}{Horny Horror}{

(Generic Monster Fucker Jumpchain CYOA: 1.1)

"Somewhere, out there, is a woman who sees some wretched, writhing thing at the bottom of her basement stairs. Rather than fear, when it answers to her interrogations she feels as if she's never been so excited.

In a world of magic and fantasy the princess of a fair kingdom has been stolen away by a terrifying dragon. A brave knight has been sent to deal with the beast, but they have other plans for the dragon other than slaying.

In another time, a routine mechanic for a remote piloted space hulk feels her isn't alone. If reports are to be believed some form of predatory alien might be stalking the vents. Is it the hunter though, or is it being hunted?

If you're stepping foot in this world you likely share one thing with the protagonists of these stories, you're a monster fucker.

At least you're not alone, right?

The world you're about to step into is mostly of your own choice and design. It could resemble modern earth, some form of traditional sci-fi or fantasy, or something more original and creatively involved.

None of that really matters compared to the reason you're here though. You'll find yourself running into eight foot tall ghost women, or werewolves, or goblins, or maybe you are something like that and looking for interested humans.

These activities aren't really the 'norm' in the traditional sense of the word. Honestly there's a kind of background horror theme to the place. After all, monsters were originally obstructions or things to be feared.

While there won't be any advertisement of potential partners, that doesn't mean the opportunities won't present themselves though. Despite things appearing as if they're played straight on the surface, it usually goes somewhere more favorable.

Without further posturing, have 1000 'Forbidden Points' to prepare yourself, tailor your experiences, and meet a creature or two."

}{The Setting}{

In this section you're determining the basic structure of the world you're about to go into. Simply read the options below and pick any options you desire, they're mostly there to aid you in a process ultimately left in your hands.

>**The Familiar** - "The world you're about to enter is familiar, in that it looks a lot like some time or place in the world you grew up in. Maybe it's modern day, in a big city or small town you're familiar with, living out a normal life.

Perhaps it's more like a hundred years ago and you're stepping right into the Roaring 20's, or thousands of years ago ready to traverse Ancient Egypt. Any time or place on Earth is available through this option.

The creatures you encounter can range from those resembling modern creepypastas and horror stories, to mythological creatures in ancient times. Ghosts are generally something that could be encountered at any time though."

>**The Fantasy** - "The world you're about to enter is out of some fantasy novel or game. The most traditional forms involve adventurers plunging into dungeons, or being given some great quest by the local king to face some crazed wizard.

Humans are rarely alone in such fantasies, joined by often friendly races in the form of elves and dwarves, or enemy races like goblins and orcs. You could instead base your fantasies on other cultures or themes though.

Sword fight pirates, fend off ninja assassins, or float between sky islands on ships carried by flying whales. The kinds of monsters you encounter is based entirely on the kind of fantasy you choose, meaning just about anything is possible."

>**The Future** - "What might civilization look like in ten years, twenty, a hundred, a thousand? Will everything decay into an urban hellscape where corporate policy might as well be law? Can humanity shoot themselves into the stars and really explore the universe beyond our blue marble?

The monsters that may exist in such settings range from artificial horrors commissioned by any number of groups for any number of reasons, to entire races or species of alien lifeforms. You may even run into gods of a sort, though that will be far from fortunate. Tentacles galore if you go looking for them."

>**The Unfamiliar** - "Combine any of the above. Alter any one option as much as you want to accommodate your own desires. Throw everything out and whip out that homebrew setting you've been working on for a while. It really doesn't matter."

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}{Race}{

In many Jumps, one would be allowed to choose an Origin they would like. This would give certain sets of background memories and statuses within the world, along with discounts on options relevant to the role they're taking. Here, you are instead given the choice of race: Human, or Monster. Your gender and age are entirely up to you, no need to pay to swap if so desired.

>**Human** - "You are human. You're mundane by the standards of many worlds, familiar, 'normal' to whatever extent a person can be. You could have been anything from an eccentric ghost hunter that would explore abandoned buildings with their friends, to a brave knight with a good reputation with the local kingdom.

Whatever or whoever you once were, you are now in position to encounter things most strange. Have you arrived as a detective in a small fishing village, or a colonist setting foot on what appears to be a safe new world? Are you going to lie back and accept your fate, or wrestle with it while the adrenaline flows?"

>**Monster** - "You are a monster. You are what goes bump in the night. You are what lurks on the edge of society. You are the subject of scary stories told around campfires, and of desires that some would rather keep to themselves.

You could be anything. Some phantom that invades dreams to toy with humans when they'd normally rest? Sure. Wriggling, eldritch thing aching to pull a 'victim' into your many armed embrace? Yeah. Hell, you could be the dragon.

You may customize your form at your leisure, with whatever fur, scales, chitin, feathers or what have you. You have up to four limbs by default, and can become up to twice the size of an adult human, but perks can change such things."

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}{Perks}{

You can find a number of abilities, skills, and powers in the following section called 'Perks.' Find the Perks under your chosen Race. You will receive three 100FP Perk freebies, and 50% Discounts on three 200FP Perks, and three 400FP perks. While you aren't locked off from the other race's perks, it does make things a bit odd. If human, were you perhaps mutated by whatever situation you found yourself in?

}{General Perks}{

>**Interracial** (Free) - "It doesn't make sense. It shouldn't work like this. It can only be described as porn logic. For some reason or another though, should you take this, then you can have children with basically anything.

Are you a tentacle monster that wants to start a family with a mutually consenting human partner? Babies can be made. Are you some human that wants to bed a dragon and usher in a new species in the process? Babies can be made.

Are you wanting to fulfill some kind of hybrid monster breeding fantasy? Babies can be made, though they may end up weird. No idea how it works honestly, that's for you to figure out. May be toggled at your leisure."

>**Bringing Protection** (Free) - "So the fantasy on paper may work out okay, but there's some logistical issues going forward. Sometimes there's a big size difference, or one side is covered with spikes, and that kind of thing doesn't work in bed.

Well, with this, it does. Partners between (wo)man and monster in this setting just don't seem to run into these problems most of the time. Either by distorted logic in how the act should go or pure luck, things usually just work out."

>**Internal Radar** (50FP+) - "The problem with masquerades, conspiracies, and dark underworlds is that it's all kinda supposed to be secret. How are you going to meet some fanged sweetheart when she probably doesn't even live in your town?

This allows you to have an internal radar allowing you to get a vague idea of where to find the archetype you're looking for. You can pick three archetypes per purchase, and they can be as vague as vampires to specific as single mothers."

>**Monster Girls** (100FP) - "Some monster fuckers are more or less degenerate than others. Some think of werewolves as suitable partners, others want to sleep with xenomorphs, and those are probably middle ground points on the scale.

With this perk, you now have access to that metaphorical scale, with a metaphorical slider now in your hand. Applicable in this Jump and later Jumps, this allows you to dictate how monstrous the local monsters really are.

Do they resemble humanity with the body parts of some dangerous creatures? Are they little more than some terrible beast in their appearance? That's ultimately for you to decide, though this won't change their mannerisms no matter what you do."

>**Strange Encounters** (200FP) - "Some people are more open to experiences while some are more particular about what they want. For those who know exactly what they want, comes the ability to get it.

You now have the power to set up encounters. First dictate an archetype of human or monster, then a specific location or scenario. This causes that type of creature or person to begin appearing in the place or way you previously decided.

