

Made by Aleph_Aeon

Introduction

You recently discovered that you were a mutant when a Sentinel detected you and attacked your home.
Fortunately, you were rescued by a squad of X-Men and given the address of the Xavier Institute for Higher Learning.
You've arrived in the early evening at the institute, where you've been promised a new, safe home.
Things have been tough for mutants in the years since Apocalypse's fall, but this sounds like it might be a good deal.
This is the beginning of your adventure in this world.
I won't beat around the bush, this world you're going to stay for the next ten years is a pornographic parody of the X-Men: Evolution world from a hentai game that, for people that don't know, is a game where people have a lot of sex mostly as Gwenpool described.
By default, you'll be taking the role of the protagonist this time and you won't need to worry about greater threats that would be present here under normal conditions, like the Phoenix Force, Galactus and Thanos for example.
Anyway, have fun and good luck.

+ 1000 CP

Origins

Your gender is the same from your last jump and your age is 18+1d8.
Alternatively, for 50 CP you can choose both yourself.

1. **New Student (Free):** You've been enrolled as a student of the Xavier Institute, a home for all mutants to learn and grow. Right after you arrive here, you'll be welcomed by Charles Xavier himself, the legendary telepath that dedicated his life to helping other mutants such as yourself. Here, you'll have classes in the day to teach you the skills you'll need and training in the Danger Room for self-defense. Professor X will then ask a veteran student, Rogue, to introduce the mansion and its locations (like the campus square, the classrooms, the Danger Room and your own room) to you. It will be a good opportunity for you to leave a good impression on her.



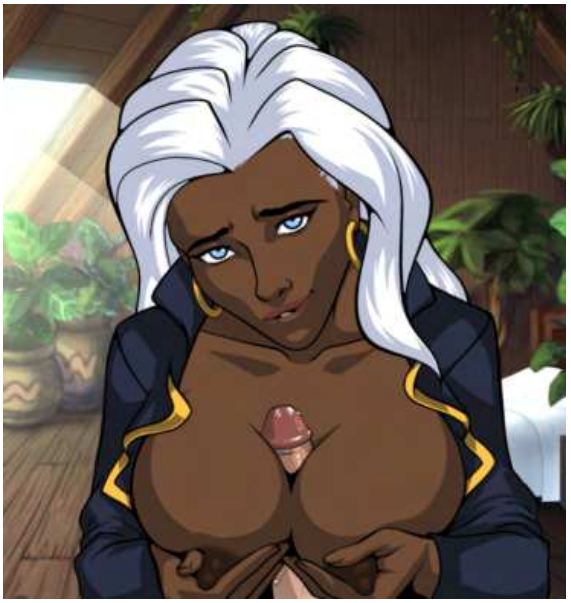
Perks

As there is just a single origin in this jump, you get a 50% discount each for 100, 200, 400, and 600 CP perks, with discounted 100 CP perks being free.
You may use a discount for a higher price perk on a lower price perk, such as taking two 100 CP perks at a discount instead of a 100 CP perk and a 400 CP perk for example.

X-Gene (Free for Everyone): The X-Gene complex within you has been naturally activated, making you a mutant, *Homo s. superior*. By effectively making you a mutant, this perk grants access to the **Powers** section. Additionally, all the mutant powers you purchase here will combine in the most beneficial way whenever applicable, as the X-Gene often makes the most of what it has available to it. Post-jump, you'll be able to keep your powers without necessarily having the X-Gene.

Porn Physics (Free/100 CP): What would be the fun in going to a hentai world if it followed a more realistic logic related to all the dangers brought by having massive amounts of wild unprotected sex? Thankfully, you don't have to worry about any of those things in this world. STDs are a thing of the past, unwanted pregnancies just don't happen and all matters of hentai-logic actions not only don't cause pain and damage but are actually as pleasurable as the porn claims they are. You gain this perk for free for the duration of this jump, but you can pay 100 CP if you want to keep it in future jumps.

