

Meltys Quest 1.0
By Orz

Welcome to the Kingdom of Rothstein, a small peaceful country whose gentle citizens love their king and whose lands are fertile with resources. Unfortunately, these peaceful days are about to come to an end, an ancient threat returning to plunge the lands into darkness and chaos.

With her sisters kidnapped and her kingdom in danger, carefree kogal Princess Meltys has stepped forward to save the day! But not before having to defeat an astounding array of colorful (and very sexy) opponents. Can she save the world without falling into depravity in the process?

…Probably not.

You will awaken in this world a few days before Castle Rothstein sinks into the earth and Princess Meltys' journey begins.

You have **1000 Choice Points** to spend on purchases below.

Good Luck!

Race

Human (0 CP): Ah yes, humanity. Not known for any particular strengths or weaknesses except for being especially attractive to Monsters, but somehow capable of giving rise to incredible heroes despite that. If you wish to be one of them, you may do so for free.

You may freely choose between male or female.

Monster (200, 0, or +100 CP): The various species banished underground after they tried to conquer the world three hundred years ago. They come in all shapes and sizes. If you wish to be a species that's more or less on-par with humans, like Lizardfolk or Werewolves, then there's no cost. If you wish to be one of the more powerful species, like Succubi, Cyclops or Yeti, it will cost you 200 CP. Of course, you could also be a creature that's noticeably *less* powerful than the norm, such as a Slime or Goblin. I'm not sure why you'd *want* to, but if you do I'll toss an extra 100 CP your way as a consolation prize.

In any case, you may freely choose your gender. Be it male, female or something *odder*.

Origins

All Origins may choose to be Drop-Ins, with no new memories or connections to draw from.

Royal
Whether you hail from the line of Rothstein on the surface or are descended from rulers of monsters down below, your lineage is that of royalty! Well known for their amazing charisma, grace…and secretly (or not-so-secretly) being *massive fucking perverts*.

Hero
You are a hero! Endowed with mighty strength, great skill and the determination to overcome all challenges, you will venture forth and save the world!...Or something like that.

Villain
You are one of the villains of this tale. Be it one that conquers all in their way while laughing maniacally or one that waits quietly in the shadows for their moment to strike. Of course, not all villains are actually evil, some are just…broken.

Perks

Royal

Good Breeding (100 CP): Those noble genes must be good for something after all because you're a ten out of ten! Whether that means you're classically refined, voluptuously beautiful or adorably cute, you have a smile that can set hearts (and certain other body parts) aflame with desire!

Character Sheet (200 CP): Huh, is *that* what it means to have status? In any case, with a gesture you may call up a floating image displaying various facts about someone or something (including yourself). From their health, to magical power to various strengths and weaknesses. It also lists Sexual Experience along with Combat Experience, and a Slut Level to go with the normal one.

Tit For Tat (400 CP): Other people have silver tongues but yours must be pure gold! You have an incredible knack for convincing people of providing the things you need, be that money or items. That knack gets even stronger if you're willing to provide something in return, with the payout increasing with the size of the 'service'.Go above and beyond to satisfy others and you might even be able to finance the construction of an entire castle!

Clothes Make The Ko-Gal (600 CP): You have the incredible ability to draw power from your clothing. Just putting on an outfit will grant you benefits based on its nature and quality, but if you truly get used to wearing it you'll find yourself permanently gaining various abilities, even when not wearing them! Of course, the process is much faster if you do something *strenuous*, be it combat or wild sex. You should also be aware that particularly sexy outfits tend to give equally sexy benefits.

Hero

Well-Conditioned (100 CP): You've been training for years for this moment! In the process of that training, you've managed to obtain a physically fit body and passable skill in a weapon of your choice (potentially including no weapon at all). You'll need real experience to become truly strong but you could swing a sword all day without feeling tired!

Whirling Blade (200 CP): Hitting your enemy is well and good but do you know what's better? Taking a moment to focus and then unleashing an attack that hits everything in your reach for three times the damage of your normal melee attack! Feel free to exploit this just as much as a certain other hero does.

Training Montage (400 CP): Like many heroes, you have the ability to get stronger at rates far outstipping normal folk. Even better, this effect increases the greater the cause you're working towards. Just working to show that annoying rival who's boss? You'll find yourself acquiring relevant experience around a fifth faster. Working to save the world from some great evil? You'll find your strength and skill growing at half again the expected speed!

Hero of Justice (600 CP): You have the heart of a hero! Not only does this provide you with an almost limitless well of determination and willpower, but it even lets you channel that willpower into enduring injuries that might kill a normal person stone dead! You could fight for hours while covered in bleeding wounds, take hits from monsters ten times your size and survive falls of frankly ridiculous heights! Surely the only use for this stamina is on the battlefield…

Villain

A Smiling Mask (100 CP): It wouldn't do for others to be able to see the wailing mass of negativity that boils inside of your heart. Thankfully, you've grown accustomed to wearing a kind of mask while interacting with others, whether that is of a diligent subordinate, kind friend or inspiring role model. Not even your family can see the 'real' you without extreme circumstances.

