Ikusa Otome Valkyrie
By Inuko635

The world is filled with demons and monsters. The only ones who can stand against the forces of darkness are the battle maidens of Odin. The story has been repeated over and over. Whether you are one of the Valkyries or part of the forces of darkness you will most likely spend at least ten years in this world. To get you started here's **(+1000cp)**



Location:

First you must choose which world you will appear in or roll a d6 to gain **+100cp**.

1: Ikusa Otome Suvia

2: Ikusa Otome Valkyrie

3: Ikusa Otome Valkyrie 2/ Ikusa Otome Valkyrie G

4: Ikusa Otome Valkyrie Shinshou

5: This is strange, you have ended up in a combination of all the worlds above.

6: Freely choose from one of the above

Regardless of which world you end up in they all share a few qualities. They all have valkyries who fight either monsters, orcs, or evil armies. They are supposed to remain chaste and Odin is the one who is in charge of them with Freya right below him. An army bent on dominating the world made of demons or humans.

Origins:

Any origin can be a drop-in if you want.

Rank and file (-free) You might be a Battle Maiden or possibly one of the basic members of the demon army. This comes with a host of benefits all have a basic level of training in all weapons, tactics, and strategic warfare.

The General (-free) You are one of the generals of either the Valkyries, the Demon or human army. You are a step above the normal and have a higher level of training than the army you lead. You can easily take ten times the amount a rank and file can.

A civilian (-free) Oh no you're a civilian. You most likely have skills in the mundane like farming but you could be a noble. You will have to hope the battle maidens can protect the town you live in.

Race:

Human (-free) They are very numerous but usually the weakest of all the races in the world.

Demon (-varies) All demons will live forever unless killed.

Goblins (+200cp) Because they are about a foot tall and dangerous only in huge numbers or on an already weakened person.

Part demon (-free) You are barely different from a human in appearance with maybe elfin ears, or perhaps an extra set on your head and maybe a tail. Still more powerful than an average human of your origin but less strength than even a generic demon.

Generic demon (-100cp) You can pick any other monster shown in the hentai that is not listed in the rest of this document you may give yourself a small racial ability like your dick is covered in small tentacles or your tongue can extend three feet and is prehensile. You are typically 3-5 times as strong as a human depending on what form you took. This is mainly for non-humanoid forms.

Orc (-200cp) This is probably the best for pure strength in this category. You not only are much taller than normal humans you are much stronger and durable as well. You could match over fifty well fit humans in battle with just a few dozen of your brethren; you could take a whole castle/town of humans. Your dick is huge and so are you.

Valkyrie (-300cp) You have been blessed by Odin and as such Gained a spark of divinity . This grants you a host of benefits such as ageless Immortality and an immense amount of strength, magic, speed, reflexes and willpower. Such that you could take out a dozen orcs easily in a straight out fight. This race is barred from taking the civilian origin.

Import (-free) If you already have an above form from another jump you can freely import it into this jump. If it is similar to any of the other forms here then merge it with that option at no cost.

Age:

Humans pick an age from 16-30 years.
Demons are any age 16 or above.
Valkyries are 16-25 years in appearance but can be any age after that as well.

Gender:

Humans can be either male or female.
Demons are mostly male, with Part demons able to be female.
Valkyries are all female.

Perks:

You get two discounts per tier of perks. 100cp perks discounted are free. Perks with* can be bought multiple times, increasing either what it does up to a factor of 5 or picking a different option that the perk gives you.

Pliable bodies (-free all) It's your body or the body underneath you women's bodies can take huge dicks without tearing. You can take as many buckets of enemas and/or tentacles without damage. All this does is make it smoother going in and out for all involved and keeps you or your partners from dying during sexual activities. Doesn't make it more pleasant but does keep it from being painful.

Brutish body (-100cp) Your body is extremely durable such that a normal human can't break the skin on your body even with a good sword. It would take something twice as strong as a normal human in order to harm you as a base human. This stacks on top of any other modifiers in this jump. I.e. an orc with the same perk has even more durability.

