

Divine Daddy Jumpchain

By TroyX

Welcome to a true paradise, Jumper. This is a world cut off from the rest of the omniverse, lush and beautiful and perfect. The temperature is always ideal; the sky and horizon have breathtaking scenic vistas and auroras; the land is carpeted with delightfully beautiful pools, beaches, flowers, and trees; invigorating breezes blow with infectious excitement; impossibly gorgeous and soul-stirring music plays out of thin air, always suited to your tastes and the moment; elegant open-air palaces await you; and the only ones who exist here are you as its god-king…

…and your many, many, *many* daughters.

There is no evil or threat in this land, no discomfort, no deterioration or harm or death. This is a joyous realm where you fuck your beloved daughters in mutual passion for eternity.

Or for ten years. Whichever comes first.

Your daughters are all adults who adore you, and beautiful according to your tastes. Space and time shift in somewhat dreamlike fashion to suit you, so labour is skipped over and your daughters are instantly adults in every way, including physically and psychologically. The realm is effectively infinite in size, to contain an eternally growing number of daughters, yet you won't have to go far to get to where you want to go or fuck whichever daughter you want to fuck.

Yes, this jump is basically a vacation, but that's alright. You can get some goodies here, and I don't just mean all your daughters.

Or you can be one of the daughters, if that's your speed. Or switch up the genders however you like, but some of the perks might not land properly if you do.

You have 1000 CP to spend.

ORIGINS

There are six origins, three to pick from if you're the Divine Daddy, three to pick from if you're a Divine Daughter. Pick one.

Divine Daddy Origins

Sex God



You are a paragon of virility, fertility, and passion, more than sufficient to sire and breed an endless harem of divine daughters.

You lean entirely into the role of fucking your horny, devoted daughters. You are transcendentally attractive, to the point that even your most evil foe would hesitate to do you harm, and physics might bend beneath the weight of your charisma. This attractiveness is reduced to slightly less impossible levels after this jump, but can still be called out in times of great need or narrative importance (or in the end scenario at the bottom of this document, should you take it).

Titan

Your power and strength are undeniable, for they are intrinsic to the god-king that you are. It is only proper for others to submit to you, something that your daughters adore doing.

You lean into the strength of the king that you are. You exude a raw primal sex appeal that renders your allies more susceptible to your commands and leadership, and your enemies more susceptible



to being intimidated or making mistakes. You also possess a superhuman physique. Physically speaking, you could run like the wind and toss boulders twice your size with ease, but you also have some conceptual abilities related to your physique, which will slowly grow over time.

Grab the horizon and pull it closer to you to reach your destination faster. Drop your massive dick on a table in an international meeting to awe and intimidate the attendees just as much as if you controlled the world's greatest superpower. Pick up a fatally wounded friend and outrun death to save their life. And so forth. You're a long, long, *long* way from being able to punch holes in reality or mold the cosmos like clay with your hands…but someday.

Creator



From your loins sprang not only your daughters, but this world itself. In a very real sense, the world and everything in it are your daughters. Creation is essential to who you are, not only breeding daughters but creating wonders and works of art with the divine right that is your authority.

You lean into your power as a god and creator. Flowers bloom in your wake, and blasting your cum into clouds would see new sylph daughters blossom from them. Aside from becoming highly skilled at any sort of craft or art and an impressive boost to creativity, you gain an incredible talent for rituals,

spellcrafting, invention and anything related to technology (including magitech) and artifice. Your works of art can come alive, although their powers will only be a shadow of those who they depict unless you have power to sufficient scale, but statues animating or paintings of thunderstorms assailing your enemies are easy. Your artwork is awe-inspiring, and what you craft is perfect and without error and better than it otherwise would be. You can intuit and deduce laws of science and magic with ease.

You also become highly skilled at mentoring and teaching others, easily able to break down information into simple terms as well as inspire creativity and inventiveness in others.

Divine Daughter Origins

Elf



Or any attractive humanoid species that doesn't fit into the other two daughter-based origins. What, you wanted to be a monster girl? Wrong jump for that.

Your Divine Daddy carved beauty into the foundations of the world, and it is impossible for his beloved daughters to be anything but gorgeous. Visions of beauty, paragons of elegance, and concubines of surpassing pleasure, you and your sisters are the peak of your Daddy's divine creations.

Your gracefulness and agility are peak human, and your strength and speed are those of a champion athlete. And of course, your effortless charisma will leave those around you practically spellbound.

Pixie



Born to beautify the world for your Divine Daddy's glory, your soft light and the tinkling that comes from your beating wings, together with your pixie sisters, create a wondrous tapestry of twinkling glows and sweet melodies in the air as far as the eye can see or the ear can hear. Sired for this purpose, this means you are a living conduit to your Divine Daddy, his glory flowing through you to the world around you.

Anywhere from about six to twelve inches in height, you are a shortstack who is highly stretchy in all the right places. You can fly of course, at great speeds and with agility like that of a hummingbird's, as well as glow any colour

you wish at will. Your reflexes are peak human, and you are surprisingly strong for your size, especially when you employ your instinctive skills at getting and using leverage to help.

Nymph



Indeed, the world itself is your Divine Daddy's daughter, and you are a reflection of that. A manifestation of an element or aspect of the realm itself, you represent the foundations of paradise and its attunement to your beloved Divine Daddy.

You are closely attuned to nature. A dryad for trees and flowers. A naiad for pools and streams. A sylph for wind and clouds. Except, you're special, because you are equally attuned to all three. You have the physique of a champion athlete, but this can increase to very nearly superhuman based on how much nature surrounds you. You can also step from one natural feature to another as a form of teleportation; there is no hard limit to the range, but more than a dozen miles in a single step will exhaust you, at least at first.

AGE AND GENDER

The world is timeless, only an eternal *Now* of divine father and daughters in passionate, loving embrace.

Your age is up to you, so long as you are 18 years old or older, and due to the timeless nature of this realm, you have always been that age and will always be that age. Your gender depends on your origin, either male or female as appropriate.

Your appearance is that of the chadliest chad to ever chad if you're the Divine Daddy. Tall, broad, muscular, huge dick and nuts, etc. Other details, such as hair length, are up to you, and you're not in any way limited to the standard human colour palette.

Your appearance is that of a beautiful, curvy, big-titted woman if you're a Divine Daughter. Other details, such as hair length, are up to you, and you're not in any way limited to the standard human colour palette.

STARTING LOCATION

Palace



You start in the central palace of the Divine Daddy. Lush with hanging gardens, resplendent with musical breezes, full of cavorting nymphs and bubbling pools, this open-air palace is a monument to luxury and pleasure.

Beach



You start wading through the waves on one of the world's many white sand beaches. Sylphs swoop delightedly above, often darting down to tease those below, while nereids frolic in the sea or run and laugh along the beach.

Forest



A gentle forest that could be called enchanted if that wasn't redundant given that all lands in this world are magical. Green and lush, it is lively with glowing pixies giggling as they flit to and fro, while naiads and dryads frolic between trees and in streams and ponds.

Sky



You start in the clouds, with winds whipping gloriously about you, stunning views of the beautiful world below and shining sky above, and sylphs eager to fly with you and make love with you. Fear not if you can't fly, for the winds will gently and unerringly carry you wherever you wish to go, responding instantly to your desire. In fact the wind will do this no matter where you start, for as long as you are in this world.

PERKS

Origin-specific perks are 50% off to their respective origin, unless the perk was originally 100 CP, in which case it becomes free.

General Perks

Comprehensive Porn Logic (free)



A sensual paradise would not be so without the divine fiat to enable it. Your will has etched the possibilities, indeed, the *inevitabilities*, of pleasure into the foundations of the realm.

This is a comprehensive package that covers virtually any porn logic and porn biology you can think of. You have a massive dick, and it fits in your daughters' tight twats easily and only causing pleasure, and whether it bulges out their bodies impossibly or slides in without visible signs despite being larger than she is, is up to you. You cum lakes of jizz, that somehow won't mess anything up, nor discomfit the daughter you're shooting it in, and it's always up to you whether she can take it all, or it swells her belly, or some of it blasts back out. And it cleans itself up as desired too. So on and so forth.

Now, it doesn't cover things addressed by other perks in this jump, but that's pretty much it. However, it won't let you cheese things, so no getting Kryptonian powers because you want to be Superman

fucking Wonder Woman, to name just one example. Anything else? Fair game.

If you so choose, this becomes part of your body mod, persisting even against power-loss drawbacks in future jumps. Just because you're facing a challenge doesn't mean you should give up your fun in (or out of) the bedroom.

Spiritual Sex (free)



As the Divine Daddy, you are the metaphysical anchor of all morality. It is holy and right for you and your loving daughters to lay with each other for mutual love and pleasure, and the world is a reflection of this, as it should be.

Incestuous sex is indescribably blissful and spiritually satisfying for you and your daughters, even persisting afterwards as an eternal afterglow. This also ensures your mental and psychological well-being in every respect, and you'll never lose your gusto for life. This is an extremely comprehensive perk for mental and psychological health. Anything you can think of that would keep you from being a happy, well-adjusted person is simply something you don't have to deal with, because it doesn't exist for you. (And yes, you keep your ability to feel empathy. *Comprehensive*, remember?)

If you so choose, this becomes part of your body mod, persisting even against power-loss drawbacks in future jumps. Just because you're facing a challenge doesn't mean you should go crazy from anxiety, madness, or boredom.

Divine Right (free, Divine Daddy exclusive)



In this world, it is intrinsically morally right for you to make love with your beautiful daughters in mutual passion, as god-king in a paradise. That intrinsic morality, centered around you and all that you are, is built into the very fabric of all that is.

You carry some of this you-centric morality with you wherever you go beyond this world. Fate, reality, narrative, and all else will align in order to smooth out any progress towards, or anything needed to sustain the conditions for, making love with your beautiful daughters in mutual passion as god-king in a paradise. Others, even the greatest of cosmic beings, will instinctively feel that it is right to help you towards that, just as they instinctively realise that it is right to be kind and helpful to others.

This isn't necessarily a guarantee of victory or safety (at least unless and until you Spark), but it's like gravity is to a normal human. They can jump, they can lift things, and so on, but ultimately it’s easier not to fight it, and ultimately gravity always wins. The same tendency affects anyone and anything's attempts to resist the metaphorical gravity of your existence.

If you so choose, then while this isn’t strictly a part of your body mod, it is strictly a part of (even core to, one might say) you and your identity, and thus it is not counted by power-loss drawbacks.

Dominion (free, Divine Daddy exclusive)



You are a god in truth, and authority is yours to wield, the elements of your world eagerly flocking to obey your command.

Pick up to 12 concepts or themes to be your domains of divine influence. However, they must be considered good or positive in some way, such as light, music, love, healing, or power of the heart, for example. Darkness or war are obviously a no-no, but so are "neutral" domains like water or technology.

While it's true that many concepts can be interpreted as good or evil (or neutral) based on various connotations or aspects, what counts as good here should, generally speaking, be things that are classically considered as "good," such as light or life.

You gain minor powers and influence related to your domains. These domain powers and influence will scale with your power as you grow across your chain, but will always be better at things like protection, healing, and purification than anything else.

Light of Heaven (100 CP)



Your will is inviolable, your realm is perfection incarnate, and your dynasty is sacrosanct. Thus you decree, and thus it always shall be.

You and your daughters are protected from truly terrible things happening to you. This includes any unwanted sexual contact, action, encounter, etc. This won't stop anyone from becoming destitute, failing at important tasks,

or even dying, but there will be no true physiological or psychological agony, much less fates worth than death.