The otherwise mundane park may now end up frequented by aliens looking to experiment on who they find there at night. Random pizza delivery girls seem to get lost and end up at your house enough for that to be a noteworthy occurrence.

There's two limitations on this ability. The first is that you cannot use this to designate specific individuals. Example; you cannot select a named character within your current setting to arrive in your backyard semi-regularly.

The second is that it cannot be used to directly benefit you in ways other than arranging sexual encounters. Example: you cannot dictate the enemy headquarters to be the spawning grounds of hell hounds in order to harass them.

Avoid these and you're open to creating the scenarios you desire. Monsters in your closet? Milfs in your market? Phantoms in your attic? Done, done, and done. Monsters need not previously exist within the setting to activate these effects."

>**Monstrous Form** (Variable/Monster Exclusive) - "A strange place to find a monster perk, wouldn't you agree? While dedicated to monsters however, it emphasizes base statistical benefits rather than special or lewd abilities. Best to keep it out of the way.

By default, monsters are physically superior to humans. Using a monstrous form roughly the size of an adult human as a baseline, monsters are lifting twice as much, running twice as fast, and so on in that fashion.

With this, you can purchase Minor or Major feats to enhance your physical abilities, or your shape in some way. Shape refers to the scale or complexity of your form. Minor feats are 100FP, and Major feats are 200FP.

One example of a Minor feat would be like healing wounds within hours what would take others weeks. Another would be tanking small arms fire without significant injury, just flesh wounds for the most part.

One example of a Major feat would be acquiring enough strength to tear steel or break through brick walls. Another would be increasing your maximum size to half again that of an African elephant to become truly monstrous.

Generally speaking, it's pointless to get a Minor feat if you're buying a Major feat of the same type. A Minor complexity feat could give four to eight additional body parts for designing your form, as an example.

A Major version of this same feat might allow you to become something more evocative of a tentacle monster though. The Minor feat is doing little to supplement the Major feat, showing it's best to diversify.

All monsters start with one Minor feat of their choosing as a freebie. Monsters may also apply their freebies and discounts here if they prefer these basic feats over the variety of perks listed for them."

}{Human Perks}{

>**Brainless Brawn** (100FP) - "What were you when you got here? Some bounty hunter among the stars? A gallant knight on a quest? A soldier on some bizarre task away from the front lines? Whatever or whoever you're supposed to be, you're strong.

You have well honed physical abilities for a human. You can lift more, run faster, and fight harder than others. What's more, the more your blood flows down and your thinking dulls, the greater you become. In other words, horny brain strong."

>**Years of Experience** (100FP) - "You've been around the dating scene for a while, and by that I mean you've gone completely around it to get what you really want. While many look for love, you sought out pleasure and obtained it time and again.

You're an experienced lover with more partners than you can probably remember. This gives you great skill in bed, along with a sense of what your partner is feeling in bed and how to improve their own experience.

It also helps you figure out how to provide pleasure to things you're frankly unfamiliar with. How are you supposed to know what to do with an alien species man has yet to discover? You'll figure it out, and get them calling you again later."

>**Wild Thing** (100FP) - "Ah, the great outdoors; it's one of your oldest and fondest loves. You've done it all: camping, hiking, survival exercises, travel here and travel there. You might even live in a log cabin built with your own two hands.

Years of experience living alongside nature allows you to live comfortably within it, and the land seems to welcome you in turn. The weather is generally kinder to you, and pests less likely to pester you among other small advantages.

Never again will mosquitoes end up bothering you when your skin is exposed beneath the starry night sky, nor will it rain when you just need a quick nap."

>**Studious Observer** (100FP) - "You can be considered someone who has put their life together. You've always thought about your future, and have been serious in making a better one for yourself. All it takes is a bit of thought, and a bit of effort.

You have an incredible knack for picking out important details in your day to day life. Joined with a ferocious determination to act on your advantages, and you may well have been a famous explorer or wealthy merchant in your past life.

While others may hopelessly fall victim in whatever horror scenarios you find yourself in, you'll be figuring out the rules of engagement and coming up with a plan. The things that go bump in the night better beware, because you're bumping back."

>**Thoroughly Intimidated** (100FP) - "Think about your average horror movie. Some victims are taken out immediately, and others are left alive for far longer. But why? It's like some monsters can smell fear, and it causes their sadism to rise to the surface.

This same rule now applies to you. Aggressors are more hesitant to inflict harm upon you if they believe themselves to be in a position of superiority. The effect only enhances if they are, and further still if you're genuinely scared.

Instead, they'll be content to harass and intimidate you further, perhaps leaving you unscathed entirely if a less amusing victim appears. Be careful, for the effect only lasts so long until they're done joking and take what they came for."

>**Monster Hugging** (100FP) - "Hello there Moon River. You've kept up your strict vegan diet and continue to love all of Earth's beautiful creatures, right? Continue to love, and your emotions will reach. Love and be loved, soul sibling.

You are a pacifist at heart with an open mind. More importantly you have the ability to broadcast that inner peace and potential horniness to others. Rather than petty fighting or hunting, why not invite the monster to join in consensual union?

Forewarning, if the monster is sufficiently sadistic it might not care still, but this can help against the spooky night crawlers that just have communication issues."

>**Shoot to Thrill** (200FP) - "This monster has hunted you long enough. It's do or die, and you're blowing this thing straight to hell! Wait, that's not what this place is about. I mean you are being hunted, but you'd rather like, do things with the monster later.

With this, you're remarkably good at toning down the lethality of the frankly overwhelming force often required to finally beat back the monster. Go ahead, ram it with a truck into a gravel pit, it'll just knock it out probably, tops.

Blow it up, unleash a hail of bullets, or drop a building on it. There will be superficial injuries at best and it'll be too sore to move. Great enemies will usually end up more 'impressed' than angry about such turnaround too. How fortunate."

>**Marathon Edge** (200FP) - "The human body is feeble compared to the odd writhing horror or lustful demon. How could man or woman keep up with something like that? While many might think that, it feels like something you've trained your whole life for.

Your stamina is a thing of wonder, both physically and sexually. You can prolong the act for far beyond where others may tap out. Maintaining vigor, awareness, and energy for days straight even becomes possible.

The necessity for things such as food, water or sleep seems exaggerated when you're focused on your partner. Even then, they'll become an issue before your hips give out. Many of these traits are shared with your partner to a lesser extent as well."

>**Stranger in the Woods** (200FP) - "There's something not quite right about you. Those who come upon you while wandering the wilderness can't help but be unnerved by your presence, like you're hiding some dark secret.

This perk gives you a peculiar aura that causes wariness or fear in humans, and familiarity in monsters. Conversely, monsters are less likely to view you as 'prey' and more as something closer to their own existence.

There may be some confusion and probing questions, but that a conversation is possible at all is a thing of wonder. If you don't screw it up, could this be the way to build an equal relationship? May be toggled off to stop intimidating humans."

>**Mental Health** (200FP) - "One of the most commonly talked about issues of our time is mental health. This pursuit of mental wellness is important to you too, and so you have pursued it persistently. Who knew it would pay off like this?

Attempts to manipulate you don't take quite as well as they should whether the method is social, chemical, or supernatural. You're like barren ground for such seeds. At the same time, you are good at pretending like they are working.