Breeding True (-100cp) no matter what race you are, fucking or being fucked you can choose the race/gender of the child being conceived. You can also pass down any traits you want to the child to grow into such as magical power or your red eyes. This doesn't guarantee pregnancy, but barring your partners actively preventing it such as a Valkyrie, you will have a decent chance. This won't prevent pregnancies if you are a woman, but you can choose to accelerate it to half the normal time it takes if you want.

Fluids Aplenty (-100cp) You can cum a decent amount for a person your size 3-5 times a normal amount but can cum an unlimited amount of times. If you have a dick you can harden it at will and keep it hard for hours. If you are a woman your pussy and ass will automatically get wet before something enters it and you can keep orgasming all night without losing your mind. Women have their breasts filled with milk only lactating when scheduled or squeezed. Either way your body won't suffer any health issues for losing such a huge amount of liquids.

Basic Training* (-100cp) This gives a basic level of training in all weapons with a choice of one weapon that you have a far greater amount of skill in, you can choose a shield for this instead.

One of Many (-100cp) This gives an increased competence in executing skills with those of a similar race, origin, age, etc. The more similarities you and those around you have (including uniforms/armor) the higher competence in coordination together you are in battle or in gangbanging a Valkyrie.

Long Term planning (-100cp) This gives you the ability to plan long term, really long term if you want. Odin once planned for incase he was captured that the only way to stop the end of the world was a pair of keys or to set him free. Too bad Freya always betrays him in any timeline.

Basic Worker* (-100cp) You have a job that makes money like a farmer, chef, or maybe a Nun who communes with the battle maidens. You have an adequate amount of skill in your profession just enough to get by. You could also be a court mage if you have magic.

Magical Power* (-200cp) You have a bit of magical power, this makes you more durable and can fuel any perk from this jump that uses magic. You regain your magic by eating and sleeping. Your pool of energy slowly expands every year with no effort but by using it often you will expand it faster like a muscle.

Magical Imbuing* (-200cp) You can Imbue objects with a magical effect depending on your race. Humans have enchantments, Demons curses, and Valkyries have blessings. Enchantments add a trait to an object such an element for weapons or elemental resistance for armor. Curses give detriments to either the user such as armor that ramps up lust or to inflict on another such as weapons inflicting confusion to those hit by it or saturating it in Infernal energy. Blessings either enhance some trait it has such as durability for armor or sharpness for a weapon, or saturating it with Holy energy. None of these will interfere with each other if you buy the other races option. Though note that items can only hold so much depending on the base materials. Anything below Iron in quality can only hold one of any, with iron able to hold one of each. Better quality materials can hold more.

Higher Race Form (-200cp) This works differently depending on the race you have picked. Humans become a pointy eared demon or alternatively have other cosmetic demon parts like fenrir and fafnir. Either way it gives them the ageless form of immortality. Goblins become half the size of a human. A generic demon gains twice the height or width. An orc gets bulkier and an even bigger dick. Valkyries get a pair of white retractable feathered wings. Regardless of which you are at least twice as strong, durable, and fast as an average member of your race with just this perk alone. This trait is automatically passed down to all your children.

Castle Siege (-200cp) You know how to seize a castle and have an increased ability to take with a smaller band of people than normal. In fact if you are attacking with less than 50 people the enemy will vastly underestimate your danger until it's too late. The larger the army the more serious a threat they will think you are, and the smaller it is the less a threat. However this caps out at about a tenth of the army you are attacking. Any ratio less than that, well even the most incompetent of armies could fight you off. This is assuming all races are equal the stronger your armies race is compared to the enemy the less you will need.

Master of Traps (-200cp) You are great at making traps and making people fall for them. From booby trapping a system to end the world to just tricking a naive maiden into wearing an enchanted item that will control them. If you have the power to create illusions, traps are easier to get others to set off. This can even work at a large scale such as luring an army out of the castle to attack a fake army while the real army surrounds them or sneaks into the castle. This also helps in the reverse by helping you avoid them.