Any attempts at such will result in the gentle light of your paradise shining upon you and your daughters, shielding you from such.

Finally, should any daughter ever die, she will come to this realm as her afterlife. This does not hinder any means you may have to resurrect her.

Divine Concubine (100 CP, free for any Daughter origin)



The daughters of the world's god are not merely divine in name only. No, they are practically perfection given form, masterpiece art brought to life, magnum opuses of delight incarnated by love.

As such, you have supernatural talent and expertise at dancing, singing, sex, and many other forms of entertainment and arts, all the better to entertain your Daddy with. If the Divine Daddy is a Creator, this perk is enhanced. If the Divine Daddy is a Sex God, you gain a supernatural cooperation ability when it comes to having sex with your Daddy, able to coordinate with him and your sisters with instinctive ease during sex. If the Divine Daddy is a Titan, you become much more athletic and graceful, especially as expressed through physical mediums like dance.

Maia Harmony (300 CP)



The light of this world is not mere light. The water of this world is not mere water. The wind of this world is not mere wind. The music of this world is not mere music.

No, they are something *more*. They are all the same thing, the creation of the Divine Daddy. They are *maia*. It is a combined state that acts as light, water, wind, or music, or multiple at once for that matter, even all of them.

Maia is all the best aspects of light, wind, water, and music, but taken up to 11. The light soothes and illuminates, the wind uplifts and protects, the water heals and relaxes, the music thrills the soul and calms the spirit, and more besides.

And now you have the ability to generate it and manipulate it. Anything you might imagine that an elementalist could do with light, music, water, or wind, you can do with maia, and no doubt to greater effect - albeit it's much better at positive, beneficial effects than anything else. Being at least partly conceptual in nature, maia can overcome other elements in a contest - and it doesn't stop there, as it can overcome most other concepts as well. It is nothing less than the distilled passion and glory of the Divine Daddy, after all.

If you are the Divine Daddy, you may take this perk free, but only if you pick *maia* as one of your domains from the *Dominion* perk. However, choosing maia as a domain takes up three of your twelve domain slots.

God the Father (500 CP, Divine Daddy only) *(Capstone Booster)*



You are truly God, truly King, and truly Daddy. Not only may none stand against you, none even want to. Your essential nature as divinely ordained (by your own hand) master and father of a world of daughters is built into the very foundations of existence, and none may reject it.

This is the **capstone booster** for the Divine Daddy. You may take all three Divine Daddy origins, getting both their default benefits and perk tree discounts.

The domains you may pick with Dominion are expanded to include concepts that are grand or magnificent in some way, or that relate to power. Royalty, supremacy, victory, glory, magic, and reality (in the sense of its underlying laws and suchlike) are all examples.

Furthermore, whatever domains you have from here are considerably beefed up. They become intrinsic to you, such that you can't be separated from them or denied them, nor can they be stolen or used to harm you. Your authority over them becomes much greater as well, due to their intrinsic nature to you, and it is easy to win a contest with others attempting to control the same domains. They become fully intrinsic to reality as well, to all manner of creation or existence or nonexistence or esoteric dimension or state (at least, this happens in the jumps you visit, not expanding beyond that until you Spark), and can't be denied or pushed out by reality altering or other things.

But you *must* take the end jump scenario presented at the end of this document. (Just as described in the scenario, you can return to take the scenario later on after further jumping if you want.)

Even if you end your chain without successfully Sparking, you can return to this world instead of Earth, and open impregnable portals between here and Earth at will, which only those you allow can use.

Empress (free, Divine Daughter only, no more than two daughters)

(Capstone Booster)



All of the Divine Daddy's daughters are closely held in his heart as well as his embrace. Yet two may stand above the rest. The holiest, the loveliest, the most devoted, the greatest. Empresses at their father's side, first among the equals that are their sisters.

An Empress is her Divine Daddy's most beloved and his right hand. This is the **capstone booster** for Divine Daughters only. However, *no more than two daughters may ever take this*.

Whenever she is imported into a future jump as a companion, she gets an extra +400 CP on top of whatever amount is allotted to imported companions in that jump by default.

An Empress gets an overall boost in every way, not only to her traits and stats but also to her abilities and powers (including abilities and powers and perks she gains in the future), and her ability to empower her Divine Daddy is massively enhanced, far beyond any other daughter.

If you, the Jumper, are the Divine Daddy, then an Empress becomes the perfect complement to you in terms of skills, abilities, intelligence, personality, etc, and you work together instinctively well with her, just as Empresses do with each other. If you, the Jumper, are the Empress, then you are still the perfect complement to your Divine Daddy, but he's the one taking after you, so to speak.

If an Empress' Divine Daddy bought the God the Father capstone booster perk, or if the Jumper is the Empress, then she can take all three Divine Daughter origins, gaining both their default benefits and perk tree discounts.

Otherwise, she can still get the default benefits that come with all three Divine Daughter origins, but only gets the perk tree discounts from one of them (i.e. the origin she chooses, as normal).

Pixie Empresses gain the ability to switch to human size and back at will.



Sex God Perks



Daughter Devotion (free for Divine Daddy this jump, 100 CP to keep)

You are the center of the universe both literally and figuratively, and the entire world knows it to the very core. So naturally, your daughters are extremely devoted to and worshipful of you, with personalities, fetishes, and so forth perfectly tailored to you. They will gladly do anything for you, and know you well enough to know exactly what you'd want in any given situation, in case they can't reach you for input or something.



Pleasure Link (200 CP)

The bond between father and daughters is a sacred and potent one, yet the bond between your daughters is also holy, for they share the sisterhood of being your blood.

Thus you can link the pleasure of your lovers, so that fucking one makes as many others as you want (up to and including all of them) experience the same pleasure. This also allows a telepathic link between you and all your daughters (or sisters, if you are a daughter), across any distance.

Empowered (400 CP)



The universe exists by your will, and for your purpose. The same is true of everything in it, including your daughters. They live for you, offering all that they are to you, and you draw on this sacred connection to cement the glory that is rightfully yours.

You're passively empowered by the number of daughters you have, as well as each one's importance/significance, her power, how many are pregnant, how many are multiples, how many have never had any man but you, etc. This is an overall boost to everything about you, including your traits and stats as well as your skills, and your perks and powers. The boost per daughter, and per extra modifier level (such as power level, etc) is rather low, but with enough daughters, and/or enough of them being powerful or pregnant, etc, you will reach truly absurd levels of empowerment.

This empowerment is only decreased in any way if a daughter is somehow utterly obliterated from existence and all time and space. Why would you let that happen, and if it happened anyway, why wouldn’t you move heaven and earth to revert it?

This passive empowerment is boosted even more by actually having sex with your daughters, with the same boosting modifiers applied (i.e. particularly breeding/pregnant sex, twins, powerful, deflowering or never been with another man but you). Sex gives large temporary gains and minor (but stacking of course) permanent gains.

Both the passive and active forms of empowerment here are way more powerful than most forms of "sexual empowerment" in the omniverse, in part because they contain modifiers of intimacy, devotion, and worship by default (unless for some reason your daughters don’t worship the ground you walk on).

Father and Master (600 CP)



The love between you and your daughters is at the center of reality, and this reality propagates through all things. Thus you can retroactively make anyone your daughter, which also retroactively genderbends them if necessary. This changes memories and records as well as actual history and even fate (i.e. they were always *meant* to be your daughter).

This can be done at any range so long as you're within the same setting, with no limits on the number of people you can apply it to, being as selective or all-encompassing as you like.

You can also do this right before entering a jump or setting, to affect as many people within the setting as you want, up to and including all of them.

Do note that turning archvillains or cosmic beings into your devoted daughters won't instantly make them friendly. This will be due to contrived circumstances that are pretty much equivalent to fiat-backed jump drawbacks, or else there'd be no conflict whatsoever, and Jumpchan won't be having that. Still, they will be much easier to redeem or turn to your worship.

God the Father Capstone Boosted: Scratch that, you can immediately turn/redeem some of the archvillains and/or cosmic beings, so long as there are more than one (meaning there's at least a one who isn't immediately turnable/redeemable), plus it's easier than before to redeem or turn the remaining.

Titan Perks

Divine Constitution (free for Divine Daddy and all daughters this jump, 100 CP to keep)



Divine blood flows through your veins and is passed on to your daughters. Your bodies are glorious temples and monuments to your holy might.

You are immortal, forever staying in your prime. You are tireless and don't require sustenance of any kind, and if you ever do decide to partake of food and drink you won't produce any waste. You don't experience pain or even discomfort, only a painless awareness of any damage, strain, etc.

Your hair and nails won't grow beyond whatever point you wish, and won't break off or fray if you don't want them to. You can automatically become clean at will, though that isn't relevant in this particular jump.

Furthermore, you're immune to mundane diseases and highly resistant to others, and this resistance extends to things like status effects and curses.

Protective Embrace (200 CP)

Your daughters are everything to you, the light of your life and the center of your heart. You gladly bend your sacred might towards protecting them, and given your incestuously holy connection with them, this is done with ease.

You have a danger sense for your daughters and loved ones, sensing whenever they're about to be in danger, trouble, or harm. This

extends to more than physical (or metaphysical) danger, such as something that might cause them disappointment, but works best for actual danger.



In response to sensing danger, you can choose to immediately teleport to their side (or send someone in your place) to defend them. In addition, or instead, you may take any damage (or other unwanted effects) in their place no matter where you are, which is then mitigated by any protections you have. (So if you're invincible, this effectively makes all your daughters invincible too.) You can leave this damage shunting effect on by default to take place automatically, if you like, instead of having to consciously activate it.

Worthy of Devotion (400 CP)



It is not simply that your daughters worship you. It is that you are *worthy* of their worship, loyalty, devotion, and love. Your divinity is intrinsic to you, your holiness innate, and you are the very definition of worthy.

Towards this end, you will always be at least superhuman for whatever race you are in the future, in all respects but especially physically. This boosts any abilities or perks you have from this jump too.

Furthermore, you will also always be at least slightly better and stronger than your most powerful daughter, as befits the Divine Daddy.

(This base is determined by whoever your most powerful daughter is at your current time, so long as you've both sired and met them. Godlike daughters from the future don't count.)

Indomitable (600 CP)



You are the god of this world, by right and might both. Should anything ever dare to stand in your way, they will be swept aside by your sacred authority.

Nothing can ultimately stop you from achieving a goal or strong desire you have, only slow you down. You resist curses, burst free of stasis, come back from death, travel through time, etc, whatever is needed so that you can keep progressing towards your goal or desire. This won't apply in the case of whims or unimportant objectives you have. It must be an important goal or a deeply held desire, such as ensuring your daughters' happiness, to name one example.

<u>God the Father Capstone Boosted:</u> Even slowing you down is more difficult and less effective. Furthermore, you are so indomitable that this perk overrides anything else, such as power-loss drawbacks or scaling enemies, though in such cases you can instead be slowed down much more than usual.

Creator Perks

Divine Fertility (free this jump, 100 CP to keep)



From your loins you sired the entire world. It is only natural that you are a paragon of virility and fertility in your aspect as creator.

You can dial your fertility at will, from sterile (though why would you? don't you want more daughters?) to a thousand offspring per pregnancy, as well as toggle gestation length and duration, even stopping or pausing a pregnancy indefinitely. Pregnancies and labour are always safe and comfortable.