Omega-Level Mutant (400 CP - Undiscountable): Mutant powers are a bit like playing a genetic lottery and you won the jackpot, being a mutant of the highest class. As an Omega-level mutant, you simply don't have any intrinsic limit, being able to stay evolving eternally as long as you continue training and strengthening your abilities and attributes, with any limitation to your powers being only a temporary roadblock to your growth that you'll eventually be capable of surpassing given enough time and practice. Furthermore, this perk works as a Capstone Booster, enhancing the power of every 600 CP perk that you have purchased here.





That's a Hentai Game UI (100 CP): Considering you're in a world of a hentai game, it's just natural you could have access to something like this. At will, you can open a floating "Relationship Bar" that can only be seen by you and will describe the stats of people you know. These stats will represent someone's attributes and current opinion towards you and, by default, they'll be the game's stats, but, if you have access to other game-like systems, the bar will include their stats too.

Character Creation (100 CP): Tired from having to pay 50 CP to freely customize your appearance and gender in several different jumps? Then I have something perfect for you. By taking this perk, you'll have the ability to freely customize your appearance and gender at the beginning of each jump within the limits of your current species, without needing to spend any extra point to have the power of choice.



Has She Always Been This Dummy Thicc? (100 CP): Thiiiiiccccc … Oh sorry. Back to what matters. Most of the girls in this world aren't usually … so stacked in the comics, as the game developer must have wanted to make everyone hotter and to get a little more "variety" in the options around here. You can now also bring this "feature" to future worlds you visit. At the beginning of each jump, you can choose to set everyone (or all people of your preferred gender(s) or all relevant beings in the setting if you prefer) hot in several varying ways, being at least 8/10 in general. Meanwhile, you're also blessed by this perk, having a clearly 10/10 appearance and considered beautiful, handsome, cute and/or even lewd to almost everyone or just by those of your preferred gender(s).

I'm the Best There is at What I Do (100 CP): You seem to already have a good wealth of knowledge and a set of skills that will be useful here. Basically, you're pretty skilled with various different sexual techniques and positions as well as knowing a lot of basic seduction tactics, which includes how to act like a gentleman and several interesting pickup lines that won't result in your potential partner finding you pathetic and/or slapping you in the face. As a bonus, you're also very good with

massages and kissing in general, being potentially one of the best kissers in the entire Xavier Institute.



You … Can … Really … Keep … It … Up … Huh? (100 CP): If you follow things closer to what the game offers, you'll need to keep up with multiple partners over the entire day. Fortunately, you're more than able to do this. You have great sexual stamina, which combined with the ability to greatly slow down your "excitement" and take more time to orgasm through sheer focus and concentration, allow you to go on for several hours before needing a break. Even if you're left fully emptied, a good night of sleep is more than enough to fully replenish your stamina. As a bonus, if you want to, you can also temporarily share this benefit with your partners, allowing them to accompany you. Furthermore, your sexual fluids will also be incredibly delicious and your cock/pussy will also be … impressive, both in taste and appearance.

Hentai Protagonist's Luck (100 CP): You have a pretty unique kind of luck with situations that are very commonly seen in ecchi and hentai protagonists. You're a magnet to situations involving people you're attracted to like a woman falling with her tits on your face, skirts being lifted by the wind, or "accidentally" entering a room and catching people changing clothes or masturbating. As a bonus, the people involved in said situations will never get mad with you, so you don't have to worry about tsunderes punching you for something you're technically not at fault for, unless you're actually doing will ill intent like if you're planning to get some blackmail material to use on them for example.





Great Job in Class (200 CP): As you'll actually need to study and do all the tests here, this is a good option for you. By taking this perk, you'll have all the skills and talents expected of a great student. Your learning abilities are greatly improved, allowing you to easily memorize texts and learn academic subjects. However, if you aren't willing to do the effort needed to actually learn the subjects, you're able to almost effortlessly get good enough grades here in the Institute. As a bonus, this also makes you extra charming with teachers like Emma Frost and Storm.

Trained to Face a Dangerous World (200 CP): You really nailed all those Danger Room exercises and battle simulations. As a result of your combat training here, you became pretty skilled in wielding your mutant (and other biological) powers in battle in an effective way, no matter how improbable it could be. Additionally, you also learned the basic survival techniques thanks to those jungle simulation exercises leadered by Wolverine and hand-to-hand combat thanks to your training with Cyclops. This perk also comes with an optional basic toned body if you want to.