Body Modifications* (-200cp) Your body has been modified by magic. Perhaps you wish to have a small Regeneration factor, or the ability to think while going through the motions. Maybe as a woman you wish your clit was as long and thick as a dick, or maybe you want an actual dick. This perk can give Minor modifications/enhancements to your body. As these are magically induced they aren't automatically passed down to all your children, though it can be passed down 1/10 of the time.

Naive Fools (-400cp) You can find them everywhere. People will just believe you if you promise them something while threatening them. Not only that they will keep their word and betray a comrade even if they used their brain they could have helped them defeat you. Or if you promise to a person if they fuck all these members of your army you wont let them fuck your friend, meanwhile doing the same to the other friend. This only works if you already have some sort of leverage but will get you very far.

Hard At Work (-400cp) You can go through parts of the day on auto-pilot so long as whatever work is boring you such as farming, smithing or even just fucking the same battle maiden over and over to wear down her willpower, or if said battle maiden have your body fuck back while your mind is away.

Right Place, Right Time (-400cp) You have a habit of being in a place that will be advantageous for you. A human soldier might be at home when the orcs take over the city sparing you from being killed in the initial onslaught or part of the crowd when a Valkyrie is humiliating herself as part of a deal with the enemy. A demon might be hiding in a place right next to a Valkyrie who just took off her clothes to swim in the river. A Valkyrie might be in the right spot to either stop the demon army's general or to betray all the other valkyries instead. This doesn't make you any better at capitalizing on the opportunity but gives a couple really big ones a year.

Crowd Control (-400cp) You are an expert in mob control and propaganda. You could turn civilians against their goddess, by having her humiliating herself even with you clearly telling her what to say. This also translates into battle by making it easier to direct your troops in battle.

Black Form (-400cp) It's not well known to the world at large but if a valkyrie falls into lust over someone willingly they can take on a darker form. This form is usually a lust filled parody of the original personality. As you are paying a premium you have more control. This form comes with a couple of benefits such as recoloring any armor weapons you have to be a dark and/or lustful version and gives you a dark or corrupted aura. This also lets you use the opposite of whatever holy/light/good powers you had before such as instead of giving a blessing you can instead curse, or instead of light use darkness. Which is useful for infiltrating places that harm the Holy/good/light. If you are not a valkyrie this lets you corrupt Holy/light/good beings into such a Black Form including yourself should you gain one later. Any being corrupted this way will start out loyal to you though if they ever get reverted back watch out.

Never Saw it Coming (-600cp) They never do, just like Freya is to the valkyries you are to other of your race. So when you betray them it's such a great shock it crumbles a major chunk of their will power. The longer they have known you the greater effect you could have. In the case of you betraying the demon army it would break up the cohesion of the army and cause in fighting or just make them follow you instead of the leader you betrayed. Though if you can't beat them you might find yourself a slave instead.

Legendary Learner (-600cp) You learn new skills at a phenomenal rate as a civilian you could become a warrior on par with a Valkyrie in a year if you had one training you. Though this is only in skills or other things you could learn. you are still only as powerful as your race allows. Using magic does count as a skill.

Legendary Trainer (-600cp) The inverse of the above perk you can train others to learn skills at an exceptional rate. Though not necessarily the skills you know. Don't need to know how to suck a dick to make your slave learn how to. This applies to magic if both of you have it. You have a huge boost training one person at a time but are half as good training a group at the same time.

Chooser of the Slain? (-600cp) Well we never quite see how a valkyrie is chosen but they were human at one point so here's the deal. You can create a spark of divinity in human women that will over time transform them into a Valkyrie. The only caveat is they must be a virgin when you do and they must be under 26 years old. This gives them the Body of a goddess perk. You do this on a full moon and it takes till the next before they are fully transformed. You can normally only create one at a time. Once they are a full valkyrie they can lose their virginity if they want. You can tie the bulk of the power to a ring and/or a chastity belt for extra magic storage. With the peak of magic perk most of your limits are removed. They still have to be a woman under a certain age but can create as many as you want at a time. This can also work on you if you are a woman.

