP)

You receive three powerful weapons with multiple crates of ammo that replenish weekly. The first is an Anti-Monster Rifle, capable of taking down armored targets and monsters. However, it has such intense recoil that it requires immense strength to fire it while standing. The second is an Anti-Tank Rocket Launcher designed to eliminate monsters and heavily armored targets. The third is a custom Flamethrower, which ignites its target instantly upon contact. These weapons require no maintenance.

Artificial Arm (-200 CP)

You receive a cybernetic arm that can transform into various weapons. You can choose any five mundane weapons for the arm to transform into, including melee weapons, shields, firearms, or others. The arm and selected weapons require no maintenance, have infinite ammo, and cannot be hacked. Alternatively, you can import five weapons into this arm. You can also customize the arm's appearance.

Mind Altering Capsule (-400 CP)

A large capsule connected to several tubes. Once a person is placed inside, you can use the control panel to alter their memories or perceptions. While you cannot insert new memories, you can delete existing ones, imprint specific knowledge, create a mental filter that prevents them from understanding certain species, or make them more accepting of things they previously disliked. The person inside the capsule is also put into a deep sleep, halting their aging and sustaining their life. You can also transfer their mind into any virtual reality you own. The capsule is unbreakable and requires no maintenance.

Jumper’s Ovum (-600 CP)

A large underground nuclear bunker capable of housing thousands of people. It can withstand multiple nuclear strikes with ease and prevents all forms of poison or radiation from entering. The bunker filters air and water, ensuring a clean supply for its inhabitants. Inside, it features a cafeteria with a kitchen, a medical facility, a research area equipped with machinery for processing resources into medicine and equipment, living quarters, and a central control room that manages the doors, facilities, and surveillance cameras monitoring the outside world. A dedicated chamber holds thousands of capsules that halt aging and sustain those inside, with their minds transferred into a virtual world that you can alter from the control room. The bunker requires no maintenance and has a generator that provides enough energy for smooth operation.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 800 CP to spend on perks and items.
This option can be purchased multiple times.

Canon Companion (-50 CP)

By paying 50 CP if you can convince a character in this jump to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.
This option can be purchased multiple times.

Drawbacks

Cognitive Filter (+100 CP)

You now have a mental filter inside your mind that renders the speech of humans and monsters incomprehensible, making it sound gibberish. The filter makes you unable to understand spoken language. To interact with others, you must rely on writing, hand signs, or alternative methods of communication.

Womb Tattoo (+100 CP)

You gain a pink glowing tattoo in the shape of a heart in your public area. This tattoo constantly keeps you aroused and lowers your inhibitions towards sexual actions. The tattoo will shine through any clothing, making it impossible to conceal. If you wish, you can select the design of this tattoo.

Sexual Weakness (+100 CP)

Your body becomes incredibly sensitive to sexual pleasure. Even the slightest stimulation will bring you to climax. When your vagina, anus, or penis is inserted into someone or gets inserted, the pleasure you feel will be so intense that you won't be able to fight as effectively in combat. It is now very possible for enemies to defeat you through sexual stimulation alone.

Gear Malfunction (+200 CP)

Your items and equipment will malfunction randomly, causing errors that reduce efficiency, power, or functionality. These malfunctions can occur during combat, while traveling, or even when the equipment is idle. Although you can repair the issues, the fixes are temporary, as the malfunctions will inevitably recur after some time.

Unexpected Harassment (+200 CP)

You are now more likely to become a target of sexual harassment and assault. If someone or a monster has to choose between another person or you, they will always select you. While other people may experience less sexual harassment, it is all focused on you instead. Additionally, traps in places you explore will all be sexual.

Desirable Bait (+200 CP)

You now have a scent that attracts and arouses living beings affected by the miasma. This scent will draw mindless monsters to your location. While those with intelligence might not assault you sexually at first sight, depending on whom you encounter, most of them would likely rape you to satisfy their lust.

Hard Mode (+400 CP)

All enemies you face will be twice as strong as they would be, significantly increasing their power and durability. Additionally, you will encounter more monsters while outside safe areas. If captured, this drawback ensures that escape on your own becomes impossible, requiring outside intervention to break free.

Skill Seal (+400 CP)

All perks acquired from previous jumps will be sealed until the end of this jump, with the sole exception of body mods. You won't be able to access any perks from prior settings, forcing you to rely entirely on what this jump provides. You can take this drawback even if this is your first jump.

The Starting Point (+600 CP)

Instead of starting in a relatively safe location, this drawback places you in Uvum. Originally an Ovum dedicated to developing a purification machine to cleanse the world's miasma, Uvum mysteriously lost contact with the other Ovums and has since become the hidden stronghold of the most intelligent and powerful monsters seeking to spread miasma across the globe. Escape will be exceptionally difficult, as only the strongest creatures reside here. Uvum is also home to the Devil’s Egg, the origin of countless monsters and a being of immense power capable of corrupting the entire world.

The Story has concluded

What is your choice?

A New Sortie Begins

You'll be moving on from this place, to the next world that awaits you.

Beginning of a New Era

You decided to permanently stay behind in this world, this will be your home for now on.

Returning Home

You'll return to your original world, taking everything you've gained back with you.

Changelog

Version 1.0

- Jump had been created.

Version 1.1

- Clarified the **Saint Awakening** & **Monster Diet** perks.
- Fix the mistake of drawbacks costing CP to take.