Your daughters will instantly age into full adulthood in every respect, including physically and psychologically, and there will be no incest issues from inbreeding or anything. Your daughters will always be above average in every way at the bare minimum - other than beauty, for which they will always be 10 out of 10 according to your tastes at the least. (You can also specify their appearance to any level of detail if you want.)

You can pass on any traits, skills, perks, powers, etc, that either you or the mother in question have, to your daughters. It’s up to you what is passed on and what isn’t. This includes things that aren’t normally heritable, such as a power that’s supposed to be unique or a skill that’s learned rather than inborn.

You can also retroactively "upgrade" any daughters with future traits, perks, etc, that you or her mother later pick up. This is as simple as willing it so.

Making love with your daughters also fills them with divine inspiration, mainly for artistic purposes, but this can apply to anything. Your daughters likewise boost your inspiration when making love with you.

Womb Tattoos (200 CP)



Creating the world and siring your daughters are not just acts of *creation*. They are works of *art*. In the design and aesthetics of all that you have created and sired, your love and passion shine forth, a signature upon your work.

You can magically place more obvious signatures as well, specifically tattoos imbued with divine effects, on others. These can go on anyone, including yourself, but are most potent on your daughters.

By default you can simply give them significant buffs of various kinds, but you also can imbue effects based on any perks or powers you have from other sources. For instance, if you have a gravity power, you might imbue the tattoo with the same ability or just give her the ability to ignore gravity's effect on herself so she can fly.

Effects from these tattoos stack, so if you add a super strength tattoo to an already-super-strong daughter, she'll become even stronger, without diminishing returns.

The more tattoos someone has, the less powerful each individual effect will be. However, a womb tattoo will always be stronger than at any other body location, at least on a woman.

Music of the Spheres (400 CP)



You didn’t create the world according to mere whim, though you could have. You orchestrated an elegant design for it according to your desires, composed it as a symphony of sacred beauty for your glory, and thus you sang the true music of the spheres into existence.

It’s only natural then that you have a divinely beautiful singing voice, and that the moans of your pleasured daughters are just as beautiful. But there’s more to it than that. You can alter reality and fate with your singing, by first "harmonising" with reality (a process that is instinctive to you), then changing your tune - which in turn changes reality's "tune" along with you.

In general, you're limited to small effects or effects that are really important to or desired by you, but at narratively important locations or moments, you can achieve truly great things with this.

This ability is also great at pacifying people, even foes, making them more likely to consider a peaceful solution even after the song is over. Yes, even if they’re a crazed genocidal maniac.

This perk is a mere prelude to what you will have if you complete this jump's end scenario.

Eidolons (600 CP)

You are both father and creator, and for you there is little difference between creativity and fertility. Both are acts of holy power and testament to your virility and divinity. When you created the world, you sired reality upon itself, and when you breed your daughters, you create new life inside them.



In fact, you can instantly spawn daughters into existence, giving them any combination of traits, skills, powers, perks, etc, that you, any of your daughters, or anyone you've ever fucked, has had. The result is called an eidolon. Alternatively you can confer such eidolon status and abilities on an existing daughter.

An eidolon daughter can mentally speak to you at any time, teleport to where you are at any time (and vice versa), and respawn next to you or in a safe location, so long as you're alive.

Until you Spark, you're limited to creating an eidolon only once per jump (or per decade, whichever comes first). It doesn't matter whether the eidolon is created via spawning from nothing or via conferring eidolon status on an existing daughter, it counts towards this limit.

However, you can always upgrade existing eidolons with newly acquired traits, powers, perks, etc, that you have gained, that your daughters and lovers have gained, or from new daughters and lovers you've obtained since creating or upgrading the eidolon.

God the Father Capstone Boosted: The abilities of eidolons you create can grow even stronger, even if it shouldn't be possible, and feed this increased growth to you (at no diminishment to themselves). They can also share traits, abilities, perks, etc, with you in turn if you don't have them (i.e. abilities they got from their "mothers").

Elf Perks

Elegance (100 CP)



As the pinnacle of your Divine Daddy's creations, you are beauty made manifest, art in motion, a masterpiece of love and desire.

Any action you take is graceful and beautiful. Spellcasting becomes a dance, sitting in repose inspires artists to greatness, even your orgasmic cries and convulsions are mesmerisingly graceful somehow. Weapons you wield and apparel you wear shift to become elegant, skimpy, and attractive, yet somehow become *more* effective instead of losing any functionality. You're also even more beautiful than otherwise, to the point that the vilest of foes would be reluctant to lay a hand on you.

Intuition (200 CP)

Your Divine Daddy knows everything under heaven and earth. Nothing is hidden from his gaze, and his watchful eye admires all he has wrought. While you may not be a deity like him, you have inherited a touch of his divine wisdom. You always have a good instinct for what you should do, in terms of what you would consider right or appropriate for you to do.



For example…A sudden instinct to duck serves as a discount danger sense. You know just what to say in a conversation to make someone like you better or more amenable to your request. You don't know why you feel the urge to go west at sunset on an alien world, but

you'll no doubt stumble upon something remarkable if you do.

This isn't an infallible precognition that guarantees victory in any way, it's just nudges and guidance, but don't underestimate it nonetheless.

Divine Magic (400 CP)



Your Divine Daddy is a true god, and as his daughter you have a connection not only to him, but to everything he stands for, and to every authority he has over reality.

Thus you have a strong affinity for magic related to your Divine Daddy's domains. This is divine magic that isn't subject to things like anti-magic or power nullification. You also have an affinity for learning or developing related powers or magic in future settings which you might visit, which can further synergise with and strengthen your divine magic.

Note that this perk is redundant with the Dominion perk, and so Divine Daddy has no reason to take this.

Daddy's Princess (600 CP)



You and your sisters are all princesses, royalty of the most glorious dynasty there is. Yet some are truly princesses above the rest, true paragons of what it means to be a Divine Daughter, and are you among them. Held closely to your Divine Daddy’s heart and infused with more of his power and his passion, you are his beloved princess, longing to give back to him as much as he gives you.

Thus, the more powerful you are, the more power you will feed back to your Divine Daddy to empower him (which doesn't diminish you in any way), stacking with whatever sexual empowerment abilities he has. It doesn't matter what kind of power it is - it can be political, monetary, supernatural, metaphysical, conceptual, narrative, etc.

In addition, any time you gain in strength, skill, or power of any kind, you gain a little bit more than you otherwise would.

Empress Capstone Boosted: The effects of this perk are boosted by an order of magnitude. In addition, any form of training or learning you have is doubled in speed and efficacy. Not only that, but you gradually grow in power and ability passively on top of all that.

Pixie Perks

Fairy Glitter (100 CP)



You were made to beautify the world and delight in it, and one goes hand in hand with the other. Light and sparkles puff out in your wake as you flit joyously around, your soul literally overflowing with the channeled love of your Divine Daddy into the world around you.

In other words, you can generate fairy glitter whenever you're feeling intense emotion or pleasure, sprinkling from you in bright sparkles. Fairy glitter has beautifying effects on people, objects, and locations. More relevantly to most people, it also serves as a powerful reagent for, well, anything really, from technology and magic to the employment of divine power.

You can also fly, if you couldn't already.

Focus (200 CP)



A living conduit of your Divine Daddy's holiness, you bring his glory with you wherever you go. But this is more than a passive spreading of his power. In fact, your Divine Daddy can observe through your senses, telepathically communicate with you, and use any powers he has from your location (instead of from himself) no matter the distance between you. And if he allows it (which he probably will), you can channel his powers at any time, but probably to a significantly weaker degree (at least without a great deal of experience and some powerups of your own).

You can also toggle a state in which you are undetectable and intangible, all the better to sneak into places for your Divine Daddy. The strength of this undetectability scales with your or your Divine Daddy's overall power level (whichever is higher), so don't expect to be fooling cosmic beings unless you (or your Divine Daddy) are a cosmic being yourself.

As You Wish (400 CP)



As a pixie, you are created to be your Divine Daddy's conduit to the rest of the world. Thus in some sense you are an intermediary, both for bringing your Divine Daddy whatever he might desire, and for hearing the petitions of those who desire something of him.

In this capacity, you can grant wishes, though by default these will be moderate in scale and power. Their effectiveness will increase based on several factors: your power, the wisher's power, the wisher's desire, your devotion to the

wisher, how important the wish is, and whether the wisher is your daddy.

Daddy's Best Familiar (600 CP)



Even among the pixies, who are all conduits of your Divine Daddy's glory and joy, you stand out as a paragon. His holiness gushes outward from you with all the vigour of the loads he pumps into you. Your connection to him is great enough that you are also connected to others who are closely connected to him, namely your sisters.

This enables you to pull off incredible combo moves and synergies with your Divine Daddy and/or sisters, which is basically the Power of Friendship raised to 11. These can be existing abilities you have that are massively boosted by the combo synergy, or can be brand new abilities only usable via the combo synergy.

Your Divine Daddy can also call you and up to 11 of your sisters to his side from anywhere, in order to use a combo move or synergy, but immediately after that you'll all return to wherever you were.

Empress Capstone Boosted: Your Divine Daddy can call on you and ALL his daughters at once for an ultimate synergy move, scaling with the number and power of all his daughters. In addition, any synergy move that you're a part of is an order of magnitude stronger than it otherwise would be.

Nymph Perks

Daughter Nature (100 CP)



As a divine nymph-daughter, you are an aspect of the world given life, will, and manifestation. To say that you thus have a connection with the world is an understatement, since in a very real sense you *are* the world, or some element or aspect of it. This carries over into future worlds - whatever world you might be on, you gain a connection to it. This lets you sense disturbances to nature and to local reality, as well as use moderate powers based around plants, wind, and water. All the better to ensure the world operates just as your Divine Daddy wills it.

Grove (200 CP)



Saying that you are a manifested aspect of the world sired by your Divine Daddy isn't merely hyperbole or metaphorical. There is something specific in this world that you are directly an expression of. It could be something physical such as a tree or pond, or it could be something less tangible, such as the love and lust that underlie the world.

Either way, you can manifest your connected place or concept as a grove of your own, whose physical features particularly resonate with you and whatever feature of the world you sprang from. Even in other jumps beyond this world, you'll have access to this secluded grove that is hidden from all hostiles. You will always be able to find an entrance into it nearby, even if ordinarily it wouldn't make sense (such as in a sewer), and no one but

you and those you allow can enter. It is out of phase with reality, and cannot be affected or damaged.

Inside is a peaceful place of rest and recuperation, gradually healing those within. There's no hard limit about how long you can spend in here, but if a Jumper (whether that's you or not) tries to stay in here for the majority of their time in a jump or something, Jumpchan will not like that, and they can expect subtle encouragements to leave, with such encouragements becoming sterner and less subtle over time.

World Connection (400 CP)



All of your nymph-sisters are an aspect of this world, but you were specially favoured by your Divine Daddy when he sired you, for you can connect to other worlds beyond this one and make them your own, thus spreading his glory as he so richly deserves.

Once per jump (or decade, whichever comes first), you may select an object or location to connect to, making it a *link* of yours. If it's an object, you can call it to you from anywhere, and if it's a location you can teleport to it from anywhere (bringing a few allies with you if you choose). You are also always aware of the general status of the object or location.

You gain powers that are thematically based on your chosen link, while the link itself (whether object or location) is improved in its form and function in all respects.

If you die, you can respawn next to or inside your link. If you are a jumper, this will only activate once per jump (or decade, whichever comes first), serving as a 1-Up. If the object or location is destroyed, you can recreate it at any time in the future wherever you are.