Peak of Magic (-600cp) This gives an enormous amount of magical energy flavored towards your race. Humans can pick either Holy or Infernal, Demons/monsters are Infernal and Valkyries are Holy. This perk greatly increases any other perk that uses magical energy. Demons could make a double their body or grow extra limbs. Humans could enchant weapons and armor that boost strength enough to be on par with Demons. Finally Valkyries could then permanently bind that armor to someone's body/soul able to appear at a moment's notice. You could even ward areas to repel those of a certain race if you practice long enough. This can be used to evolve a person into a higher race form such as giving valkyries wings, turning a human into a part demon, or turning a demon into a higher level one. You can use this ability on others for a far lesser cost than on yourself.

Body of a Goddess - *Restricted to Female* (-600/-free Valkyrie) Your body is divine, it will never grow old and never degrade in fitness. Even if all you have done is have sex for the last eight months while pregnant, your body will revert to fully fit as soon as you give birth. Speaking of so long as your will is strong you can't become pregnant unless you want to. This doesn't prevent something implanted into you just normal fucking. The only exception is on the night of a lunar eclipse. Your body also fits a nordic arch-type in looks. Choose your eye/hair colors and hair style now and add that to your body mod if you want. You will be tall and can choose how big your breast size is now. As a divine being the more people that believe in you/worship you the stronger all your overall abilities get, however the reverse is also true if all your devotees instead hate you all your stats will drop to that of a civilian. Post jump all the negative will be dropped at the end of each jump if you have it. If you are in the positive however then the boost will become permanent and the balance is reset to zero at the start of a new jump.

Items:

You gain a single discount per tier of items. With 100cp items becoming free if discounted. You can import an item into similar items and combine them with other similar items bought. Such as making your chastity belt part of your enchanted armor or putting the human town inside of your castle. Items with* can be bought multiple times.

Basic Armor/Clothing* (-100cp) This basic set of armor is the bog standard for members of your race. It's guaranteed to fit you no matter your form. A human might have a full plate or chain mail, an orc might have just a loincloth because of their durability and a valkyrie has armor only over key areas on the body to allow for flexibility. If you are a civilian you can pick any kind of civilian wear such as a farmer or nun outfit.

Tools of a Trade* (-100cp) These are the basic tools absolutely necessary for any one type of job. This could be something like a blacksmith having a forge, a nun having a set of holy scriptures, or a seamstress having piles of cloth and sewing needles. They respawn in a week if broken, stolen or lost.

Map of the World (-100cp) Gives a comprehensive map of the world with non hidden locations labeled though it will update itself if you do find them. If lost or destroyed it will return within a week. In future jumps it will update to that world, if it is modern or futuristic then it will be on an app on a phone you own or whatever equivalence is around.

Sword and Shield* (-100cp) Not necessarily a sword you could take any bladed common weapon instead. It's made out of steel which is better than most weapons in this world. If you want to forgo the shield you can instead take a large 2 handed weapon like a large club or a broadsword.

Chastity Belts* (-200cp) Similar to the ones that battle maidens might wear. These are different in that only you have power over them. Even if your top general betrays you, they would still respond to your desires instead of theirs. It can vibrate on two settings: pleasure or denial. The first will vibrate till the wearer orgasms then keep going till the can't anymore. The second keeps going right to the moment before then stops, waits a bit then goes again. This won't stop till the setting is turned off by the valkyrie ring turns it off.