While this won't protect you from everything forever, it will protect you from many things for a long time. Just don't overestimate your ability to keep hold of yourself and you can surprise your would-be corrupter when they least expect it."

>**Faster Than You** (200FP) - "Alright so you're not really down with 'everything' you run into here. At the same time you're kind of a coward who would rather bolt than face it any other way. For you, that cowardice is strength. . .in a way.

Providing you are on the same general level of abilities as those around you, you're always the fastest when running away from some threat or problem. It doesn't matter if you're scattered among track stars, you'll be leading the pack in the escape.

You're given a moderate pep in your step even when running alone. You're also given great ability with creating obstructions for your pursuers. Knocking over shelves, snapping bridge ropes, tripping the other people running, it's all included."

>**Monster Hunting** (200FP) - "Humanity lives in every day ignorance. They don't know the things you've seen, the things you've done. As long as you still draw breath you will continue your grim work. You hunt the hunters, to let people live normally.

Years of experience hunting monsters have given you the skills sufficient to deal with them. You're more resistant to fear, quicker to think in stressful situations, and can more accurately identify the 'threat' you might be dealing with.

If that wasn't enough, you're good enough at this thing you do that you can potentially fight many kinds of monsters head on, with the right tools on hand. We'll even throw in some pick up lines that only work on monsters."

>**The Penis Mightier** (400FP) - "Some seek strength in steel, while others say flesh is stronger, but you've found your own truth. Only by joining the forces of steel and flesh can one hope to endure the most dangerous (and alluring) of things.

Your flesh benefits from whatever armor or weaponry you have in your possession. So long as you have a sword in hand, the one between your legs is just as formidable. So long as you have at least a bikini of armor, your flesh can endure.

The effects are more notable for primary and secondary sexual characteristics, operating to a lesser degree for other body parts. If you've bonded with specific equipment over a long time, you can call on their resilience even if separated."

>**The Dragon Lover** (400FP) - "Brave soul, you have been tasked with besting a most terrible and mighty enemy of the kingdom. Please, take up your sword and put them down for good. . . What do you mean you have other plans?

You have a most curious power to resolve conflict through alternative means. Should you bed the enemy, things just sorta work out. The tension is diffused, the fighting is over, everyone can pack up and go home.

So a pack of mutants are trying to accost you and some campers, or your king has sent you to slay a dragon. Doesn't matter, people will get over it. No one has to like it, but somehow they just trust that you know what you're doing here."

>**The Monster Tamer** (400FP) - "You used to be big into the exotic animal training business, until everything went terribly wrong. That was a lifetime ago now though, if true at all. While the how might be in question, your skills certainly aren't.

There is a mixture of peace, discipline, and sincerity in your hands, and in your voice. Whether it's experience and training, or talent and charisma, you're abnormally good at 'taming' various beings and turning them into obedient 'pets'.

The more powerful, intelligent, and hostile the creature or being, the harder it is to tame. Most anyone or anything can eventually be tamed with time and patience though. The truly invulnerable are those who have absolutely no submissive potential."

>**The Trapper** (400FP) - "You know, I'm guessing you had a really complicated relationship with Scooby-Doo growing up. Sure you hated how the monsters were always some greedy old man, but you sure did love those traps they came up with.

You have an extraordinary skill and talent with constructing traps. They're powerful, they're reliable, they're creative, and they can lock down even larger and bulkier monsters for a time.

What's more, you have the ability to make your traps with the most minimal of supplies. How'd you figure out how to trap a ghost with the supplies in a janitor's closet anyways? It was quite impressive.

The only flaw is that you need to know what you're actually trying to trap. Your traps aren't all-purpose, and the ones that are tend to not be as grossly effective. Confirm your desired quarry first, and you're capable of great things though."

>**The 'Bad' End** (400FP) - "Oh boy you've gone and done it now. You ran, you hid, you stalled as best you could, but the big bad monster has got your cornered. While you might ordinarily meet an untimely end, you'd rather just be screwed.

Fear no longer, for monstrous enemies now want you; like, carnally though. This starts small, but the longer they pursue you the more it will build. Passing interest, vague horniness, genuine desire, all the way up into need.

Once fully realized they'd really rather not kill you, or even seriously injure you if it can at all be helped. While you will have escaped the clutch of death, you're unlikely to escape the clutches of your new captor, at least not for a week or two."

>**The Maker** (400FP) - "It's taken a long time. Too long you would say. Weeks, months, maybe even years of work culminate in this moment. Are you ready to play god?! It is you who now have the power to create life! For…very petty reasons.

You have perfected a form of nonsensical pseudo-science that allows you to make virtually whatever kind of monster you can think of. How can lightning return dead tissue to an entirely living state once more? Who knows!? You barely do.

The resources and time spent contribute to the quality of the end product. While lightning is difficult to capture, it is that difficulty and strength that helps make your 'Bride of Frankenstein' into a hardy, powerful, untiring animal of a woman.

While reanimation and splicing are your forte, you can make all kinds of monsters with your strange methods.. Many of your creations will at first view you as a god, their maker. But, that may change if sufficiently abused, and/or betrayed."

}{Monster Perks}{

>**You're Not Grandma** (100FP) - "My, what big teeth you have. Oh my, and did you always have such long, pointy nails? Why, I don't think anyone is supposed to have horns! What are you gonna do with all those?

Fangs, claws, horns, tails, the weapons of a beast are often some of the things people notice first. You have the ability to exaggerate your natural weapons further, temporarily expanding them to twice their size and respective danger.

Teeth are pointier, nails are sharper, horns get harder, and so on. Bizarrely, your weapons also seem to be the bane of clothing. That is, you may optionally focus on your target's clothes rather than them when attacking them."

>**Sticky Spittle** (100FP) - "Some monsters don't go out hunting, and instead let the prey stumble into them. Specifically, they'll wait within their layer while setting out the welcome mat. A very sticky, slimy, noticeable welcome mat.

You have the ability to produce and shape some sticky substance of your choosing. It could be webbing, or drool, or slime, or some other substance of your choosing. Whatever it is, you can make a lot of it.

This stuff is hard for those other than you to escape from once caught, and ideal for setting traps or binding guests. This tends to work as a mild, all purpose fluid production increase as well, for the slime obviously."

>**Tall Shadow** (100FP) - "You're walking in the woods. There's no one around and your phone is dead. Out of the corner of your eye you spot…nothing? You kinda expected to see someone creeping up on you. But wait! It was you all along!

You have an almost unnatural ability ability to stalk others. Providing it's just one person, or a small group, even a form of great size could continue to shadow them for hours, even days without them ever truly figure out what's there.

They may just miss your presence right up until the moment they feel your breath on their neck. As a small bonus, you also blend into darkness more easily."

>**Shoulder Devil** (100FP) - "Everyone has a metaphorical shoulder devil. That little voice in the back of their head compelling them to do bad and naughty things. In this case, your targets aren't dealing with a metaphor anymore.

You have the ability to peer into someone's mind. At first it's only surface thoughts, but the longer you're around your target the deeper you can go and the more you can do. After a while, you'll be prying their darkest secrets out.

Stick around and probe them even longer? You can start whispering to them, inserting thoughts into their head that don't belong to them. They might think of them as their own stray thoughts, but remember they might not listen to them.

You can also perform such corruption on technology under similar conditions, allowing you to send a target text messages from an unlisted number, or coax a security system open. These top feats require weeks of proximity though."