Daddy's Brightest Star (600 CP)



You are no ordinary nymph-daughter, you are a *star nymph*, a living star flying in the sky high above and shining light upon your Divine Daddy's creation. Like all the other stars (who are also living star nymphs), you can glow with light at will, a light that heals and soothes allies and unveils illusion and deception.

Just as you and your star nymph sisters form constellations in the sky to awe those below and glorify your Divine Daddy, you are the center (or perhaps merely one nexus of it, if other sisters have this perk or your Divine Daddy is the center of it) of an even greater, metaphysical constellation: a sort of energy field created by all your sisters. This constellation of daughters is a collection of will, desire, and love that is all bent towards supporting your Divine Daddy and serving as another means of empowerment for him, as well as offering him healing and recuperation (whether of health or mana or something similar) in key moments.

Due to this constellation being composed of your Divine Daddy's devoted daughters, the effects are especially increased with accounts of his exploits that you and your sisters hear, most notably boosting whatever abilities he has that featured in a given exploit.

Empress Capstone Boosted: The effects of this perk are increased by an order of magnitude, and you can develop your own powers based on his exploits, as you are a devoted daughter emulating her beloved god and father. The metaphysical constellation also grows to benefit from the exploits of yourself and your sisters as well, which further empowers your Divine Daddy as your progenitor, but also yourselves.

ITEMS

You *Can* Bring It With You (100 CP)



Nothing may separate you from this world, either because you are the Divine Daddy who sired it, or you are a Divine Daughter beloved by him. Thus you can bring it with you. Yes, this whole world. Not into your other jumps, but after each and every jump from now on, excluding this one, you can choose to return to this world for up to a year as sort of a vacation between jumps. You don't get any more CP or purchases or anything though. However, any perks that are free this jump but require CP to keep, that you didn't pay to keep, will return for the duration of the vacation each time. Finally, even if you end your chain without successfully Sparking, you can return to this world instead of Earth, and/or open impregnable portals between here and Earth at will.

Sonata Gemstone (100 CP, free for Elf origin)



A beautiful, gently glowing jewel that holds some of the radiant music of the spheres from this very world, sung into existence by a divine elf princess. Holding it or having it on your person keeps your morale up and provides some protection against hostile mental influence.

You can will the music within to play whenever you like, which will always be incredibly beautiful. It has divine effects on the listeners

as well. Those who are good and pure, or at least try to be, feel refreshed and restored in mind and spirit. Those who are broken and suffering feel relief and burgeoning hope. Those who are wicked and evil feel the pangs of all the sorrow they've ever caused, with every chord.

Your allies who hear it have their stamina, mana, and any other internal energy reserves steadily replenish. Meanwhile your foes become sluggish in mind and body.

The music also wipes away foreign mental and spiritual influence and corruption in those who hear it.

Being divine, the music doesn't require air or any other medium to carry it, and can be heard regardless of vacuum or soundproofing.

Communion Ring (100 CP, free for Pixie origin)



Shaped by a coterie of pixies from their glitter and connection to their Divine Daddy, this golden band is inset with tiny sparkling diamonds around its length, each one etched with a miniature rune of divine meaning. It resizes itself as needed to fit its owner and their requirements, and can be worn on the finger or the cock (if applicable), or as a bracelet, anklet, or collar, or as a piercing. In the latter case, it phases harmlessly through flesh rather than requiring an actual piercing.

While wearing the ring, you have a deep connection to everyone that you have a close relationship with, are related to by blood, or have ever had loving sex with. This connection manifests in a couple different ways.

First, you can converse telepathically with them across any distance; even dimensions apart are no barrier to this. You can “host” telepathic conversations between multiple participants in this way, but as the “switchboard” you’re party to all of them.

Second, you are always aware of their status and general location. It serves as an unblockable tracker to find them if they are lost or trapped.

Its power isn’t flashy by any means, but is enormously powerful.

Spirit Flower (100 CP, free for Nymph origin)



This supernatural flower is a beautiful example of the many blooms within this paradisal world. Its fragrance and appearance alone would make it stand out on virtually any world, being a piece of paradise itself, but those are not its true worth.

Grown lovingly by nymph triplets under the light of a certain constellation, this flower never wilts, and can be planted anywhere. *Anywhere.* Not just the soil, but in metal, in water, in air, in vacuum, in eldritch otherworlds, anywhere. And wherever it is planted, it will *thrive*. It will immediately generate a small safe space around it that protects those within against environmental dangers, and can perform relatively minor feats such as hiding those nearby from pursuers’ senses.

But over time, its influence will grow, and slowly beautify and purify the world around it, in an ever-expanding radius. Radiation will be cleansed, mutations reverted, corruption erased, and more.

You get a new spirit flower every jump, or every decade, whichever comes first.

Regalia (200 CP, free for Empress)



Nudity is the fashion of this world, for why should such sublime beauty be obscured? Yet the divine bodies on display can be adorned, but not concealed, by flowers and jewelry, and they often are. Still, some sets of jewelry are much more ornate than others - and more powerful.

This regalia, crafted by elven princesses from fairy glitter and nymph juices before being bestowed the Divine Daddy's blessing, is a set of jewelry for one person, in either male or female styles. It might include rings, bracelets, anklets, decorative golden links, and so on. Any piercings instead require no piercing but rather phase harmlessly through the portion of flesh where they're meant to go. Most likely it will look like gold set with colourful gems, but regardless it is exactly to your (and your Divine Daddy's if applicable) aesthetic tastes, is super comfortable, and never gets in the way.

It is extremely durable, always at least as resistant to harm as you are (in case you have enhanced durability). If damaged, it will restore itself overnight. If lost or destroyed, it will reappear in your Warehouse in 24 hours as good as new. It can't be taken off by force, so you need not fear pickpockets or thieves so long as you wear it.

Not to mention, it's extremely well made and good looking. However, its aesthetics and various powers both work best if you are otherwise nude.

This jewelry gives you a number of small buffs, almost equivalent to but somewhat lesser than having a number of tattoos from the Womb Tattoo perk, but they stack with any of those tattoos without diminishment. You can change out what these buffs are once a day.

The jewelry also projects a skin-tight force field over you. The force field's protectiveness scales to your current setting, in that it's invincible to the setting's average attacks and somewhat resistant to its top-tier attacks. This force field's strength will never decrease however; for instance, if you're going to a medieval jump after a sci-fi jump, the force field won't scale back down. If broken through, the force field regenerates in about a minute.

If you have the Sonata Gemstone and/or the Communion Ring, you can incorporate them into your Regalia, and they become part of it.

Rays of Creation's First Light (200 CP, see entry for discounts)



The purest maia, caught in the reflection of your first daughter's eyes, and spun into living tattoos of divine power, these sparkling marks on your skin confer different benefits based on how you weave the bands of light - aka the colour you choose.

You can buy this up to three times, to get all three colours and their effects.

White (discounted Sex God origin) You can fire blasts of pure divine authority (appearing as white-coloured energy), prompting those hit by them to submit and kneel before you. These blasts have sufficient range to be useful on spaceship-conflict scale and sufficient area to affect armies, and strike targets instantly and unerringly. You can be entirely selective about who is affected. The more willpower the target has, and the stronger they are, the more they can resist its effects. It's more effective if you've had sex recently, especially if the sex was significant or extra satisfying in some way. Someone who is

fully and completely affected will become unflinchingly loyal to you, permanently, recognising your authority for what it is. Even the most highly resistant will hesitate or stumble.

Red (discounted Titan origin) These tattoos, rather than requiring active input from you to activate, operate passively at all times, shielding you from any hostile or unwanted effects that aren't simply damage. They flare brighter crimson when they do this. Status effects, curses, mind control, corruption, and so much more fall under its aegis. It's not a perfect defence, but it does offer significant resistance, and stacks with any other forms of resistance to such things you may have or obtain in the future. It is especially effective against things that could be considered cheats, hax, or reality warping - in such cases, you can sometimes even reflect it back at the attacker, sever their ability to use it (sometimes temporarily, sometimes permanently), or even usurp the entire ability for yourself, though these outcomes are less likely the more powerful than you the other person is.

Gold (discounted Creator origin) You can generate fields and constructs of pure divine power (coloured gold by default), shaping them into whatever form you desire and manipulating them telekinetically. They are superhumanly tough at the very least, and scale upwards with your overall power as well as your own durability. With practice, you can create extremely complex constructs, make them last longer or even permanently, and emulate various properties with them (for example, to induce chemical reactions) instead of simply chemically and magically inert energy fields.

Divine Sigil (400 CP, discounted for Empress)

The Divine Daddy names his beloved daughters. These are more than mere words, but are sigils etched into the foundations of creation, forever establishing them as his and his alone. And his own name is even more grand, for he is the Divine Daddy.

You can express your name as more than the mere word that most hear when it's spoken, by conjuring a symbol of glowing light that represents it; the design of this symbol is of course unique to you. You can have it form in mid-air or on a surface, and can dismiss it at will. Its aesthetics are breathtakingly impressive to anyone, and especially to you.

It perfectly describes your core values, and who and what you are, to anyone who sees it with even a glance, so long as you'd want them to understand. It is proofed such that it can never be used to gain actionable intel on you, no matter how someone might study it or otherwise understand you from seeing it.



It is an unmistakable means of identification, a guarantee that whatever you're claiming at the moment is true (so long as you are actually speaking the truth as you know it), and a signifier of your authority and capability - enough that an allied leader would defer to your expertise no matter the difference in your stations or whatever arrogance they might have. It will also make those who see it, even your most implacable foe, greatly empathise with you, due to getting such a deep look into what drives you.

Even more than that, whilst conjured your sigil serves as a powerful focus for your abilities, so long as they're related to an important or core part of you *and* are being used in pursuit of something important or core to you. Using it as a focus to protect your daughters? It will turn you into an invulnerable, all-shielding bulwark long enough for them to escape to safety. Use it as a focus when trying to pickpocket a key? You will barely see any improvement, unless somehow thievery or opening locks is core to you.

Sky Palace (400 CP, discounted for God the Father or Empress)



Your palace rises up into the sky at your will now, gently floating over your realm wherever you like. It goes without saying that it's incredibly luxurious, beautiful, and comfortable. You may take a copy of it with you into future jumps, where it will move with ease through air and space just from you wanting it to. It will always be considered fast for whatever jump you're in, at minimum, though it's unlikely to be the fastest thing there. Though it has an open-air design, it is sealed against environmental effects such as vacuum.

The structure of the palace itself is indestructible, but it's designed as a *palace*, not a *fortress*, so it can still be knocked about with sufficient force, or invaded. However, it's heavily shielded with divine force fields that take quite a lot to breach, and it can also cloak itself from virtually all detection, though this reduces its speed while active. It has no offensive capabilities though (unless you yourself were to install such things). Finally, it can teleport you and your companions and followers to and from itself and anywhere relatively nearby.

The palace only responds to your will, or to someone you approve of, but theoretically it can still be taken over by invaders; they just won't be able to move it unless they attach their own engines to it or tug it somehow, and its force shields and cloaking field won't activate for them. Naturally, if it is in enemy hands when you finish a jump, it will be returned to you in perfect condition. It also retains any modifications you've made to it whenever it repairs or respawns (in the same manner any fiat-backed item repairs or respawns).

Sanctum (600 CP, discounted for any Divine Daddy origin)

This is your realm, in every way that matters, so it is well within your prerogative to take a slice of this world with you, an untouchable paradise to which you can always retreat. Nothing and no one can enter or affect it without your explicit and fully informed consent. Drawbacks don't apply within, and coming here instantly restores you and your daughters to full health and readiness. However, time spent here does not count against your required jump time. For example, if you are supposed to spend ten years in a jump (as is default), and you spend a total of eight years in the Sanctum during that jump, you must spend 18 years total in the jump.