Valkyrie Ring* (-200cp/one free and mandatory for valkyrie) One of the rings that give the valkyrie most of her power. If someone knows how and holds this ring they can use it to steal/seal away your power. It also can be used to mess with a Valkyries chastity belt. If you aren't a valkyrie you could use this to manipulate one. Post jump if you are a valkyrie then your power is completely your own and the ring becomes a storage for extra magic.

Penis Seed/Parasite* (-200cp) This comes in one of two flavors though you can buy the other at full price if you want. The first is a batch of ten seeds each can attach to a woman to give her a penis. This lasts until the first time she comes from it. If all are used will respawn in a week. The second is a parasite that does the same but lasts as long as you want, the downside is once attached to a woman she will have a vastly permanently increased libido even if removed and while still attached a desire to breed any other woman around.

Church (-200cp) You have a church full of nuns who worship valkyries. They aren't much for fighting but in future settings will quickly spread the word of the battle maidens. Which if you are one will gain you more worship. If you are a demon, well it's full of young women. This church holds 10 nuns to start and you will gain 5 new ones each new jump. The nuns count as followers and any new one will be generic people from a setting no one named.

Human Town (-400cp) You have a human town you are in charge of. If human you might be a noble or royalty. If a demon you might have conquered it. A Valkyrie might be worshiped as their Goddess. This town follows you into future jumps. It will update to the local technology levels. You can choose to either have it appear in a remote location or have always been part of the jumps you go to. If the latter then some of the humans might become a local race/species and retain it in the next jump. The villagers don't exactly count as followers unless you take the castle item as well. Instead the village slowly expands as a normal one might in tens years at a time with the villagers growing old and dying like normal people. If somehow they are all killed and the village destroyed then next jump you get a fresh set of villagers and the village reset to its beginning.

Tentacle monster (-400cp) A pet tentacle monster that can be any in the series. It obeys you completely and you are immune to any of its abilities (if you want to be). There are a few different ones, but all have many tentacles and will happily violate any woman you want them to (even yourself). This counts as a pet and not a companion.

Enchanted Set* (-400cp) A complete set of enchanted armor or clothing, with a weapon of choice and shield included. It will always fit you no matter what body or alt-form you are in at the time. It will repair itself when dismissed, more damage taking a longer amount of time with a complete destruction taking a full day. This set is bound to your soul which is where it goes when dismissed. Your set of equipment will be influenced by your soul the longer it sits inside it such as a dragon soul giving your armor a scale pattern and your weapon having flame designs on it. The default equipment it gives you is based on your race. This set of equipment is unusually capable of holding twice the normal amount of blessings/enchantments/curses than normal, with previous enhancements not counting against the limit if it was imported.

Book of Magic (-400cp) This book contains every spell shown in the series and those alluded to from every race. Without any other perks but magical power would let you learn all the ones of your race twice as fast. This also includes any enchantment used to make any magic item seen or mentioned in the series. This book will update itself with any new magic you learn in future jumps. You can lend this to others with magic to teach them at the same rate as you learned it.

Bug in a Jar (-600cp) A giant caterpillar in a jar and it has a few particular properties. Such as when implanted into a woman it can divide itself into five smaller ones that take a couple days to regrow to adult size. When implanted in a woman her belly will inflate looking like she's heavily pregnant and will permanently drive her libido up the longer it is in her. So much so that she will happily bang and fall in love with someone she hated the day before. If you breed more of them you get an extra jar per one still alive. Though very strong in ability it could easily be stepped on as they aren't fast so basically a woman has to be held down or asleep to be implanted. Be careful if a woman because while they are dormant in a jar they can/will affect you as well if used against you.

Yggdrasill (-600cp) The tree of life and in one world home to Odin and his valkyries. This tree is massive and very magical. This makes it the perfect place to train people new to magic. Any wood taken from it would be very useful in crafting magical items or weapons. It has one further use in that a normal human could be linked to it, giving them near endless reserves of magic while close to it, while giving them longevity and a twice as slow aging rate. It can also be combined with the gate item to make it a part of the tree which speeds up its charging energy.