>**Low Budget Production** (100FP) - "Don't you just hate how some TV shows have these supposedly legendary monsters, only they're always in some human form because of budget restrictions? You don't? Well, I guess it does help you mingle.

You have the ability to, at will, give yourself a completely mundane human form. Oh, it's an attractive human form, but it's nothing obviously supernatural and it stands up to any non-invasive scrutiny.

You can still access any of your non-size reliant abilities within it for the most part, though some will look weird. As an alternative, you can also take a kind of hybrid form, a mix of man and monster of your design."

>**Indescribable Appeal** (100FP) - "What is it about you that allows those complete deviants to have thoughts of romance? What spurs forbidden desires to bloom in the back of a stranger's head when they look at you? Why, chemistry of course.

Your body produces a chemical with qualities of an aphrodisiac. This causes your pheromones to attract others. Direct contact with various bodily fluids have a stronger effect, and intake of such fluids has an even stronger effect.

Those who aren't into you likely still won't be, but they might get a bit steamy in your continued presence. Those who are into this shit though will feel more honest about what direction they want all this to go no matter how pointy you look."

>**Merciful Ruination** (200FP) - "Many monstrous powers tend towards the destructive side of things, and that's pretty cool. It doesn't really help to crack a mate out of its bunker shaped shell if you crack them too though, right?

You have the ability to produce some destructive substance or force: acidic blood, fire breath, corrosive magic, rupturing sound waves, etc. You can project whatever you make in the form of a explosive blast or steady stream.

Whatever destructive power you give yourself though, you choose what it destroys and leave everything else unharmed. Melt a knight right out of their armor, without the fire or melting armor making them feel anything but a bit of heat."

>**Illustrious Fear Boner** (200FP) - "Well jeez dude, I know I keep saying you're scary but I didn't think about you being downright horrifying. You'd send shivers down anyone's spine, and I don't mean in the good way! Wait, do I?

You're granted incredible skill with inspiring fear and dread in others. You can even toggle a small aura of fear on if you want. By default this can help make those you're pursuing slip up, but it also has a strange side effect.

There's a secondary toggle you can selectively switch on for anyone who currently fears you. When switched on, you switch them on. That is to say, the more someone is intimidated by you, the more aroused they get. Maybe it's adrenaline?

But wait, there's actually one more toggle to play with! Rather than fear, or arousal from fear, you may also toggle a final ability that transforms fear based abilities, causing them to instead increase sexual appeal, at least for those into monsters in the first place."

>**Scary Story** (200FP) - "Once upon a time, in the middle of a cold dark forest, there was some sexy beast that snatched people up and spirited them away to its lair to stay warm, all night, the end. That's kind of a shit story. Why do you keep hearing it?

Your existence has a memetic quality that causes stories of you to crop up even among those who should have no knowledge of you. Hushed whispers and campfire stories appear regarding who you are, what you are, and what you want.

Some may be threatened by this vague knowledge, while others discount the stories as some made up boogeyman. The stories dig deepest in those with darker desires however, drawing them like moths to your flame.

Those who want you, whether consciously or not, will seek you out in some way. It's because they want you that even if they were once some great hero, they'll still feel limp in your presence. An eventual cult may not be out of the question."

>**Swinging Pendulum** (200FP) - "You're getting sleepy. You're getting oh, so, very, sleepy. Bah, you don't believe in that hypnosis junk, right? It's just silly to think about putting someone completely under your control. That's what they want you to think!

You now have some method of inducing a hypnotic state in others. Perhaps it's direct eye contact, or maybe it's anyone that watches a shiny object you swing back and forth in front of them, but whatever it is, it always takes like a few seconds.

You can hypnotize anyone, and the form of hypnosis they're put under is stylized to your preferences. They'll snap out if hurt though, and you can generally only hypnotize those who are suggestible or into it, at least a little bit."

>**Travel Expert** (200FP) - "You can run, but you can't hide! You always wanted to say that right? But like, what if they're really good at running? What if they're like, getting in a car and driving off. Talk about a missed connection. Let's fix that, huh?

You now have your choice of some form of heightened mobility. Pretty much whatever you like. Perhaps you just run really fast now and can chase someone in their car down that old dirt road, or even on the highway.

Maybe you can fly through the skies like a hawk despite your size, or swim fast as fuck through the ocean blue. You could even pick up some burrowing skills that would let you make your own tunnel network in a matter of hours.

You generally get secondary physical features that help with your choice. You can have wings with flight, gills with super swimming, big hands with burrowing, whatever. This can even be purchased multiple times if you like."

>**Under The Bed** (200FP) - "Rather than becoming more mobile within the natural world, you move unseen in a world of darkness. Through shadowy corridor you crawl, becoming the thing under the bed, in the closet, and maybe under the sheets.

You have the ability to enter a world spanning network of tunnels that shift constantly, accessible through anywhere sufficiently dark. They can go just about anywhere, and you know where you are and where you're going by instinct.

Things cannot be stored within the tunnels, with objects left behind when you close the way popping out 'somewhere nearby.' If light shines on the opening of a corridor while you're partially outside, you'll be forced back in and the way closed."

>**Facehugger** (400FP) - "You are one, but you are also many. Your core is powerful, but your limbs uncountable. Yours is a mind that controls more bodies than one. Produce your drones, and unleash the swarm.

You have the ability to produce small drones that are like a lesser form of yourself. They may appear like imps compared to you as a devil, or seemingly phallic invertebrates if you're some chittering alien.

These drones possess a fraction of your physical abilities, and powers similar to the Monster perks purchased within this Jump. They have no true individuality, and are instead branches of a hivemind with you in the center.

Your drones are yours to command with but a single thought, transferring sights, sounds, and all sorts of sensations back to you if desired. You can make physically male or female drones, though it's your decision how important that is."

>**Cult of Personality** (400FP) - "You are not some common beast that lives within a dirty cave. You are a sophisticated king among commoners; a lord among monsters and men. Leadership is your destiny, to be loved, to be followed, to be worshiped.

You have a form of demonic charisma that seeps into those around you. Weak willed humans can be corrupted over time to believe in your superiority, eventually becoming zealous cultists in your name.

Monsters can more easily be bent to follow your commands, especially if you prove your strength or promise them something they want. Those already loyal to you can be corrupted faster, though you can also toggle the ability off if desired.

In either case, human or monster, bedding them has a much more dramatic effect. You can more easily pleasure others due to your influence, and getting them to worship you in the bedroom will make them more swiftly worship you outside it."

>**Sensual Sculptor** (400FP) - "You have an artistic vision few monsters can claim to share. Through your hands, flesh can be sculpted and shaped. Through your hands, someone may be reborn anew, or become naught but a toy.

You've been granted to shape the bodies of anyone or thing you have captive, or consents to such a transformation. Like clay, features of their body may be smoothed out, curved, flattened, or stretched.

To remove, is as simple as 'pulling material away,' and to increase simply requires effort and 'stamina' on your part. Through this you can adjust someone's height, adjust the size of sexual features, or perform greater alterations.

You've been gifted with great skill with sculpting and wonderfully dexterous hands, so your projects can't go 'wrong' unless you intend them too. Sculpting has no inherent danger to it, though may feel alien and uncomfortable."

>**Sleep Paralysis Demon** (400FP) - "In the cold night, some unfortunate soul lays down in bed, falling fast asleep. They awaken to find themselves frozen, a dark figure staring from the door. They'd be terrified if it didn't have such a great ass.