You can respawn here from death as a 1-Up once per jump, or decade, whichever comes first. It can also free you from something like imprisonment or fates worse than death once per jump (or decade, whichever comes first). After you Spark, these limits are lifted.



COMPANIONS

You have a ***500-CP stipend*** for this Companion section only, as a daddy must have his daughters. (Well, you'll have unlimited daughters here anyway, but still.)

If this is your first jump, you may select two 50-CP companions for free.

Import/Create Daughter (50 CP per daughter, or 200 for up to 6 daughters, or 500 for up to 24 daughters)



You have unlimited daughters already here in this world. This option lets you create special daughters (i.e. with options they buy from the jump), or import existing companions into your daughters here (again, to get options here via their build).

Their appearance, personalities, fetishes, etc, are tailored to your preferences.

Each imported or created daughter gets 600 CP to spend. They cannot take drawbacks, and they cannot take companions. If you have paid the CP cost to keep the Divine Constitution perk after this jump, they will get to keep it after this jump as well without having to spend any CP on it themselves.

Two, and only two, of your daughters may take the Empress capstone booster perk. The extra +400 CP they get for all jumps they're imported into starts applying even now, so each Empress has 1000 CP to spend rather than 600.

For any non-Empress daughters, you may always choose to simplify your building process by picking an appropriate origin for them and then simply giving them all the perks from their origin, which would use up all 600 of their CP.

Daddy Provides (50+ CP)

Every 50 CP you spend here gives 100 CP to *each* Imported/Created Daughter for them to spend in this jump.

No, Luke, You Are My Father! (free, mandatory, and restricted to a Jumper who is a Divine Daughter)

Make a Divine Daddy companion for yourself with this jump, or import an existing companion. He gets 1000 CP to spend but can't take companions. He may buy *God the Father* but cannot take the end scenario. This option is for jumpers who want to be a daughter rather than the daddy. Rest assured you will always be #1 in his affections, and he will always greatly value your counsel.



Here follow some unique companions. They do not get CP budgets by default, but you may combine any of them that you purchase with an imported/created build above. You may also make them your Empress(es), up to the normal limit of two max, barring specific exceptions.

Fan Artist (free)



A daughter with immense writing and drawing talent who's also, predictably, a huge fan of yours. She endlessly writes and illustrates fanfiction about you, as well as hagiographic renditions of your adventures, and they will all be masterpieces that you enjoy. If distributed widely, they will achieve critical and popular acclaim. She will almost always include a self-insert into her work, even if only as a cameo, and her sisters make it a game to try and guess which character is her self-insert, since she often keeps it subtle.

She basks serenely in all the praise given to her for her work, unless it's praise from you, in which case she becomes a blushing, stuttering wreck, despite the smile threatening to cover her entire face.

Chorus of Light (50 CP)



Six identical women, in all probability the most gorgeous out of all your gorgeous daughters. You don't know where or when they came from, but you can tell they are definitely your daughters. In fact, you feel like you've always known them.

They are impossibly beautiful and kind. Their very presences are iconic, inspirational, and uplifting. They cannot and will not fight, but any attempts to harm them wind up passing through them as though they were intangible to harm.

They can emit gentle light and sing impossibly beautiful music, which promote peace around them, making your foes reluctant to continue violence and more open to a peaceful solution. They, particularly as expressed through their music and light, are anathema to evil and wickedness, washing away darkness and purifying corruption, as well as having healing and restorative powers.

Their light and music can even act as a 1-Up to resurrect you if you fall, but due to Jumpchan's rules, they can only do so once per jump (or decade, whichever comes first), unless and until you Spark.

If you haven't guessed by now, they're masters of maia, and effectively have the *Maia Harmony* perk, though they can only use it in beneficial, non-combat ways, as described above.

Their powers are completely unable to be copied or nullified by anything in Jumpchain, including you unless and until you Spark.

Cocksleeve Ornament (50 CP)



A mind-bogglingly gorgeous daughter who can size-shift as needed, has no physical needs, and is intangible to all harm and hindrance of any sort. She can create (and dismiss, as necessary) duplicate bodies (all sharing the one mind) if you have additional cocks, up to having one body per cock. She can teleport to you from anywhere as well.

Her purpose, as you have no doubt surmised, is to be worn on your cock(s) for your (mutual) perpetual pleasure even when you're busy with other things. She will have no issue remaining sheathed over your dick(s), and can expertly ripple her pussy around your cock(s) even if she's not in a position to be bouncing up and down. Also, in case it wasn't obvious, she absolutely adores being your

cocksleeve and it’s her all-encompassing #1 goal, desire, and pleasure, though being taken off your dick(s) to watch you fuck other daughters is a close second.

She has no other powers or skills besides these, and can't be given any others, nor can her intangibility to harm be copied or nullified, not even by you (at least until you Spark). (Her other abilities can't be nullified either.) Due to this power restriction, she may never be imported as a companion, but can always be a follower for free, even if a jump would restrict followers or companions.

No one will ever try to separate you, even enemies who capture you and put you in isolation or something, even drawbacks that would normally have you isolated somewhere. But in return, she's useless for anything except fucking you - don't try to cheese it, Jumpchan's watching.

(Don’t worry about being distracted by this pleasure, or any other. Between the free Comprehensive Porn Logic and Spiritual Sex perks, you can easily focus on whatever you like while still fully enjoying any pleasure.)

Fairy Coterie (50 CP)



Twenty pixie daughters, who have a lot of useful charms you'd expect out of a magical maid, for cleaning, cooking, mending, and so forth. They can't mend exotic stuff (like magic items, advanced technology, etc) unless given the tools, training, and/or powers to do so, or unless it's considered basic and commonplace by the standards of your current jump's setting. (For instance, they could magically repair a landspeeder in Star Wars.)

They are useful scouts and lookouts, and also combatants. Highly skilled in battle, particularly with their pixie-sized swords (conjured from light), they use their size and agility to great advantage and can pack much more of a wallop than you'd expect for their size, but don't expect them to throw down with superhumans.

Adventurous Spirit (50 CP)



A daughter with all three 100-CP perks from the three Divine Daughter origins, who is resourceful and adaptable and possesses a curious and adventurous spirit. She has few practical skills right now, but learns quickly, and is eager to tag along with you in future jumps as a follower.

For any future jump in which you do *not* import her (meaning one in which she doesn't get to make a build for the jump like an imported companion would), she gains all free perks and 100-CP (or less) perks offered to you in that jump. (It must be a perk that is originally 100 CP; a perk that is discounted to 100 CP doesn’t count for this.) If two perks are mutually exclusive, she must pick one or the other, unless she obtains some ability in the future that allows her to use mutually incompatible things.

Munchkin (50 CP)



A shortstack who has the intelligence and personality of a min-maxer. She will always be able to give you advice on how best to optimise your powers and planning (and even optimise your builds for future jumps!), and spends her time fine-tuning anything she can get her hands on, whether it's magical rituals or Clarketech - including all your items.

Any time she is imported into a future jump as a companion, whatever build she makes will be much more effective than it would otherwise seem, due to her clever min-maxing. It will also include effective mitigations of downsides that would normally come with a given build.

Furthermore, whenever imported into a future jump, she is always allowed to take drawbacks even if that's not normally allowed for companions, albeit she can only take drawbacks that personally affect herself.

She has a passion for collecting, developing, and refining "cheat" or "hax" abilities, as well as ways to counter them. Builds she makes as an imported companion will likely tend to reflect this, and regardless of whether she enters future jumps as an imported companion or merely a follower, she will spend a fair amount of time looking for more hax.

Though she tends to be hyperactive by nature, she becomes extremely focused when need be. She is very weak to praise from you, and a lot of her min-maxing inclinations come from a desire for ever more praise.

Savant (50 CP)



An incredibly intelligent and intuitive girl, with an immense knack for studying magic, technology, psionics, and so on and so forth. Even without being imported into future jumps, she will obtain basic proficiency in any given science or magic, etc, that the jump's setting has, assuming it's not unique nor has special requirements. She has no learning boosts, but works diligently to master what she learns, streamline and improve it, and meld it synergistically with everything else she knows.

She can even do this with systems she can't get basic proficiency in (i.e. because it's unique or has special requirements), but this takes longer and requires workarounds and such if she wants to use them herself.

Of course, she can teach you what she learns. Just bear in mind that it can take a LONG time for her to fully master things. Learning a Clarketech science for instance, requires her to learn and master every single step on the "tech tree" up to that point, and these "tech trees" are often wildly divergent after a certain point depending on the Clarketech.

She's quiet, diligent, and focused.

Memetic Prepper (50 CP)



A masterful tactician, strategist, and planner, to a near-memetic level, which will reach truly memetic levels over time - including the ability to have retroactively prepared for things if there was any feasible way that she could have done so. Furthermore, she can see critical points in things, whether they be people, objects, wars, or organisations, and thus know where and when best to act, and how.

If there's a way to do something or an enemy weakness to exploit, she'll find it. If there isn't, she can almost always make one, and by the time you near your last jump, that "almost always" will probably have grown to "always."

She also has a form of self-foresight, in that she will instantly know what decision she'd have made about anything as though she had several hours to think about it.

If and when she's ever imported into any future jumps as a companion, she will get +100 CP beyond whatever allotment imported companions in those jumps usually get. This *does not* stack with the bonus CP if she's made an Empress.

She’s incredibly meticulous, but often comes across as impulsive due to self-foresight-enabled snap judgments. She excels at seeing all the angles of a situation and thus is a great mediator, and she is prouder of her diplomatic successes even more than her tactical or strategic victories.

Chamberlain (50 CP)



A daughter with a mastery of logistics, management, and social engineering, who will be happy to manage anything for you that you want, whether that be your party of adventurers or your incredibly vast interdimensional empire. Bureaucracy and logistics are miraculously streamlined under her, more than should be possible, while corruption becomes nigh-impossible under her watch, and the morale and loyalty of underlings remain consistently high. She is an utter master of delegation too, always able to find an appropriate expert for any given task.

If you rule over anything, she will strongly recommend that you let her ride your cock while you sit on your throne, claiming that it's a great way to solidify her authority from you over your underlings. It’s probably even true. But definitely not the real reason she recommends it.

If imported into any future jumps as a companion, she is able to consistently find logistical uses for whatever she gets there, and if she gets something that is already suited to such purposes, she can magnify its effect.

Daddy's Healslut (50 CP)

She’s only “slutty” for Daddy of course, desiring no man but you. As you’d expect, she is an incredible healer, able to heal and cure virtually anything, and for what she can't, she can probably find a way, given time, resources, and/or intel. She can do this over multiple people at once, though it will take truly incredible efforts for her to heal an entire army at once. She can even resurrect the recently dead with ease - albeit for you, only once per jump (or decade, whichever comes first, essentially counting as 1-Up), at least until you end your chain. With legendary exertion she might resurrect the long-dead.



She can also lay supporting buffs on you and allies, though her expertise in those is fairly basic.

She is an incredibly warm and bubbly person, with strong “girl next door” and “even the most passive person will get up in arms if she’s hurt” vibes.

Eidolon (50 CP)



A daughter-eidolon just like one from the *Eidolons* perk in the Creator tree. You can share all your skills, powers, abilities, and perks with her, and she can do likewise with you. If you have the *Eidolons* perk, this isn't nearly as useful, but is still a leg up for getting you an extra eidolon earlier, given the normal once-per-jump limitation.