Castle (-600cp) You have a large castle that has a minimal amount of your race as followers to defend it. It has a dungeon in the lower section that expands the more people put into it. If you bought the human town then instead of a town of humans you can make it be a town of your race. The castle will be in the middle of the town and an extra castle wall will be built around the town. Those that are a part of the castle including those from the human town option become followers bound to the castle, they can only leave it as far enough as it takes to defend it from attack after this jump. If someone is left in the dungeon by the end of the jump then they become a permanent castle follower but can never be imported as a companion.

Gate and Keys (-600cp) You have the gate keys of Odin that can be used to end the world on your terms by opening the gate, killing everyone else on the planet but you since you activated it. In future jumps they will be linked gate in that world that can do the same but only as a final fuck you to some outside

force trying to conquer your world. Scion from Worm, and outsiders from dresden files would count, another rival nation or from a different planet would not. The keys come with an egg you can use to implant into a willing woman's womb. The build up takes a few days and if someone takes the keys and closes the gate before it finishes charging up they can cancel it.

Companions:

Any companion can be given points at a 1:1 from your cp pool if you wish.

Import/Create (-100cp) You can create or import a single companion of the same background as you. They have 600cp to spend on perks and items. They can take whatever race you are for free or pay for a different one. You may buy this up to eight times.

Reia/Valkyrie (-free) This blonde haired red eyed battle maiden will now be your companion, because she is your friend or because you made her addicted to your dick either way she has all the abilities shown in whichever setting you rolled. If you self insert into her or end up in a setting without her in it. Then instead you get one of the other settings versions of her. If you wish you can have her take drawbacks at half the normal gain to let her buy abilities she wouldn't have normally.

Canon Companion (-50cp each) You may take any one person from any of the settings as a companion. They have all the abilities that they had at the end of the setting they were in.

Squadron (-200cp) You have a squadron of 15 Rank and File of any race that follows you from jump to jump. They have the perks Basic Training, One of Many, Pliable bodies, Fluids Aplenty, and Body of a goddess if a Valkyrie. They also get the free set of their races Armor and Sword and Shield from the item section. Maybe you're an orc who wants a squad of Valkyries to serve him or perhaps you're a valkyrie who wants an orc gangbang.

Scenarios:

The Ride of Valkyries (-Valkyrie only) You have one goal to get rid of all the demons in the world. You can pull this off any way you want like hunting them all down yourself or training enough valkyries to do it for you. The jump won't hit the ending options until you succeed or fail. Failure is dying or letting humanity fall so using the gate to kill everything on the planet will auto fail you. Success is either all full blooded demons on the human world are dead or back in their home dimension. You can have few here and there, but over all they have to be .001% of the human population to count. So alternatively you could just raise the human population sky high instead but the first way is easier. **Reward:** As a reward for all your hard effort you can take every valkyrie in the world as a free group companion. You will be their new leader if you weren't before.

The Riding of the Valkyries (-any non-valkyrie) You work for the demon army you must conquer the world. You will start at a much earlier point in the setting. Instead of a world already half won you will start with just a small band of your race following you. You must conquer smaller villages before gathering enough to start going after castles and then the country, and so on and so forth. Eventually once you have taken a quarter of the world Odin will be born far away from your territory and quickly rise into prominence and eventually create the Valkyries. By the time you have conquered half the world they will be trained up to be a decent challenge and may steal back territory from you. You can lose up to a quarter

of the world under your control before it hits a failure condition. If you die this is also an auto loss. Success is conquering the rest of the world and the battle maidens. **Reward:** First you get to keep this world in its own dimension that you can visit whenever you want. Second is no matter what race you were before you have the blood of all three races flowing in you like the female loki. This vastly increases your magic and gives access to all the magic in the setting if you didn't already have it. Lastly you have all those valkyries you have captured as permanent sex slaves and for every one that you have, you gain a portion of their strength. So this one rewards you more if you keep capturing them instead of ending it faster by killing/capturing all of the Valkyries while they are weak. This is easier at the start if demon but it takes longer for other human nations to see you as a threat if human.