You are able to induce a nigh irresistible sleep paralysis on those you catch resting, leaving them entirely aware of their surroundings. From there they'll only be able to move as much as you let them until they would 'naturally' wake up.

Alternatively, you may keep them in a deep sleep. With this form of your power, you can invade the target's dreams and control them as if a god. Grant them the sweetest of dreams, or the most thrilling of nightmares at your leisure."

>**Spooky Ghost** (400FP) - “It is said that spirits still walk this earth because they have some unfinished business. That they haunt the places they once lived to complete that last task. What was your last task, huh? Getting laid?

Anyways, you now have the makeup of a spirit, whether you actually are a ghost or demon, or some sufficiently eldritch alien that resembles one. That means you can become any combination of invisible, inaudible, and intangible at will.

This is great for pranks like whispering in people’s ears, or tapping on their shoulders while they’re all alone. With some practice, you can even selectively turn off one of these powers to flash a single individual while invisible to others.

Your powers are incredibly flexible, but also come with a minor downside. The more people actively looking for you or aware of your immediate presence, the harder it is to turn your powers off. You’re a hard to prove existence, basically.

As a closing note, if your powers are already off, this doesn’t force them on.”

>**Echidna** (400FP) - “Echidna is known as the mother of monsters in Greek Mythology. Her spawn include legendary monsters such as the Nemean Lion, the Chimera, and Cerberus itself. Her fame came from her children, and you shall earn yours similarly.

Your powers of fertility or virility are now great and flexible. You may now comfortably have more children at a time with your partner. Your children are by default extremely loyal to your command as well, unless desired otherwise.

What’s more, you also have great control over the form and powers of your offspring. Your children with a witch could look more like some devil, and possess power over elemental fire that you may hypothetically have, as an example.

Such a thing is decided upon at the time of conception if male, or during the pregnancy if female. Pregnancies you’re involved in tend to be far less uncomfortable, and optionally much quicker as well.”

}{Resources}{

In the following sections you will find various forms of equipment, resources, and property. As this section will be slightly more sparse than the previous one, you will obtain two 100FP freebies, and discounts on two 200FP items, and two 400FP items.

}{Human Resources}{

>**Licence to Creep** (100FP) - "Alright Casanova, we all know why you're here but you can't just go wandering abandoned properties and dark alleys looking for a spooky good time. Someone is going to call the cops.

That's where this comes in, a handy dandy license that seems to convince most authority figures that you're okay to hang around shady places. It always seems to work when your intent is monster hunting, even if you seem extremely suspicious."

>**Journal Notes** (100FP) - "This journal automatically records information about current events and daily life as if you were writing it yourself. When you reach the end of a year or new point in your life, it's organized and you get a new journal.

If you get in trouble, the journal kind of explodes though, causing pages to scatter around the area you were taken, applying to trees or sitting on crates. The pages won't get ruined by weather, but will have hints towards your fate mixed in.

This warns those who aren't involved with you to steer clear, and those who are involved with you of where you might be. After escaping, or being rescued, the notes collect back into the form of a proper journal as normal."

>**Dragon Dildos** (100FP) - "You have an entire chest full of dildos, and not just of the dragon variety. There are dozens packed in there of all shapes, sizes, and colors looking like the products of the most wild imaginations.

In addition to just the original assortment, you'll find new dildos resembling the equipment of any monsters you encounter here or elsewhere. These extras come in human size, and life size variations, all somehow fitting in the chest."

>**Halloween Wardrobe** (100FP) - "You have a large, dusty wardrobe within your house now. Inside this larger on the inside construct is a larger assortment of cheesy looking Halloween costumes.

Although they don't seem impressive, the costumes transform when actually worn to let you resemble a 'real' monster around your size. This can allow you to trick actual monsters into thinking you're one of them.

Doesn't quite stand up to thorough inspection, but you should be able to keep up appearances for the evening, right? Plenty of time to flirt."

>**The Monster Manual** (200FP) - "A strange, worn out tome with a vaguely phallic symbol on the cover. This is a bestiary of sorts covering all kinds of monsters you may find here and in future worlds.

It appears to be hand written by someone who studied or encountered everything documented inside with mostly objective research. It also contains theories and strategies for how to 'defeat' them though, in various definitions of the word.

It's not a perfect strategy guide, and it can be subjective in places, but it's extremely useful when you would otherwise be flying blind. You always seem to know what page the things you're looking for are on, or can get close anyways."

>**Monster Hunting Supplies** (200FP) - "A heavy coat lined with straps and pockets on the inside giving you quick access to the tools of your trade. That trade is hunting monsters, usually with the intent of taking them alive rather than dead.

This includes portable trap making supplies, a nigh infinite amount of rope, herbal remedies for minor monstrous ailments, mild drugs to slow down monsters, and a blackjack or something like it for defending yourself. Refills often!"

>**Monster Containment Supplies** (200FP) - "What happens if you actually can subdue a monster? It surely took a lot of effort, and they're going to recover eventually. That's where this all comes in.

You're given a number of cages of variable sizes that can sufficiently contain any kind of monster providing it was sufficiently subdued when placed inside. A truck containing the right sized cage shows up nearby upon such an event.

If you're planning to keep them in your custody for a long time, look no further because this option also comes with dietary supplements that can take the place of actual food even for much larger beings."

>**Mysterious Fluids** (200FP) - "A few cardboard boxes full of spray bottles, and mason jars filled with colorful fluids. These jars have labels composed of tape and marker with vague monster descriptors to indicate what is for what, or from what.

When dabbing or spraying these mysterious substances on an individual, they will attract the kind of monster mentioned on the label. Acting as a potent aphrodisiac, the monster will have one thing on its mind when it finally shows up.

If you're feeling especially bold, you can also dabble with the jar filled with a chemical rainbow looking cocktail. It seems to work on all kinds of things at equal potency, but that can be dangerous. Don't get cocky."

>**Haunted Mansion** (400FP) - "A letter came in the mail recently. Some rich three times removed relative died and left you a whole mansion. It's quite nice and furnished beautifully, but you'd be lying if you said it didn't show its age.

It has a confusing number of rooms, a beautiful garden in the courtyard, and a series of secret passages leading all throughout it. It also just happens to be extremely haunted, and has a will of its own that allows it to control itself.

This magnet for the undead attracts all sorts - mostly spirits - with many of them being lonely and looking for warmth. There are more vicious sorts, but the house normally keeps them at bay up until you ask it otherwise."

>**Mysterious Laboratory** (400FP) - "There's a long winding road that leads to a laboratory in your name. It's built on top of a mountain, of some coastal cliff, or someone else of high elevation and distance from civilization.

While there are modest living quarters attached, the main point is the well furnished laboratory filled with all sorts of enigmatic equipment. There's jars filled with strange creatures or organs, and dangerous looking levers.

The centerpiece appears to be a sort of large, metal slab with straps that makes use of hydraulics to raise high up through the retracting roof. It attracts lightning even in light storms while up there. What could that be for I wonder?"

>**The Dungeon** (400FP) - "You have a nice, normal house in the suburbs. Beneath the veneer of normalcy is a darker secret, and it's quite literally below the house. You sir or madam have your very own, top secret, kinky sex dungeon.