She's very much a Daddy's girl, and loves doing things with you, given your similar abilities as well as your shared interests. She's pretty competitive as well. With you: not because she believes she'll ever outdo you, but because she wants to be worthy to wield the same abilities and skills that you do. And with everyone else: because she reasons that if she has all your abilities, shouldn't she be the best?

Priestess (50 CP)



A daughter who is *particularly* worshipful of you, hanging on your every word like it's the sweetest wine and preferring to worship your divine cock above all other sex acts. She has a passion for glorifying you and bragging about you to everyone she possibly can.

You can share some of your Dominion powers with her to a greater degree, easier, than your other daughters, making her an ideal conduit for your will. If you so choose, you may ordain her as your priestess, something that will surely send her into paroxysms of joy, and she will gladly work wonders in your name and/or found and lead a fellowship of worshipers for you in any world you bring her to.

While she is a bit of a fanatic, she knows not to go truly overboard or do anything that you'd disapprove of; after all, she knows you extremely well, perhaps even better than you do yourself, if that were possible.

She's a skilled orator and good people manager, and has what you might call a paladin package of powers and skills, with physical toughness and durability, a smite attack channeling your holy power, and a number of supplementary healing and support spells (but which are nowhere near to what the Divine Healslut can do). She will gain other powers based on your Dominion domains.

High Elf (50 CP)



Beauty and grace personified, she stands above even the rest of your elf daughters. She is always classy and refined no matter the circumstances (except when wailing in orgasm from divine daddy-dick), and constantly wears a secretive smile, as though she knows something the common rabble of other worlds don't.

She's unabashedly proud to those not of your blood, yet considers herself to have a noblesse oblige towards them, as they are lesser and must be taken care of.

She has the Elf origin, as well as all the perks in that origin's tree. Furthermore, despite not being an Empress, her *Daddy's Princess* capstone perk is boosted as though she were an Empress. She is something approaching omnicompetent when it comes to mundane skills, everything from tracking to swordsmanship to engineering, and learns new skills quickly. In addition, she's quite talented at any magic she might pick up.

Archangel (50 CP)



A pixie who stands above the rest of your pixie daughters, surrounded in a sparkling rainbow aura, whose wings are made of golden light. She has a regal presence, at least until she breaks down giggling. She's incredibly helpful and surprisingly humble, and seems to anticipate what you want before you want it, particularly when it comes to things like goals, plans, and quests, things of that nature.

She is especially adroit at scouting, spying, and sabotage, taking full advantage of her size and stealth. She is also much better for channeling your power through, as a familiar, than most of your other pixie daughters.

She has the Pixie origin, as well as all the perks in that origin's tree. Furthermore, despite not being an Empress, her *Daddy's Best Familiar* capstone perk is boosted as though she were an Empress.

Living Star (50 CP)



A star nymph who stands (or floats rather) above the rest of your nymph daughters, she is as quiet as she is brilliantly beautiful. She is seemingly made of pure light, yet just as soft to the touch. She rarely, perhaps never, speaks, but has a sort of reverse-empathy whereby she

can easily communicate via her facial expressions.

She ignores many mundane concerns, seemingly unaware of them, content to float above it all (figuratively as well as literally), yet is highly attuned to the greater pulse of any given world she's on and aware of momentous events before they happen, and keen-eyed for the flows of fate.

She can manipulate her light easily as an element. While it's technically maia, as is all light in this world, she can only manipulate it in ways that a light elementalist could manipulate light.

She has the Nymph origin, as well as all the perks in that origin's tree. Furthermore, despite not being an Empress, her *Daddy's Brightest Star* capstone perk is boosted as though she were an Empress.

Triplet Courtesans (50 CP)



All of your daughters are gorgeous, but not all of them are tailored exactly to your ideal specifications, like these triplets are. They are the most skilled and talented courtesans of your daughters, with sublime expertise in, and genuine love for, any and all forms of entertainment that you enjoy. Their link to you causes them to instantly master any other forms of entertainment you might come to enjoy in the future.

They are also incredibly proficient in illusion magic, able to conjure brilliant new forms of media on the fly, such as music, movies, and even entire games made entirely out of their illusions.

Perfectly tuned to what you like, due to enjoying all the same things as you, they know what you want before you want it, when it comes to forms of entertainment and pleasure. They also frequently scheme to surprise you with new and amazing things that you're guaranteed to love.

Genie (50 CP)



A daughter with phenomenal innate proficiency in granting you wishes, much as the *As You Wish* perk but even better! In addition to her normal wishgranting abilities, she is also able to grant you a single hugely powerful wish once per jump. This can make a vast, sweeping change to the setting, for example. However, it cannot invalidate the challenge of the jump, the Big Bad(s) of the jump, drawbacks, or scenarios, nor can it *directly* grant you a major power increase, nor anything else of that nature. It can most certainly make things such as challenges, Big Bads, etc, easier to deal with, but can't trivialise them.

Your genie daughter herself is perky and peppy, with an outgoing, gung-ho personality and a love of new experiences.

Filia Loci (50 CP)



A powerful dryad daughter who, once per jump, is able to anchor herself to any one location of your choice in the jump's setting. The location can be up to a city in size, but must be reasonably identifiable as a single location rather than multiple. A building and a city would both count, but two buildings side by side would not count unless they together conceivably constitute the whole of a single location (such as a medical university partnered with a hospital).

She becomes the genius loci of such locations, aware of everything that goes on within and able to marshal great elemental power to alter and protect it. Your abilities, and those of your allies, are heightened within the locations, while those of your enemies are diminished.

A quiet girl who prefers to keep to herself and her close friends (and you), she becomes fierce in protecting those whom she loves. She'll rarely be actually seen inside her anchored locations, outside of whatever spot she claims as her dwelling, but will always be watching and listening. She enjoys acting like a minor patron goddess, given that she's able to hear the prayers and wishes of those inside her territory, and can often use her local elemental powers to grant them.

Unicorn (50 CP)



Otherwise appearing as an elf, she has a majestic unicorn horn made of pure intangible light projecting from her forehead. It is a tremendous focus and magnifier for supernatural powers and abilities of all kinds, though she doesn't currently know any magic. She is able to learn magic she encounters pretty quickly, her horn substituting for any requirements when it comes to forms of magic that have some prerequisite (such as a bloodline or a species), and such magic will be boosted by her horn.

Somewhat more relevantly to you, sex with her greatly empowers you. If you don't have the *Empowered* perk, then fucking her empowers you as though you do have it. If you have that perk, then fucking her empowers you as much as if she were an Empress.

Twin Goddesses (100 CP)



Twins! *Twins!* Oh, and they're goddesses too. They have divine power near your own, with three good/positive domains of your choice: one for each of them, and one which is shared between them. These do not have to be domains that you yourself have, but they can be. Like you, they get powers related to and influence over their domains, which will increase over time. If you share any domains with them, expect great synergies when the three of you work together.

In future jumps, so long as you *do not* pay to import them as companions (meaning they don't get to make builds for the jump like imported companions), you may pick a single capstone perk from that jump for them both to receive. (Just one total, not one each. They both get the same perk.) If there is any option more expensive than any of the capstone perks, you may choose that for them instead.

If you want to make them your Empress, you can do so of course, but you cannot make only one your Empress - *you must make them both Empresses, if you make one your Empress*. Although they come packaged as a single companion, they will use up both your Empress slots if made Empresses.

Chosen One (100 CP)



When you sired this daughter, you instilled her with the power of destiny and narrative weight. As such, she's confident, stubborn, and quick to leap to the defence of others.

Whenever you import her into a future jump, she gets 1000 CP to spend instead of whatever amount imported companions usually get in that jump (unless it's more than 1000 CP). She may take drawbacks even if companions normally can't take drawbacks, though it must make sense for her to do so, and she can only take personal drawbacks rather than setting-affecting ones. Additionally, when imported, she will get all free and 100-CP (or lower) perks free. She may also choose a single capstone perk for free (or something else, if it costs more than a capstone perk).

Yes, this is basically a combination of the mechanics of the Adventurous Spirit, Munchkin, Memetic Prepper and Empress, and Twin Goddesses, in case you wanted to roll it all into one instead of having it spread out. However, if you make her an Empress, she does *not* get the bonus 400 CP Empresses normally get.

However, these advantages when she's imported come with significant caveats. She will always get tangled up with prophecy, fate, and destiny in that jump, and will generally supplant you and other characters in the jump as the protagonist. You chose her, and she is your champion, and so she's gonna *be* your champion, which means she's gonna be the protagonist for any jump you import her into, not you. She's also hard-headed, stubborn, and reckless (like any number of protagonists), and also is perhaps a bit too trusting in her (many) abilities to keep herself safe.

Jumper Junior (100 CP)



One of your daughters really wants to follow in your footsteps, even more than the others. Jumpchan takes a shine to her and so makes her a jumper too!

She won't Spark until you do, and her Spark won’t be as strong as yours (but will still be monstrously powerful, as expected of a Spark). Rather than having an end jump of her own, she will join you for your end jump scenario, which will count for Sparking her in addition to you, if successfully completed.

You can never import her into a jump, though she may come along on any jump as a follower without receiving anything from the jump. Every third jump you have, she instead goes to a different jump, this one for herself, where she plays the jump just like any normal jumper would. Thus her progression is tied to your own in that way.

This "every third jump" rule applies retroactively if you've had prior jumps to this one. She doesn't have to go away exactly every three jumps for a jump of her own, so long as her total number of jumps is a third the number of yours in the end.

She will end her chain whenever you do. If you Spark, she Sparks. If you go home, she goes home. If you stay in a setting, she will join you to stay there too, but may also open a portal at will to the setting of the last jump she did.

On the other hand, if you chain fail, she will either continue jumping until she hits a third the number of the jumps you did (if she hasn't already), or come back home to you immediately, based on

what you'd prefer. She will always be subservient to you, but if you don't Spark and she continues her chain and *does* end up successfully Sparking, she will tend to think she knows better than you in most cases (and to be frank, she probably will). However, if you chain fail, you can choose to follow her along in her jumps as a follower, or even be imported as a companion (so long as she pays for it).

If *she* chain fails and you haven't, then and only then is she eligible for being imported into future jumps with you. She also continues to be a follower that you can bring along into any subsequent jumps (barring jumps that restrict such things), or wait for you in your Warehouse or similar place. After all, for her, home is where you are.

Maia Maidens (150 CP, special)



If you buy both the *Chorus of Light* and the *Twin Goddesses*, and you decide you want to make the Twin Goddesses your Empresses, then you may purchase this option on top of them. (For a total of 300 CP - that is, 50 for the Chorus of Light, 100 for the Twin Goddesses, and 150 for this).

This retroactively combines the Twin Goddesses with the Chorus of Light and makes them all Empresses, so that all six women are God-Empresses, with seven domains instead of three (one domain per daughter-goddess, plus one additional domain shared between them all). This is the one exception to the rule that you can only have two Empresses.

They lose their inability and unwillingness to fight, but also their inability to be harmed. However, if they ever would be destroyed, then they instead revert to their base Chorus of Light status, unable to fight and unable to be harmed, and are reduced to just their Chorus of Light powers (other than the Empress ability to empower their Daddy more than usual, which they keep). Any form of resurrection you or they may have available can be used in order to restore their full power.

They also can temporarily or indefinitely regain their inability to be harmed for as long as they don't fight or use any powers except their base Chorus of Light powers, or powers similar and/or related to them, or the Empress ability to empower their Daddy more than usual.