Drawbacks:

Self-insert (+0cp) If you want you can take over the body of someone who you have the same race as and have similar perks as. If you want to be Odin take civilian, human, peak of magic and chooser of the slain?

Supplement mode (+0cp) If you want you can fuse this setting with a similar one either focused on the Norse, valkyries and demons or a medieval fantasy setting. Fanwank responsibly and keep the cp pools separate, and pick a similar origin to the base jump not becoming a valkyrie if you are an orc in the base jump.

Lower willpower (+100cp) You have a low amount of willpower when it comes to resisting things you enjoy. Such as killing orcs, making items that do perverse things or not taking that dick your body was trained to like.

Too much pride (+100cp) Just like Sigurd you have more pride than sense. You might insult someone who has captured you while they are threatening to modify your body. Then ignore the chance they gave you not to be, because you couldn't say pussy.

Virgin (+100cp) You are a virgin and it shows. If you are male you are a quick shot which will make it harder to break a woman. If you are female your body will be oversensitive and make the first dick that pierces you to cause massive orgasms and any time afterwards with the same dick.

Old one eye (+100cp/200cp) Perhaps like Odin or maybe like a certain orc warrior either way you are missing one eye. This messes with your depth perception and gives a huge blindspot. Can take twice if you want to be blind.

Can't get it up (+200cp male only) You can't get it up anymore and will constantly be around beautiful women which will frustrate you. Perhaps this is why Odin binds his girls in chastity because if he can't have them no one can.

Incompetence (+200cp) Not of you but any subordinates or co-workers you have. Valkyries easily captured by the enemy, demons to the valkyries instead, or humans not spotting an invading force in broad daylight. It's not insurmountable but will make you have to do important things yourself.

Magicless (+200cp) You can't actively use magic this includes any magical race abilities or from other jumps. Any physical abilities are still able to be used such as a valkyrie or orc being stronger than a human. Using an enchanted item is fine, using magic to enchant the item or summon it is not.

Power Loss (+200cp) You have no other powers than the ones you have bought in jump. You also lose access to your warehouse.

Thinking With your Second Head (+200cp) *Can't take with Can't get it up.* You will constantly think of having sex with the opposite gender and waste time trying to get some. The longer it takes the lower your standards. Has to be a different partner each day of the week.

In Training (+200cp) Like Skuld you are in training and will have to earn all those skills/abilities described in those perks you bought the hard way. Any training boosters you have are disabled. Your age and body are also reduced to the equivalent of your race as skuld is to a normal valkyrie.

Didn't think it through (+200cp) You have a bad habit of not thinking through your actions like making a valkyries body so sensitive to break her that she can't respond to you besides orgasming when you need information from her, or pretending to help your enemy by capturing another valkyrie and bringing her to the enemy territory when both of you have the only keys to stop the failsafe instead of hiding for the next few days until the failsafe activates.

Forgetful (+300cp) you have forgotten all your knowledge of anything in this jump and anything that might help you figure out who your enemies are such as loki being the norse trickster god or that Freya trains the valkyries for Odin.

Traitors Abound (+300cp) You will be betrayed by those you trust, this will shock you and always happen at a most inopportune time for you. It could be Freya giving away who holds the gate keys or skuld having been broken in by the enemy or even the female loki trying to destroy the world when you're trying to break a valkyrie.

Altered body (+300cp/600cp) *Can't take with can't get it up.* Your body has been flesh altered by an orc named Flunlunit. If male your dick is 4 times bigger around and you will need them drained by a woman once a day or it will explode and kill you take an extra **300cp** for your troubles. You can't take care of it by yourself, it has to be a woman that drains it. If you are a woman your clit has been slightly enlarged, breasts have gone up a cup size or two, and lactates permanently.