Compliment Sense (200 CP): There are many things that are inelegant, rude and/or inappropriate to say to a girl, but, depending on the circumstances, something that would be wrong to say to someone is completely right for someone else, like how most girls will initially get mad with you if you comment about their fragrance but Laura will actually enjoy and explain it's mostly blood from ninjas. Fortunately, you have an innate sense of how your compliments and actions will affect people's opinion towards you, preventing you from saying the wrong thing to the wrong person at the wrong time unless you want to for some reason. This is perfect for you when you try to flirt with someone and need to discover which ones of your pickup lines will be good and if it's okay to say their ass looks really great.





Call Me "Sir/Ma'am" (200 CP): You seem to have a peculiar aura of authority around you. Even if you aren't actually in a position of authority, you're going to have an easier time posing as one as well as people will also be more prone to actually listen to your opinions and will be a little more probable to accept your requests if they have a reason to.
This aura is mostly basic, however, it has a peculiarity, as it'll be proportionally more powerful the more someone is attracted to you, causing them to become gradually more submissive towards you if you wish to.
Of course, if you don't want them to consider you a figure of authority and/or make them too submissive to you, you can turn this aura on or off at will.

Public Decency (200 CP): According to society, there are some things that shouldn't be done outside four walls, as we're not animals. However, if you and your partners are the type who tend to get too excited and horny to wait to go in a private place before getting frisky and who don't see a problem with doing intimate acts in public, then this perk is perfect for you. As long as you're not causing any problem, public sex acts done by you and your partners won't be considered scandalous or damage your reputations in any way. Even if you decide to let other fully unrelated people watch you, they'll still give you some discretion and won't record you or anything similar. This might end up turning some of your partners into exhibitionists, so, if you want to be caught again, you can turn this perk off at will.

Exemplary Educator (200 CP): Well, you're still just a student in the Xavier Institute, but if you plan to become a teacher in the future, then this is the option for you. By taking this perk, you'll have excellent skills when it comes to teaching academic subjects you know to other people, as well as knowing the best way to grab your students' attention to the subject instead of them being distracted by your hot body. You're also able to analyse your students in order to determine the best ways to motivate them in their studies, whatever such ways are.
As a bonus, any more intimate relationship you have with your students will not be considered scandalous and will not get you into trouble as long as they're consenting adults.





Stability Beacon (400 CP): Even if you lack the ability to neutralize other people's supernatural abilities, there is something about your presence that helps people to keep control over their own powers to that point that even individuals with unstable abilities like Wanda won't have any random incidents about losing control near you.
The deeper your relationship with someone is, the more this stabilizing effect will affect them, with those that are your romantic partners being able to maintain all of their powers perfectly stable for as long as they routinely have some contact with you, even if they basically had no control at all initially, for example.

Plan Omega (400 CP): You have a dark talent that allows you to easily find ways to blackmail people or convince them in an unfriendly way to do something, like the many plans to lead with Xavier and his telepathic powers. You also have an intuition of how serious and demoralizing the consequences of revealing compromising or damaging evidence to the right people can be, allowing you to better choose who you want to blackmail and with what.

X-Harem (400 CP): You have an innate talent to lead with people, essentially making you extremely skilled when it comes to managing relationships of all kinds, be them romantic in nature or not. Not only this, but you're also skilled in finding ways to convince your partners to accept polyamorous relationships once they have enough trust in you, love you enough or are submissive enough. This also extends to being talented in managing and maintaining multiple relationships, basically encountering no issues due to this, with anyone in your harem growing to love each other just as much as you do and will be capable of handling any potential issues without you needing to lift a hand.





A Strong Impact (600 CP): Your powers have a strong, unexpected impact on people, literally. Every time you use your abilities on someone or physically touch their skin, it will cause them to feel a pretty pleasurable sensation as long as you aren't actually causing any damage to them, like using healing magic on someone, nullifying their powers, or harmlessly lifting them using telekinesis for example.
However, once you use this on someone for the first time, they'll begin to sense a "buzzing" and to feel an urge to sense that pleasurable sensation again. Essentially, this makes your powers and your touch addictive.
The more they are exposed to your abilities/touch, the more they'll get addicted to them and the more submissive towards you they'll become in order to experience more of that sensation. A mere handshake will be enough to make them feel this urge and weak withdrawal symptoms for a few days before the effects wear off, that is, if they don't go after you to touch again.