This expansive space found beneath your house is stocked with top of the line 'equipment' that seems compatible with more than just humans. If you had a less than human guest, it would be surprising if it couldn't accommodate them.

Harnesses, swings, riding crops, ropes, stockades, and everything else you can imagine lies in wait. As it is a 'dungeon,' it also has the odd quality of luring monsters to it, and most feel fairly comfortable once there."

>**Monster Rancher** (400FP) - "Yeah, you're here to breed monsters, with each other that is. You have a large ranch out in the countryside with plenty of pens and facilities for the purpose of breeding monsters to make even cooler monsters.

There are cabinets with fertility and virility drugs. There are tools for extracting seed or eggs from captive monsters. There are even kits for artificial insemination, and rooms dedicated to growing monsters in tubes if you'd prefer that instead.

The pens on the ranch tend to have monsters more open to experimentation, and those that do end up having children with each other seem content to 'settle down' with their new family.

And if you have some particularly aggressive monsters that lash out at you and any potential partners you try to introduce to them? Well, you're well stocked on tranquilizers, so you can probably move them somewhere else easy enough."

}{Monster Resources}{

>**Monster Condoms™** (100FP) - "These are the only brand on the market that is both safe and comfortable for those with magnum dongs. Honestly they're great for any size dongs, being a one size fits all product.

They come in every color of the rainbow, can stretch as much as needed, are virtually indestructible when used for their intended purpose, are barely noticeable during the act, and prevent any unwanted messes to an almost magical degree.

They're somehow very easy to put on and remove even for those without the dexterous hands of a human. They also come with ungodly amounts of lubricant for those especially busy weekends. No more looks from the cashier! Thank me later."

>**Book of Inaccuracies** (100FP) - "This dusty old book appears filled with flowery observations and research data, and you are the subject. Oddly, it only covers things you don't care about people knowing, and has a lot of inaccuracies.

The majority of these mistakes or outright lies seem to be centered on your supposed weaknesses. Anyone who reads the book and believes its contents would likely think they have the means of defeating or controlling you.

While they're quite mistaken, that does prove convenient for you. It seems to find its way into the hands of those who would attempt to act on the information, and many won't figure out the mistake until they're staring you down."

>**Haunted Shackles** (100FP) - "This looks like a pile of chains ending with shackles and cuffs, and technically speaking it is. There are a number of mischievous spirits haunting the chains however, and that tends to work in your favor.

When left to sit around somewhere, and someone passes by, they'll strike out to shackle the person and keep them restrained. They're oddly comfortable, never cutting into a victim's skin, but they're only as durable as mundane iron."

>**Formal Wear** (100FP) - "That no faced freak always has these well tailored suits. That tall bitch from Japan has the most beautiful, white dresses. Where are they getting their nice clothes from? Can't be the store, they're like eight feet tall.

You have been given a larger on the inside wardrobe filled with your own strangely nice, tailored clothing. Suits, sun dresses, you even have stuff that looks like it came straight from Victorian era high fashion.

No matter what kind of monstrous form you or a companion may have, there's something in there made to fit you appropriately, and the clothes will help you put them on if you don't have hands. Also comes in mundane variants, I guess."

>**Dating Services** (200FP) - "It's difficult in any day or age for a lonely monster with human-centric romantic desires to find love, especially if they want to take it slow and steady. In the modern era, we finally have a solution though.

Alley Match is a dating website for monsters that want to meet humans, and vice versa. It's for those who are looking for love, so the site will attempt to match individuals based on compatibility and is quite good at it.

Those who want to just get straight into making a beast with two or more backs can instead check out the Moanster App. Despite both seeming to be competing for similar niche services, they both have an absurd number of users."

>**Cursed Tape** (200FP) - "This is a cursed video tape bonded to you. It contains a great deal of disturbing imagery, although some is erotic, and some is of you. It's not for you though, it's for other people.

When an individual watches this tape, they're marked. You can sense that they watched the tape and know where they are. They, meanwhile, will receive some form of sign that you know that they watched the tape, like a mysterious phone call.

You have the chance, once per person who has watched the tape, to teleport to their location using a similar medium; like a TV or computer screen. Copies of the tape maintain its full abilities for whatever that means to you.

As an alternative to a tape, this can take whatever form best suits the current Jump. Perhaps it's a picture book, or a USB drive, or something else entirely. In such cases, your teleport changes to suit the medium, such as through paper or e-mail."

>**Cursed Mask** (200FP) - "A nondescript leather mask, or maybe faux leather. Whatever the case, it serves as the perfect vessel for restless spirits, and may draw one if left alone for long enough.

Alternatively, you can will yourself into the mask, possessing it yourself. Either way, if someone were to wear the mask after it's possessed, the will within can transfer their consciousness into the wearer to possess them.

The host's ego is suppressed while the new will can operate the body as desired. The spirit can leave the body whenever desired, but may also be forced out if someone manages to put the mask back on a possessed person's face."

>**The Tentacle Pit** (200FP) - "This is a strange hole. It's wide, it's deep, and it seems to devour light since you can't see the bottom even when it's high noon on a cloudless day. It's also absolutely filled with writhing, probing tentacles.

The tentacles seem obedient to your will and are quite strong, so they can be used to capture those near it among other things. The pit is anywhere you look for it - providing no one is around at the time - but can only leave when unobserved."

>**Hunting Grounds** (400FP) - "What is an apex predator without the environment they're asserting themselves in? This is such an environment, the ideal environment for you: dark woods, abandoned amusement park, cave system, whatever fits.

You have extreme familiarity with this place, knowing it like the back of your hand. Because of that you never got lost while wandering around and can always tell whenever something has been changed. Changes such as the tracks of intruders.

Other, lesser creatures evocative of your nature also live here, softening invasive forces among other things. Each is aggressive, but obedient to you."

>**Temple of the Old One** (400FP) - "Underneath the local community, town, or city, is an ancient temple dedicated to the worship of some old god. You are this old god, or at least something written about as its avatar, in case you didn't know.

Written about? Yes, an adjoining library found in these stone halls is filled with manuals, tomes, and scrolls about the cult. That is to say, they're books about how best to serve you and your interests written in flowery language.

The most innocuous (and desirable) types seem drawn to the hidden entrances to the temple scattered around above. Once enough time passes, a cult dedicated to your pleasure should form on its own. Convenient, no?"

>**Cabin in the Woods** (400FP) - "There's an old cabin in the deep, dark woods near wherever you start, far away from civilization. It always seems to attract lost campers, survivalists, and horny college students on vacation too.

Whenever someone enters the cabin, you'll be made aware of their presence and can spy on them with your mind's eye using any reflective surface such as the windows. It's a strange place, and evokes curiosity from those who stay there.

Hidden inside the cabin is a trap door. Those who find it will find a ladder leading to some vintage government complex, long abandoned. At will, you can shut and lock this hatch to trap those inside.

The complex has all sorts of rooms and amenities that would allow those who find their way in to survive virtually forever. It also has a hidden security room that allows to spy on them no matter where they go. It's perfect for voyeurs."

>**Midnight Train** (400FP) - "You have the power to call for a seemingly mundane train. The only thing is, it can arrive anywhere providing it's sufficiently dark out.

The cars can change appearance to be as new, old, inviting, or intimidating as desired whenever no one is inside. There's even a bar and seemingly normal attendants wandering from car to car. The doors only open when you allow though.