Puppet Master (200 CP): They never learn, do they? You are quite good at using the emotions of others against them. Be that luring them to a prepared area, making them drop their guard or otherwise provide you with an advantage when acting against them.

Power Through Madness (400 CP): The darkness within your heart has aligned with the darkness of the universe itself, granting you incredible magical power. This connection grows deeper as you give into your darker thoughts and impulses, eventually reaching the point where you'll have powerful (if ominously-named) spells whispered in your ear, such as Suicidal Silence or Poisoning The Well. You may even reach the point where you can create an entire pocket dimension, formed of your thoughts and desires.

Dark Baptism (600 CP): Your soul has become as black as pitch, to the point that it's actually become infectious! Pouring enough of your energy into a helpless host can allow you to bind them to your will, blocking-off troublesome memories and instilling loyalty, with the process being easier and faster the weaker-willed your target is. Pour your entire heart within them and you may even be able to possess them completely! Of course, this goes both ways. Anything looking to control your mind and body will find their efforts stymied by your twisted mind, and possessors will have to be careful not to be consumed completely, leaving you with their power! Of course, this process may have negative effects on your sanity, but surely the power is worth it, right?

Items

General

Good Medicine (100 CP): A bag of seven Healing Herbs and five Mana Salves, good for restoring your health and magical energy during or after a hard fight. If you use them all, you'll find the bag's contents refilled within the week.

Monsterpedia (200 CP): A book that automatically records various pieces of information about the foes you've faced, from strengths and weaknesses to far more lurid facts like their sexual habits. Good for preparing for a rematch or just to sate your own curiosity!

Royal

Royal Garb (100 CP): A dress fit for a princess! Or perhaps a suit fit for a prince? In any case it's of suitably fine quality in both design and materials…if somewhat difficult to move around in.

Treasure Trove (200 CP): This chest is full of objects 'essential' for a member of royalty, from delicious food and drink to makeup and mirrors to toys for children…or adults. Nothing in here is particularly valuable on its own, as this is more of a bit of luxury for the royal on the go.

A Royal Dish (400 CP): Contained within this covered silver platter is a dish so incredibly delicious that you will find yourself becoming stronger just from eating it. It could increase your strength, toughness, or maybe even your magical power, and it even takes the form of your favorite food. You'll get a new one every month, and you may choose the exact nature of the power increase when you open up the platter.

Slice of Paradise (600 CP): This piece of land is yours to do with as you see fit, be it a castle with a small town attached or a succubus infested forest. Whatever the exact nature of the land, you'll find that the inhabitants are all loyal and willing to follow your orders (to a point), especially orders that have them basking in the afterglow afterwards.

Hero

Good Strong Steel (100 CP): Every would-be hero needs a weapon and this one is yours! Be it a sword, spear, bow or maybe a good set of shin and armguards? In any case you can put this stuff through a surprising amount of punishment without leaving even a dent but it's certainly not unbreakable.

Shining Armor (200 CP): This set of fine silver plate (or maybe tough leather for mobility?) can go through a hundred battles without any kind of maintenance and even comes with a nice, heroic cape! It also has a quick-release clasp, in case you need to remove it in a hurry.

Magic Cubed (400 CP): Somehow, you've managed to get your hands on a single Runic Cube, a crafting material so incredibly rare that there's never been more than four in circulation at any one time. Any recipe or blueprint that uses one as an ingredient is imbued with incredible power, capable of harnessing the power of fire, wind and water in a manner that depends on the nature of the item itself, from a sword imbued with those same elements to an outfit capable of shrugging them off like they're nothing. Only after a year will you find another of these cubes, so don't waste them.

Jumper's Blade (600 CP): If the weapon above is the starting weapon then this is endgame equipment! Not only is it simply stronger than most anything you might come across in your travels, but it channels light magic with every strike, burning those aligned with darkness. Even better, it takes very well to further upgrades. You'd need something as rare and powerful as a Runic Cube to do so here, but other worlds might have a wider variety of materials to choose from.

Villain

Shadow Robe (100 CP): A black robe made of weaved darkness. Its hood is enchanted to hide your face unless you want otherwise. Perfect for dramatic reveals!

Ties That Bind (200 CP): This chest contains all manner of bondage equipment, from rope made out of various materials to ball gags and more. Great for containing troublesome prisoners before you can make them into something *useful*.