Enhanced Alteration (+300cp female only) *Requires Altered body*. Your body is altered even further with both your asshole and pussy being widened to make it easier for orcs to use. Your g-spot is puffed up to make you come anytime a dick enters your pussy. Your clit has been enlarged even further to the length of a decent sized dick.

Final Alteration (+400cp female only) *requires enhanced alteration.* Your body has been altered even further so just like Sigurd was at the end your pussy is 1000 time more sensitive, asshole is 2000 times more sensitive, clit is 3000 times more sensitive, and finally both your g-spot and the opening of your womb is 20,000 times more sensitive. This is on top of all the other alterations.

One of the Keys (+400cp female only) You are one of the keys to stopping Ragnarok from starting. You will be a huge priority for the demon army. Depending on the setting you might actually have the key or just be a key player like Freya either way the demons will use any means to capture you including getting

your subordinates to betray you. If captured they will do the best to break you. If you are in the Suvia setting or merged setting then you have either replaced Suvia or Sigurd and have a key already implanted into you or have an extra one implanted instead. If ragnarok starts then you will be brought back after it clears the world and you get to keep the key if you didn't already buy it. It can't start a new ragnarok on its own but perhaps if you are learned in magic you could perhaps make another one that will help it do so.

Traitor to the Cause (+400cp) You have been labeled a traitor to your race. You will actively be hunted down by them and the only way for it to stop is to embrace your traitor label and make it to where they can no longer hunt you down. If a demon you might help the humans or valkyries hunt them down. If human or a valkyrie you might help the demons enslave your race. Otherwise you will have to flee lest you be killed by an army hunting you down. Though you have some support from the race you defected for.

It was all a Dream (+600cp) You will go through the jump like normal for the first ten years, only to find out you dreamed the whole thing where your side won. Instead you will have to do things all over again, this time though the enemy will either be more resistant to your techniques if a demon or more cunning if a human or valkyrie.

Ragnarok (+600cp) If you work for the demon army you must take over the world. If you are a valkyrie or human you must prevent the demons from taking over. If you don't, you fail the jump.

Livestock (+600cp) *Can't take with ragnarok*. The world has already been taken over by the demons and the world will be hell for you as a female civilian you will be a breeder for low level fast growing creatures like goblins. If a male civilian then you are used for breeding more human women on occasion but spend most of the time doing all the hard labor for the demons. If a valkyrie you will be a personal breeder of a higher demon such as a general. If you are a demon you are either a traitor being hunted down or are now a female serving a higher level demon. You have nowhere to escape to and lose your in jump powers for the next ten years. Have fun.

End of jump options:

All drawbacks are removed, and all mental adjustments reversed before deciding.

Stay here - You like this setting for some reason and want to stay here.

Go home - The time here scarred you for life and you want to put everything past you by returning to where it all began.

Move on - Ah the most often taken choice hopefully the next jump is just as welcoming.

Special - If you want you can instead choose to go to one of the other settings that you haven't before. Your drawbacks are still removed and you start at the start of that setting. You can keep doing this until you have visited all the other setting choices then you have to take one of the other ending choices. You aren't known by anyone and would basically be a drop in. You also don't get more cp if that wasn't clear.



Notes:
If you buy a racial magic you can learn everything eventually if you put in the effort. Your origin just gives you a head start in an area. If you take the peak of magic then you can learn all of that race's magic in a year the more perks that use magic speeding this up even faster. Some of the perks are worded vaguely because the settings overlap something and others are completely different.

Fanwank responsibly, if it was shown, mentioned or could roughly fit the setting it's fair game in using the magic in jump. This jump is more dangerous for men in general because if you piss off the wrong person or your town gets invaded you will most likely be killed, on the other hand if a demon you and not really powerful you might be killed by a higher up or a valkyrie. Women on the other hand will most likely survive but are going to be used for breeding or as a toy for the enemy. This jump is based off of a bunch of hentai videos not the games, if you want to find them the titles are listed in the roll option.