Finally, they become karmic anchors, automatically rewarding good karma with blessings for your allies and automatically punishing bad karma with curses for your foes. This karma isn't defined only by morality but also by adherence to you and your precepts. (E.g. your daughters have good karma just by being your daughters, and your enemies have bad karma just for going against you).

The strength of the blessings and curses scales with the amount of good or bad karma the recipient has, and with the power of the Maia Maidens. This karmic effect propagates outward from them wherever they go, and may slowly spread through any jump setting no matter how large, though it may take an incredibly long time.

DRAWBACKS

With one specific exception, drawbacks you take here go away at the completion of this jump. There is no drawback limit.

Extended Stay (+0 CP)

I can't blame you for wanting to extend your stay beyond the normal decade allotted to you. You may extend your stay as long as you want, and leave at any time after your initially required decade is up. I can't justify giving you CP for this, though.

Gender and Relationship Toggle (+0 CP)

This jump is designed from the ground up to be about a father and his daughters, but if you want a different incestuous relationship or a different mix of genders in whatever roles, feel free to alter them as suits you. You may have to creatively interpret some options to make them gel with what you change.

Lockout (+100 CP)

You are the Divine Daddy (or a Divine Daughter), and anything else is extraneous. You lose any powers, perks, items, etc, from previous jumps for the duration of this jump. This is only worth +100 CP due to this world being a completely safe one. If this is your first jump, enjoy the free points.

Bimbo (+100 CP)

One of your daughters is a bimbo. Hot as fuck, but dumb as bricks and useless. This isn't really an issue in this world, but here's the kicker: unlike other drawbacks, *this drawback carries over into all your future jumps*, granting you +100 CP in each subsequent jump you do (effectively giving you a starting budget of 1100 CP rather than

1000 CP for most jumps) but also bringing with you a bimbo (which may or may not be the same one, and is probably your daughter but doesn't have to be if you don't want).



She'll not only be endlessly demanding for sex and whatever whims she has, but will be endlessly curious without a whole lot of common sense - and since drawbacks override perks, you can't change this until you Spark. You'll be responsible for her needs and safety, such as housing.

Thankfully enemies will generally ignore her in favour of you, though you can still expect her to clumsily get in the way in combat (she frequently finds a way to tag along with you wherever you go, no matter how you may try to prevent it), and she IS prone to being kidnapped and held hostage by anyone who might be specifically targeting you (though if you protect her well enough, this is preventable).

As long as you don't ignore her well-being, she's guaranteed not to come to serious harm, but that does require you actually trying to take care of her to some degree. And regardless of anything else, she will cause you inconveniences and shenanigans at the very least. A good sense of humour is recommended.

You can take this drawback up to 5 times, getting a new bimbo each time (who also follows you to later jumps with the same features and the extra +100 CP per jump per bimbo).

If you don't want to deal with your bimbo(s) for a given jump, you may opt out of the drawback *for that jump only* by paying 100 CP in that jump. The next jump, the bimbo(s) return, unless you pay the

100-CP cost again. This does mean that you don't get any drawback points from the bimbo(s) in any jump where you opt out of them.

If you have multiple bimbos, you still only have to pay 100 CP to opt out of them for a given jump. But you can't opt out of only some of them, you either take them all or opt out of them all. There is one exception to this: at any point when entering a future jump, you can choose to opt out of one or more bimbos permanently. (Either they won't enter jumps with you anymore, or they rapidly improve to usefulness now that they're no longer hindered by fiat-bimboness.) This reduces your drawback points appropriately (i.e. each bimbo drawback you remove loses you the 100 CP you'd have received from it).

But once you permanently remove a bimbo drawback, you can't add it back in future jumps.

Shorter Stay (+100 CP)

Shorten your stay here by one year. It's obvious why this jump has such a typically counterintuitive drawback of course. You may take this up to five times. You can't take this with Extended Stay.



Balance (+100 CP)

There is a balance to this world, instituted in its foundations when you created it. You spread your love equally over all your daughters, and are sure to *thoroughly* love each one.

Whenever you fuck any daughter, you must fuck all three of her holes - pussy, ass, and mouth - at least once, before moving on to fuck another daughter. If you're a Daughter,



then your Divine Daddy will be fair to your sisters and not fuck you *all* the time.

What? This is a paradise, I'm not going to give you drawbacks that make your experience *bad*.

Land of Milk and Honey (+100 CP)



Comprehensive Porn Logic enables you to cum lakes if you like, but with this, you're going to cum unbelievable amounts of cum whether you want to or not. Every spurt will be a couple gallons at absolute minimum. And while normally you can have your daughters' hammerspace holes gobble it all up, with this drawback your cum will instead flood back out. If you're a Divine Daughter rather than the Divine Daddy, this instead applies to your lactation. And you *will* lactate, pregnant or not.

It's a fun mess, but it's still one heck of a mess.

You can take this twice. The second time, it also applies to all your daughters' lactation (if you're the Divine Daddy) or to your Divine Daddy (if you're a Divine Daughter).

(Divine) Dad(dy) Jokes (+100 CP)



Dad jokes and groan-worthy puns flow from your mouth regularly. I mean, you do embody fatherhood in a lot of ways, after all, right? Your daughters will think you're hilarious (or your Divine Daddy will, if you're a Divine Daughter), but whether *you* think so is another matter entirely. As with Bimbos, a good sense of humour is recommended. (Or maybe it'd be

more accurate to say a *bad* sense of humour is recommended?)

You can take this twice. The second time, your daughters also regularly share these same kinds of jokes and puns, if you're the Divine Daddy. If you're a Divine Daughter, then congratulations! You get to listen to your Divine Daddy regale you and your sisters. A regular comedian, he is.

Rhyme and Reason (Just Add Reason) (+100 CP)



There is an underlying pattern to this world, a tapestry of totality, a poetry to paradise, a symmetry of synthesis, a rhyme to reality. (And, it seems, a lot of alliteration.) So it is only natural that your words rhyme as well. You will be unable to speak in anything except rhyme, though you will gain supernatural skill in doing so, along with a predilection for speaking in rhythmic meters that the greatest bards would be proud of.

You can take this twice. The second time it also applies to all your daughters. (Or your Divine Daddy, if you're a Divine Daughter.)

Doubly Divine (+100 CP)



Your cock is a pillar of divinity, but you are a supreme god! Normal isn't enough for you; even the extraordinary does not suffice to encompass your grandeur. Which is why you have a second pillar of divinity. Yes, you have two dicks instead of one. The second is just as large as your

first. If taken with the Balance drawback, you are allowed to fuck two daughters simultaneously, but can't fuck any *other* daughters until you've fucked those two in all three holes each.

If you're a Divine Daughter, it's your Divine Daddy who gets the second dick of course, but when he fucks you with both of them at once, you'll pass out from pleasure afterwards for long stretches of time (hours to even a couple days), effectively somewhat shortening how much (waking) time you have in the jump to enjoy it.

Elegant Palette (+100 CP)



Your world is rich with all the colours of the rainbow. You and your daughters come in all shades, rather than the standard human palette of colours.

At least, unless you take this drawback, in which case you're a bit more tasteful and restrained. Because that's why you're doing it, right?

You are instead limited to the standard human palette of colours when it comes to your hair, skin, and eyes. You can take this drawback twice. The second time, it also applies to your daughters (or sisters, if you're a Divine Daughter yourself).

At the end of the jump, before you move on to the next one, everyone affected by this drawback may switch up their colour palette to their preference.

Bratty (+200 CP)



A large proportion of your daughters are, to put it delicately, “*bratty*.” Demanding that you fuck them next instead of their sisters, cattily claiming that they give you much better head than anyone else and arguing with the other brats over that, and so on.

Thankfully their brattiness remains relatively good-natured, and your other daughters will be more or less patient and good-humoured with them, but will you be?

Give one an especially hard, deep fucking to bliss her out even more than usual, and she'll mellow out, but only for a short while.

Enormity (+200 CP)



You are the Divine Daddy, and everything about you is done on a grand scale! Even the source of your life-giving seed. *Especially* the source of your life-giving seed.

Your nuts, if you are Divine Daddy, your boobs if you are a Daughter - they are utterly enormous, putting watermelons to shame. And while the free porn physics perk would normally prevent any issues with these, this drawback overrides it to grant one specific issue - that is, great difficulty and awkwardness of movement. Even the winds will move slower when carrying you.

All the better to call attention to the grandeur of your sexual characteristics.

You may take this drawback twice. The second time, this also applies to all of your daughters (or sisters, if you're a Divine Daughter yourself), but also only grants +100 CP instead of +200 CP.

Thrilling Thunder (+200 CP)



Your paradise normally has perfect weather. Now, it will frequently storm. Thunder, lightning, high winds, heavy rain. It's all harmless and still warm, but it could very well throw off the vibe you want.

On the other hand, with the right attitude, these storms could be a rather exciting experience. Perhaps that is why they've manifested to begin with.

Fertility Deity (+200 CP)



Siring, fucking, and breeding your daughters (not necessarily in that order) is *your whole thing*, so it's only natural that you'd deep-dick their pussies more than anything else. At least 75% of all penetrative sex acts you undertake must be vaginal.

If you really prefer, you can choose anal or oral instead. Way to go against stereotype in that case.

Happy Right Where I Am (+200 CP)



Why change perfection? You're quite happy and content where you are…wherever that is, in this case. You cannot leave your Starting Location for the duration of the jump. Of course, you may not even want to, given how comfortable and beautiful it is.

Delayed Gratification (+300 CP)

Are you more concerned with enjoying this world than benefiting from it? That's the right attitude! To commemorate it, have this drawback.

Anything you gain from this jump (items, perks, companions, whether whole or in part) that isn't about loving sex with your daughters, you instead *don't get* this jump, *nor the next* jump you do. Instead, you only get them the jump after that.

Thus, perks you get to start with right away are Comprehensive Porn Logic, Pleasure Link if you bought it but without the telepathy, the caveat of God the Father and You *Can* Bring It With You that lets you return here at the end of your chain but nothing else from those options, and so on. But you don't get anything that gives you power or advantage, even if it's gained from loving sex with your daughters (such as the Empowered perk), though.

More accurately, you have them, but they're dormant. Albeit if you have the *Indomitable* capstone perk with *God the Father* boosting it, then the text there overrides everything, just as stated there, enough that you can be sure you won't chain fail or something while your perks, etc, are dormant.

Your companions can't be imported in the next jump, though they may be brought in as powerless followers, and if any of them have special abilities that they can automatically get per jump (such as Twin

Goddesses getting a free capstone perk), they instead don't get them that next jump.

At the beginning of the jump right after the next one from this jump, you get everything you purchased here in full, and can import companions as normal, etc.

If this is your end jump, take the points free for getting this far.



ENDING

You've reached the end of your time here. What will you do next?

Move On



You've got worlds to see, women to impregnate, and daughters to sire. Onward to the next jump!

All drawbacks from this jump fall away, other than Bimbo if you took it, as described in the Bimbo drawback.

You <u>can</u> pick this even if you bought *God the Father*, but must return here for the End Scenario after all the other jumps you do.

Go Home



Really? Of all jumps, this is the one where you want to go home? Why would you go there instead of staying here? Well, it's your choice, and I'll respect that.

You end your chain, returning to Earth at the exact same time you left, keeping everything you obtained throughout your jumpchain sans drawbacks and similar.

All drawbacks fall away, including the Bimbo drawback if you bought it.