If you also have taken **Omega-Level Mutant** perk, once someone has fully embraced their addiction towards you or has mostly lost their free will due to severe withdrawal effects, you'll be able to control their minds and make them slaves to your will. It would require a telepath on par with Xavier to break your control over them and, even so, as they'll still be addicted to you, they might decide to willingly go after you again to have the chance of experiencing that pleasurable sensation again.



The Power of Ren'Py (600 CP): You've assumed the mantle of the true protagonist of this world, gaining a portion of the main benefit that this entails, in the form of two unique powers.



First of all, you receive the power of **SAVE** and **LOAD**. The former lets you create a "Save Point" while the later lets you, consciously, go back to the last created Save Point. You can only maintain a single Save Point at once, with a new Save replacing the previous one, and it'll be lost at the end of each jump. Post-Spark, you'll be able to keep it indefinitely.

Your second power is **BACK**, which grants you the ability to rewind time itself. This ability has 3600 charges and each charge allows you to return a single second to the past and, as it has no cooldown, you can use all of the charges at once to return an entire hour instead of a single second.

Once all of the charges are consumed, you'll need to wait two hours until they're replenished, which essentially prevents you from returning further than an hour in the past.

Unless you're strong enough, powerful beings with time manipulation and/or reality bending will be able to interfere and potentially suppress this perk's time rewind if they want to.

If you also have taken **Omega-Level Mutant** perk, you'll receive extra nine save slots and you'll be able to decide which Save will be overwritten every time you make a new one.



Items

You get a 50% discount each for 100, 200, 400, and 600 CP items, with discounted 100 CP items being free.
You may use a discount for a higher price item on a lower price item, such as taking two 100 CP items at a discount instead of a 100 CP item and a 400 CP item for example.
You receive an extra +300 CP to spend on this section only.
Every item is fiat-backed.



Your Own Room (Free): After the campus has been expanded, each student of the Xavier Institute gets a private room and you're no exception for this. You receive your own basic room in the Xavier Institute, fully furnished and counting with a mundane decoration of your preference. It could even have erotic posters of your favorite heroes if you want to, just like how Gwen's room is decorated.
Post-jump, this room will become a Warehouse Attachment.

Stipend (Free): Since you're on your own in this world, Xavier, as the nice man he is, will provide you with a small stipend for your day-to-day needs. Daily, you'll receive 12 dollars (or equivalent currency) from Xavier (or from your Benefactor post-jump), plus an extra depending on your achievements here on the Xavier Institute.



Cell Phone (Free): Like any good student of the Xavier Institute, you also have your own cell phone, being of the most advanced model available to the common people as well as being fiat-backed.
As I'm feeling pretty generous today, it never runs out of charge, always has a top-quality signal and bandwidth, and will never cost you anything, as well as having unlimited memory storage when it comes to storing people's contact numbers. It's perfect when you want to do some phone sex or ask sexy selfies. The quality of your cell phone will also automatically update itself to maintain cutting-edge tech whenever something new becomes available to the public and will update if you go to a more technologically advanced setting. If lost, it'll reappear in your Warehouse next month.

Strap-on Dildo (50 CP - Free if you're female): Regardless if you acquired this from a vending machine mounted into a certain device or if you already had it before coming here, you receive a large purple strap-on dildo that might come in handy later. In addition to being fiat-backed and reappearing in your Warehouse the next day if lost, it'll always stay clean, sanitized and lubricated.

Collection of Gifts (100 CP): How romantic. It appears you have acquired a supply of gifts for your possible partners, such as candies, varied flowers, perfumes, cute plush toys, interesting books, dildos, vibrators, and other kinds of sex toys for example. All the gifts you receive by taking this item will be mundane and usually have no other uses for you than gifting them to your loved ones, but, as a bonus, the supply will always have gifts your partner(s) will enjoy receiving, including things like bags of fresh human blood if you're dating a vampire for example. Lastly, this supply of gifts will be replenished weekly.