It has the speed of a bullet train, can take you anywhere in the world while ignoring obstructions and terrain, and disappears into similar dark corridors to those mentioned in the 'Under the Bed' perk when it's too bright out."

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}{Companions}{

>**Import** (50FP/200FP) - "You may use this option to import one of your existing companions into this Jump, giving them their choice of Race and 600FP to spend on whatever they want. They receive all discounts you would ordinarily receive.

For 200FP, you may import eight companions at once, receiving the same benefits listed above. Either form of this option may be purchased multiple times. This option may also be used to make new companions wholesale."

}{OC Companions}{

In the much more expansive section below you will find a number of premade companions both human and monster. Some of them are written as male, and some as female, but their gender may be flipped at the time of purchase if desired.

You may take one of the 100FP companions for free if desired, and apply a discount to another higher priced companion of your choosing.

>**Aria, the Airhead** (100FP) - "Aria is a woman with blond curls and simple interests. She cleans for a living, and gardens for a hobby. Sociable as anyone else and always able to make time for small talk, she appears completely normal.

I mean her eyes are pretty bad, and she's far from the brightest tool in the shed, but she lives her best life! There's just one thing truly off about her. She thinks you're her pet. Why? Who knows, but it's nigh impossible to convince her otherwise.

She loves you and cares for you as best she can, mostly just taking your acts as things a pet would do. Despite that, you really do have a long leash. What won't she let you do honestly? Just don't make her get the spray bottle!"

>**Leith, the Squire** (100FP) - "A peppy and steadfast friend of yours who acts as your personal assistant on adventures. He's fairly naive, his skin is a bit too soft for this line of work, and he's only passingly decent in a fight.

Still, he's come a long way under your tutelage. People used to say he fought like a girl, and looked like a girl, and smelled like a girl- you know you're pretty sure those guys from his old town weren't bullies when he tells you these stories.

He thinks the world of you for taking him out of there though! He'll do whatever you say, no matter how ludicrous, if you say it'll help him become a better adventurer. Weird how plush his lips looked when he said that."

>**Camilla, the Dummy** (100FP) - "Camilla is the spirit of a repressed woman from the Victorian era who came to reside in one of her dolls. This caused the doll to transform, resembling her previous form, albeit one made of porcelain.

After living a repressed life never once feeling free, Camilla uses her new form for mischief; sometimes very baudy mischief. Besides being especially agile and wise due to how long she's been around, she does possess some unique abilities.

She possesses the power to grow larger, up to nine feet tall, and becomes fleshier the bigger she gets. She's anatomically correct as well, so is functionally human when she becomes human adult in size or greater. Now, let's get naughty."

>**Lagoon, the Lover** (100FP) - "Lagoon is a kind of half-fish, half-man hybrid that is capable of breathing both air and water. He traditionally prefers the swamp, but is just as comfortable in the ocean.

Lagoon is a romantic at heart, enjoying long walks on the beach and serenading his soul mate under the moonlight. Could you be the one for him? He says it was love at first sight, and would appreciate mutual feelings.

He's got a beautiful singing voice, and is also significantly faster and stronger in the water. While he'd rather settle things with words rather than fisticuffs, he will rip a man in half to protect the honor of his lover."

>**Sable, the Goth** (200FP) - "Sable is the self-given name of this brooding woman. Despite her monotone drawl and the talk of her soul being blacker than the darkest night, she's mostly just goth. That's only mostly though.

She definitely started as just a goth with an all black wardrobe, black lipstick, and penchant for poetry. Then she found a book about witchcraft. Since it involved passions like naked chanting and the devil, she dove right in. Like, why not, right?

She's still a novice but knows some basic spells and hexes. It's not enough to get her out of working retail though, especially because she needs to keep replacing uniforms. They keep ripping from her serious case of gigantic tits and ass."

>**Raeburn, the Quiet** (200FP) - "Raeburn is a man of few words that has had a long life of pointless busy work in the city. That's why he retired the small house in the countryside to live off the land and take things one day at a time.

He's charming, neither too serious nor too loose. He keeps himself well groomed, is a patron of the arts, and has strong hands. He's got strong everything but his hands are noticeable since they're often used for such gentle tasks.

Some of his more notable hobbies include making well sculpted pottery, tending to his herb garden, and wrestling any bear that attempts to get into said garden into complete submission. Doesn't kill'em, just sends them on their way."

>**Panic, the Parasite** (200FP) - "Panic appears like a oily pool with an indescribable color, but despite that she is still a living thing. She also wants you in every way imaginable and some that aren't, but is sadly a pool of slime.

To get around this, Panic can wrap around some host body like a suit in order to exert a telepathic control over their body. While possessing someone, she also enhances the body and can contort it beyond what it would be naturally capable of.

She doesn't have to possess them entirely, and can instead just act as a background influence. Said influence is normally in the form of perversion directed almost entirely at you, or in the pursuit of teasing you."

>**Bacir, the Lost Tribe** (200FP) - "Deep within unexplored territories lies an undiscovered tribe of some unknown race. They're large, they're strong, they have blue skin, and they all appear to be male?

They're sorta like boars that walk on two legs, and are pretty scary when angered. They're normally walking around too dim to care about anything though. It feels like the only way they remain alive is their impressive endurance and stamina.

How are they alive without women anyways? They have to be reproducing somehow. That somehow just happens to be that they breed true with anything. It's not really important. All you need to know is they're fond of you, quite fond."

>**Gertrude, the Revelation** (400FP) - "Gertrude is a graceful paladin of the church. Officially she's a nun, unofficially she's a hunter of monsters. She's armed with the impressive musculature and a heavy chain whip to do it too.

She's publicly respected for her graceful demeanor, and respected by those in the know for her strength that can best even giants and drakes. Known to even fewer though is that she's a sadistic egomaniac difficult to satiate tastes.

The monsters she hunts are rarely killed; more 'broken' and turned into love slaves. She actually has a whole harem in a dungeon somewhere, you know. She once saw you as a rival, but now sees you as a steadfast comrade, a partner even."

>**Nicodemus, the Mad** (400FP) - "A deranged mad scientist, or possibly a crazy wizard of some kind. His irresponsibility is only matched by his brilliance in the field of making abominations. Incredibly sexy abominations.

Nico specializes in playing god and burning workplace safety protocols. He'll make anything for any reason and leave the world to face the consequences. The 'consequences' are usually just someone ending up in bed with some dragon lady.

They speak of their profane acts like artistry, even though it's mostly whim. They're quite fond of you, a bit too knowing for your own good too. Many of their latest projects seem to be with you in mind. Knowing smiles await, huh?"

>**Mahala, The Sloth** (400FP) - "Mahala is a very powerful, sweater garbed demon charged with inducing slothful behavior. That's a bit awkward since she's a succubus, but she's quite good at her job regardless.

She works by choosing her targets carefully. She provides for her chosen one in all ways. Her chosen one has food conjured for them, living quarters provided, hobbies engaged in; they'll never have to lift a finger while she is around.

In fact, she actively encourages them at all times to rest, stay with her, let her do all the work as she works her reality bending magic. As you might be able to guess, a lot of her power comes from the high turnover rate of corrupted souls.

When picking Mahala up, she can either be one of two things to you. One; she can be a friend who slides you favors, but doesn't try to corrupt you. Two; you're her latest target and biggest challenge to date, so she's going all out for this job."