Eye of Newt (400 CP): There's many recipes in this world that call for Monster parts, but you won't get far if you keep mutilating your followers. That's where this bag comes in, it contains a whole host of such items from tails and feathers, to pelts and eggs. Even some of the odder things like iron ore from a gargoyle or crystals from a yeti. Use them all and it will refill in a week.

Stolen Power (600 CP): At some point you were able to get your hands on a powerful relic. Be it a mighty weapon or wonderous tool, your main use for this thing is as a source of energy, even being able to channel abilities like Dark Baptism through it. With a bit of work, you might even be able to make the process automated! Just be careful no one steals it…or throws it into lava.

Companions

Import A Companion (50 HP each / 300 for 8): If you already have a group of loyal friends, you can have one or more of your companions join you here. They gain an Origin and 600 CP to spend on Perks and Items. Companions cannot buy companions or take drawbacks.

Canon Character (100 CP): There's all sorts of interesting (and very sexy) people here, from the Princesses to the Eight Pillars. For 100 CP each, you may take with you any character that you can convince to come with you on your journey. This might be easier for some than others.

Distinguished Servant (200 CP, 100 for Royal): Whether they've been serving your family all their lives or simply saw you as a worthy master, this person is dependable, loyal and quite skilled in combat. They could be a stately butler, lovely maid or maybe even a particularly affable orc, but no matter their form they're happy to serve to the best of their abilities.

Adorable Sidekick (200 CP, 100 for Hero): This cute little thing has taken a liking to you and has decided to follow you on your journey. Their small form may leave them lacking in physical power, but they make up for that with a tendency to get into places they have no business being in and a vast array of knowledge of these lands and their inhabitants. They might be a halfling, fairy or maybe even a particularly cute goblin, but no matter their form they're happy to help their new best friend~.

Loyal Minion (200 CP, 100 for Villain): This person might have been born like this, or maybe you made them this way through twisted words or liberal helpings of orgasm-inducing dark energy. In any case, they've sworn their very soul to you and your cause, the first of many, they hope. They have a loyalty that balances on the edge of actual madness and a strange charisma that makes others listen to them despite themselves so maybe they might actually pull that off! What they were before doesn't matter, they could have been a lowly farmer or a succubus princess, because no matter their form they've spent long hours training their skills in the hopes of being useful to their Master.

Drawbacks

No Money, Many Problems (+100 CP): Oh no! It seems you're flat broke! How could this happen?! In any case, you'll have to work hard to earn the money you need, perhaps even to the point of stooping to some…less then wholesome means of acquiring funds. No, you can't just pull cash and easily-sold valuables from your Warehouse. Sorry.

Cherry Bomb (+100 CP): What a cute little virgin you are~. Any sexual experiance that you had before coming here is now null and void, leaving you with a Slut Level of 0 and unprepared for the lewd situations that are common in this world. But hey, the good news is you might be able to wear a white dress to your wedding now!

Blocked Up (+200 CP): Oh dear! It seems that all of your out-of-jump perks and abilities have been sealed away by some powerful force! Don't worry, you'll get them back when your ten years here are up, and you still have your body mod and whatever you bought in this document.

Without A Care (+200 CP): Is your head stuffed with cotton or something? You drift through life, happily doing whatever seems fun at the time while leaving the idea of consequences far behind you. This doesn't mean you're *stupid*, but it does mean that booklearning will be a real challenge for you, and you'll find that you'd believe that the sky is green if the person who told you was convincing enough.

Hungry For More (+200 CP): You want *more*. You could eat an entire banquet of delicious food or have sex with an entire mob of fit and attractive suitors without ever becoming truely satisfied, or at least, not for long. This doesn't mean that you can't enjoy yourself, just that you'll always find yourself searching for the next course~.

The Only One That Matters (+300 CP): Someone in this world there is a person who your entire world will revolve around, a person so incredibly perfect and just plain attractive that you will find that the only way you can love or lust for another is by seeing traits in them that remind you of your beloved. It doesn't matter if they're a childhood friend, close relative or even someone that should be your enemy. They must be *yours*. If you choose to be a Drop-In, you'll meet them shortly after the Jump starts, otherwise you've been pining for them for a long time now.

Final Choice

Stay Here

Go Home

Move On

Notes

Clothes Make The Ko-gal: In the game, the permanent benefits you can get for the various outfits vary wildly. For example, the Adventurer's Clothes outfit gives you resistance to fire, water, and wind damage while permanently giving you the Water Shot spell. In comparison, the Babydoll Nighties gives you immunity to Charm and permanently gives you the Fertility Aura spell. Passives are also a possibility, such as the Leopard Print Bikini increasing the power of the Water Shot spell but granting a permanent bonus to XP gain. Some experimentation might be in order for out-of-jump outfits and as always, fanwank responsibly.