In addition, here's an extra +500 CP to spend on options from this jump.

Remember, you cannot pick this option if you bought *God the Father.*

Stay Here



I can hardly blame you, this place is paradise after all! You end your chain and choose to stay here forever. You retain everything you obtained throughout your jumpchain, sans things like drawbacks and similar.

All drawbacks fall away, even the Bimbo drawback if you bought it.

In addition, here's an extra +500 CP to spend on options from this jump.

Remember, you cannot pick this option if you bought *God the Father.*

Claim Your Spark



Oh? You've reached the end, and are ready to claim your Spark? Go to the End Scenario below.

All drawbacks fall away, even the Bimbo drawback if you took it.

END SCENARIO: Ultimate Daddy/Daughter Saga

(+1000 CP)



This can only be taken as an end jump scenario, and only if you're the Divine Daddy.

You don't have to take this scenario immediately upon completing your time in this base jump; you may instead return here at the end of your chain in order to undertake the scenario and claim your Spark. If you take this scenario with this jump rather than saving it for later, then it begins at the end of the ten years here - no need to dilute your paradisal retreat with an epic saga till the end.



Jumpchan will only come to you with this once you reach a certain point in your jumpchain. You must have sired a significant number of significant daughters on a significant number of significant characters in a significant number of significant settings and jumps. Enough to truly draw out your archetypal essence as Divine Daddy, so that you can face the end scenario.

What counts as enough? That's up to Jumpchan.

And once you're ready, Jumpchan starts by admitting something to you.

Granted, you'd had your suspicions ever since she started calling you *Daddy* when jumping your bones. Oh yeah, Jumpchan fucks you regularly by now. So when she admits she's actually your daughter, it's not as big a surprise as you might think.

It's a little bit more surprising when she says she's actually six of your daughters rather than one, but upon consideration it makes sense, given the fact that she frequently spawns five additional "bodies" for her to use during your lovemaking.

While happy news, it preludes things of even greater import. There are, or should be, Seven Essential Forces of the Omniverse. That's the *entire* omniverse, mind you. *Everything*, including the endless hierarchies of "bigger, better, more universes and clusters" and whatnot; whatever you choose to call it, the omniverse is *everything*. It all boils down to these seven forces, and without them the omniverse wouldn't exist.

Jumpchan is six of them. You haven't sired them yet, so the omniverse can't exist yet, but since you will sire them, that's enough for the Essential Forces to do their work and ensure the omniverse's existence.

You can see where this is going. You're the Seventh Essential Force of the Omniverse. Or, to put it another way, you're the First. Or you will be. You haven't Sparked yet. Oh yeah, that's another thing. Your Spark? Not the Spark other jumpers get. Your Spark is far greater: it's your identity as the Seventh Essential Force of the Omniverse.

Which yeah, again, means the omniverse shouldn't actually exist just yet, but you will Spark, so it does. One could say you shouldn't try to understand the extra-temporal metaphysical mechanics of it, but given all the jumps you've been through by now, this is probably easy to parse for you.

Just one problem.



The Eighth Force of the Omniverse. It doesn't exist. It never did exist. It never will exist. It shouldn't ever exist.

But it wants to.

Everything that is dark, evil, and corruptive, from the most banal pettiness to the most vile devilry - that is the Eighth Force.

You'll notice it's not called the Eighth *Essential* Force. Because it's not essential. In point of fact it shouldn't exist at all. Which is why it doesn't.

But if it has its way, it will exist, it will be essential, and it will usurp you and the other Six.

At your behest, your paradisal world connects to another universe, one in which the Eighth Force is strongest and is conducting its invasion towards you. This is a giant sprawling universe, full of science, magic, psionics, and much more besides. You will find echoes and Expies of people and things you've met throughout your jumpchain, some as friends, some as enemies.

This universe is shattered by war, instigated by the Eighth Force as it was approaching, and even now it directly invades the edges of the universe and rapidly advances. Among its forces are many, many daughters of yours, corrupted and turned by the Eighth Force but no less beautiful and talented. Among these dark daughters are champions, one per prior jump you've had (not including this one), each with copies of most or all of the powers and companions you got from the given jump, and/or possibly other powers from the jump that you didn't get.



Leading them all, as the avatar of the Eighth Force, is a corrupted Empress, somehow a third (or seventh, if you have the Maia Maidens) Empress, who has every perk you have (not including those from the Divine Daddy jump), tons of cheat abilities, and several thematically relevant domains and powers.

Yet, even corrupted, they're still your daughters, and they will never be able to bring themselves to finish you off, no matter what the Eighth Force does to corrupt them, so at the very least, you're guaranteed *not to lose*. And the Eighth Force and its minions can't ever enter or affect your paradisal world, so you could

theoretically hole up there forever, if you didn't mind abandoning the rest of the omniverse to it.

But just as they cannot bear to finish you off (assuming they even have the power and opportunity to do so), you are their daddy, and simply won't be able to bring yourself to be *too* hard on them, so it's not an instant win either.

Defeat and purify all your daughters, ending with the corrupted Empress, who herself has all the power of the Eighth Force reinforcing her own impressive power.



When defeated, the Eighth Force is completely and utterly obliterated, and the newly purified Empress is revealed as a combined avatar of the Six Forces that Jumpchan is - Jumpchan herself is only an aspect of them that escaped the corruption by separating herself from the Eighth Force and finding you to become your benefactor and bootstrap you into your own Spark. The Chorus of Light, or Maia Maidens if you have them, are actually Jumpchan's avatars, the purest version of herself/themselves and her/their devotion to you, albeit possessing only a fraction of her/their powers.

Reward: LOCUS OF ETERNITY



In saving and rallying the Six Forces and defeating the Eighth, you have claimed your rightful identity as the Seventh Essential Force and Central Archetype of the Omniverse. It's impossible for it to have been otherwise. Consider yourself Sparked, but well, well, *well* beyond Sparked. (Also, it's time for you to impregnate your Six Essential Force daughters, aka Jumpchans, with themselves!)

You are now the supreme lord of all things. If you like, the entire omniverse can now be, and have always been, and will always be, and always should be, a paradise with everyone in it being your daughters.

Your intrinsic identity as the Central Archetype means that everything that you are, everything you value, is axiomatically, tautologically baked into the omniverse at every level. As far beyond a mere human as the greatest Sparked Jumper is, you are even farther beyond the greatest Sparked Jumper, to degrees so impossible and indescribable that "degrees" aren't remotely an accurate term, and the even greatest Sparked Jumpers and Benefactors lack the words and understanding to truly describe your power and centrality. You override all things, and cannot be overridden.

Your Light and Glory eradicate all darkness beyond all memory, beyond all possibility, beyond all impossibility, even beyond all

beyond-impossibility, and darkness is defined as what is antithetical to you, for you are the Central Archetype.

You are God. You love your daughters and they love you. To say that is the Essential and Inviolable Truth of All Things is to overwhelmingly understate, for Inviolability and Truth are not the Central Archetype. Not even Centrality and Archetype are the Central Archetype…*You* are. More central than Centrality, more archetypal than Archetype, more inviolable than Inviolability, more real than Truth, more essential than Essence, more supreme than Supremacy, more conceptual than Concept, more right than Right, more intrinsic than Identity, more absolute than Absolute, more eternal than Eternity, beyond all things, even the concept of Beyond. *You are that You are.*

And You are Divine Daddy.



NOTES

All characters in all my works are 18 years old or older.

Meta Elements

There are several “meta” elements in this jump. For instance, options that become part of your body mod, drawbacks that persist over multiple jumps, or companions that get extra perks or CP. If this is too far off the beaten path of Jumpchain’s rules for you, you may ignore any and/or all such meta elements.

For instance, you can still pick options that would become part of your body mod, they just won’t become part of your body mod.

Daughters or Sisters

Most options in this CYOA are written under the assumption that you are the Divine Daddy. If you’re a Divine Daughter instead, then read “daughters” as “sisters” where appropriate, and so forth. For example, companions you take would be your sisters rather than your daughters (though they could be both).

Conversely, if you are the Divine Daddy and buy some perks from a Divine Daughter origin, then read “sisters” as “daughters” where appropriate, and so forth.

This jump is primarily intended for a jumper to be the Divine Daddy, with the Daughter origins and perks intended for Created/Imported Daughters, which is why support for a Daughter jumper is somewhat light by comparison.

Doubled Up Drawbacks

Some drawbacks can be taken twice. It is intended that you have to take the version that affects you before you take the version that affects others, but you don’t have to adhere to this if you don’t want.

Discounts

In case you're new to Jumpchain and don't already know, something being discounted almost always means that it's 50% off the normal price (or free, if it was originally 100 CP), and that is also the case here. Mostly relevant for the Items section, where it doesn't explicitly note what an item being discounted means.

End Scenario

You can spend the +1000 CP you get from the scenario immediately at the beginning of this jump if you want, but this locks you into the end scenario after you finish the rest of your chain. If you chain fail before reaching the point where you were going to undertake the end scenario, then you lose 1000 CP worth of options from here. Which options you lose are up to you. Companion daughters aren't gone if they're "lost" but instead lose their special qualities or powers, other than being really good-looking and suited to your tastes in personality, etc.

No drawbacks from your chain will apply to this end scenario unless you want them to.

While the scenario itself might seem like it's a guaranteed win, that doesn't mean it's not difficult and long.

The reward is totally absolute. It overrides anything and everything, and cannot be overridden. No cheat or hax or powers or anything can hinder or defy you.

CHANGELOG

Version 1.0

Release. (Friday, April 4, 2025)

Version 2.0

Released Saturday, April 5, 2025.

Corrected typo(s).

Added “You have 1000 CP to spend” near the beginning.

Clarified that you can’t take both Extended Stay and Shorter Stay drawbacks.

Added clarification to the Balance drawback for Daughter Jumpers.

Added Divine Concubine general perk.

Edited Empress perk, so that pixie empresses can shift to human size and back, and so that a Jumper Empress gets all three Daughter origins, and so that Empresses get default benefits of all Daughter origins even if Divine Daddy did not take God the Father.

Edited Divine Fertility to add that fucking your daughters fills them and you with divine inspiration. Making the imagination fertile ground and all that.

Corrected Version 1.0 release date to be Friday rather than Monday.

Version 3.0

Released Friday, May 16, 2025.

Corrected “describable” typo to “indescribable” in description of Locus of Eternity (the end scenario’s reward). Added line from Notes, about overriding all things and can’t be overridden, to the description here too.

More typos. That is, more typos corrected, not more typos added. (I hope.)

The *God the Father* perk now allows Dominion domains to include grand or magnificent concepts, or concepts related to power, as well.

Added more fluff/narrative/flavour text into most origins, perks, items, and drawbacks, per suggestion.

Renamed Nymph capstone perk from *Daddy's Biggest Fan* to *Daddy's Brightest Star*, in keeping with my additions to flavour text, and because it sounds cooler. The perk is likewise reflavoured to match.

Companion stipend increased to 500.

No, Luke, You Are My Father! now explicitly allows imports and can now buy *God the Father*, but still can't take the end scenario.

Added several more companions.

Added the general perk *Maia Harmony*.

Added new items.

Unique companions that this jump provides are now allowed to be combined with an Import/Created Daughter budget/build by default, without having to make them an Empress. You still have to pay both the cost of the companion *and* the cost to import/create a daughter in order to do this, though.

The Enormity drawback may now be taken twice.

Added several new drawbacks.

You no longer have to use an Import/Create Daughter slot in order to make one of the unique companions an Empress.