>**Choir, the Superior** (400FP) - "Choir is an absolutely magnificent specimen of dragon kind. He stands head and shoulders above you, has feathered wings and is covered in beautifully polished, iridescent scales. He's also immensely dangerous.

As any dragon he's proud, more powerful than any natural creature, and - most of all - deeply intelligent. He has plans of 'taking over the world' with 'an army of his spawn.' To this end he finds the strongest lifeforms, then breeds them.

He doesn't take anyone by force, nor is his small army one intimidated into following. No, more dangerous than anything else is his silver tongue that seems to capable of convincing damn near anyone of damn near anything."

}{Drawbacks}{

Drawbacks are annoyances, threats, or challenges that you may take in order acquire more points. The only limitation is your own tolerance and ability to survive. Beware though, for the effects of Drawbacks supersede all else, including perks.

>**Hot Water** (100FP) - "While ordinarily you may have been left to figure out the kind of place you started, that is no longer the case. You now begin somewhere that would be considered 'dangerous' for what you are.

As a human this could be deep in the woods with only the vaguest sense of which way civilization might be. For a monster it might be in a secret society's containment facility. Either way you end up in a similar situation once a year."

>**Faulty Protection** (100FP) - "You will no longer benefit from 'Bringing Protection' or any other physical compatibility based purchases obtained in this Jump. You will still receive such things, but they will remain inactive for the Jump's duration.

While this may not matter in some cases, the variety of partners you can safely take has gone down drastically. If you happen to be some greater or larger monster then you might not find any at all."

>**Alone Time** (100FP) - "Internet jokes aside, few are willing to cop to such tastes as those catered to here. It's not exactly socially acceptable outside certain circles to be like 'I want to lay the dragon' now is it?

Now, whenever you would do something you might feel shame or embarrassment over, there's always someone or something around. They may or may not actually see you or catch you doing anything, but they're *around.*

If you're quick thinking, good at hiding, or just somewhere especially secure they might not even know you're there. Still, the risk is always present that someone, somewhere, somehow, will catch you in the act."

>**Van Helsing** (200FP) - "A secret order of monster hunters now exists in this world. Founded by the legendary Van Helsing, and they're not the sexy kind. They hunt with lethal intent, and they're well equipped to do so even against greater monsters.

Their resources are vast, the skills of the average member are great, and they don't take kindly to sympathizers. This order is good at tracking down monsters and you often have to deal with one when looking for a partner."

>**Scary Monsters** (200FP) - "While many monsters in this world may have hidden desires either romantically or sexually, that gets tossed out if you pick this up. Now they're just played straight and each is a threat to your life.

They're just normal monsters now looking to murder you, eat you, and/or give you a fate worse than death. This will functionally stop being a lewd setting unless you really force the matter, and convert entirely to adventure or horror."

>**Random Encounters** (200FP) - "While this may be a world with creatures and fiends lurking in the shadows, you didn't really expect to run into them so consistently. You can now run into them absolutely anywhere, and I do mean anywhere.

Why's there some shark girl in the bathtub? How did she even get there? Guess you should have let that one lady be your lifeguard. Whatever the case, it may or may not be dangerous, but it is virtually impossible to account for."

>**Pursuer** (300FP) - "Oh bother, you've picked up something nasty. You didn't happen to pass through a small, foggy town on your way, did you? There is now a persistent and frightening thing that will continue to hunt you for the duration of the Jump.

They're uniquely adapted to be a real thorn in your side specifically. If you're usually imperceptible to normal senses, they'll have the ability to perceive you. If you possess overwhelming strength, they'll have the muscle to match.

If your greatest weakness is mental in some way, their form might even take advantage of whatever phobias or guilt you're hiding away. Like a horror movie lead they'll just keep coming for you even if you deal with them repeatedly too.

If you deal with them for the duration of the Jump, then they may be taken as a companion. At such a time their demeanor will likely soften or become complimentary in some way rather than overtly antagonistic."

>**You But Stronger** (300FP) - "A god now exists in this world, and their powers seem awfully familiar. This entity is similar to whatever kind of being you are, has similar skills or abilities, but exists on a greater scale entirely.

Man or woman, demon god or pagan deity, their exact form could be anything. More importantly is that they're now your boss, and typically have you running tasks and errands that you won't care for.

Often domineering, if you fail to meet their expectations or disobey them then there will likely be serious consequences for your actions. There's no long term potential for dealing with them, so just keep them placated until the Jump is over.

Like the Pursuer, if you do manage to deal with them until the end of the Jump then you have the option of taking them as a companion. They have come to value your services and are quite fond of you, though will no longer scale off of you."

>**End of the World** (300FP) - "A cult summoned their eldritch god. An invasive alien species was allowed to spread unchecked. The zombie apocalypse hit well over a year ago. Whatever happened, the world as you once knew it has ended.

Humanity, if it still exists at all, now survives in scattered pockets. A dangerous variety of monster to humans and other monsters now walks the earth. This is now the kind of place you have to deal with, where even survival will be a daily task.

While there is no scaling component, and you aren't necessarily prevented from reaching your other goals, the locals will now be beyond tense from the current state of things. As such, most tend to shoot first and ask questions later."

}{Outro}{

>**What comes next?** - "That's it, ten years, the Jump is over. You didn't die, which might have been easy or might have been difficult depending on how adventurous you were. Now that it's over, what's next? Here's your choice, Jumper: A, B, or C.

A) Stay here forever. You're no longer on a chain, and you're not going home. Maybe the old world you came from never felt like home anyways. You get to settle down here and live out the rest of your life like a hedonist.

B) Go home. You got your jollies off and did some weird shit. You played out pretty much all of your dreams, or maybe you did some things you regret. Whatever the case, the chain is done, and you're going home for good.

C) You're going back to adventuring now. Chain's continuing, the next world is already lined up, get your bag's packed because it's time to go. You are neither going home, nor staying here, because there's so much more to see, so much more to do.

Whatever choice you made, you keep everything you got here and no longer have to be burdened by whatever drawbacks you might have taken to get it. Hope you had fun, be seeing you."

}{Notes}{

>1. Some options may not entirely make sense with the setting you've made. In such cases, you may replace them at the time of purchase with a more setting appropriate equivalent. Your choice how that works.

>2. Item section couldn't have been made as expansive as it was without help from some good anons. I was joking when I asked, but you helped anyways. Thought I was joking about making you coauthors? Think again.

}{Changelogs}{

>**Changelog 1.1**

>>Monster Girls: Minor edits to clarify intent.

>>Strange Encounters: Minor edits to clarify intent.

>>Tentacular, Juggernaut, & Prodigious Size: Removed - Effects vaguely handed down to new perk found in General Perk section called “Monstrous Form.”

>>New General Perk: Monstrous Form - Provides monsters with ability to buy into greater physical abilities or form complexity. One stop stat shop.

>Illustrious Fear Boner: Minor Edit - Can now turn fear effects into sexual appeal effects.

>>Twisting Flesh: Removed

>>New Monster 100FP Perk: Slime Ball

>>New Monster 400FP Perk: Facehugger

>>New Monster 400FP Perk: Cult of Personality

>>New Monster 400FP Perk: Sensual Sculptor

>>Mountain Lair: Removed

>>New Monster 400FP Item: Hunting Grounds

>>OC Companion Malala, the Sloth: Minor Edit - You can be her target.