Complete Wardrobe (100 CP): You receive a large closet room, containing a collection of all the clothes, lingeries, swimsuits and even halloween costumes of every girl present in the game. All of these clothes are able to repair and clean themselves, and, if lost or destroyed, they'll reappear in your Warehouse the next day.



Experiment 63 (200 CP): Dr. McCoy was attempting to build a device that would remove his "beastial" qualities. But, when he used it on himself, it ended up turning him from "Beast" to "Beauty". Basically, he created a device that allows someone to swap their biological sex from male to female and vice versa. You receive a copy of the capsule that composes this device, taking one or two minutes of flashing lights and awkward stretching to alter someone that is inside it. It also has its own fiat-backed built-in power source, so you don't need to worry about powering something like this.

MicroTransaction Box (200 CP): In order to help students that are having financial problems, Professor Xavier came up with a fantastic new method of acquiring money, "Microtransactions". Unlike what you might be thinking, this is actually a goods delivery service, in which the goods are large objects that shrink down to a manageable size and then those items can be conveniently delivered all over town. You receive one of the storage boxes used in these Microtransactions. This box contains a self-replenishing supply of Pym Particles that allows it to shrink and enlarge inanimate objects up to the size of a large desk. Objects inside it can be kept miniaturized for an indefinite period of time. Unfortunately, if you attempt to harvest the Pym Particles from the box, they'll quickly degrade and lose their properties.

Soulsword (400 CP): As soon as you saw Illyana for the first time, the first thing you noticed was her very large … sword. Initially you would like to not feel jealous or say you've seen bigger, but, by taking this item, you can put your hands into a replica of Illyana's Soulsword. The story behind it is much too complicated to go into to be honest, in summary, it's essentially life force energy magically manifested as a sword that you can summon to your hand whenever you want. In addition to being a high quality weapon even for a powerful mutant, it also has a few mystical properties like being able to only hurt magical creatures, causing it to harmlessly pass through non-magical beings as long as you don't want to hurt them. It can also hurt intangible beings like ghosts and it's an excellent conduit for both magic and mutant powers.



Furthermore, the sword's form will evolve as your magical powers (if you have any) grows stronger, gaining more intricate features and possibly new abilities. Lastly, unlike Illyana's Soulsword, yours is made from your own life force so wielding it won't make you the ruler of Limbo.

Your Own Business (400 CP): You're now officially the proud owner of one of two available businesses of the city, located on a mid-sized suburban shopping complex, often referred to as a mall. The two options available for you are a nice-looking restaurant or a movie theater, located on opposite ends of the Salem Center Mall (or in other similarly popular malls in future worlds). Regardless of your choice, both will generate a good income for you thanks to their privileged position, will have a staff to take care of them without your presence and will never go bankrupt unless you make it go bankrupt purposely. Furthermore, all of their services are free for you and your partners. Lastly, you can purchase this item a second time to become the owner of both the restaurant and the movie theater.

Danger Room (400 CP): The Danger Room was created by Charles Xavier in order to help train the X-Men and the students with their powers, and learn battle simulations. It contains several physical features and has been upgraded with advanced holographic technology, allowing realistic battlefield simulations and even some more … erotic simulations if you are into such things. In addition to complex holograms, the Danger Room can generate heat, cold, weather elements, giant robots and many other obstacles, all with the single purpose of training mutants. You receive a copy of the Danger Room as a Warehouse attachment, having already all the data needed to make simulations based on every battle or involving any foe you've faced until now (and will keep getting updated with each future battle).

Experiment 64 (600 CP): The failure involving Experiment 63 proved to be a dead end on Dr. Mccoy's original research due to some limitations. However, what if he was successful? This would be the end result of his research. While visually identical

to the capsule of the Experiment 63, instead of being able to switch someone's biological sex, it's able to actually manipulate the X-Gene within people that enter it. Some of the feats possible includes removing/adding specific inhuman features (like adding diamond shards around Emma's body even in her regular form or remove Nightcrawler's blue skin), editing the parameters of mutant powers (like decreasing a mutant's telekinesis in order to enhance her telepathy), fully removing a mutant's X-Gene to turn them into a regular human, or even grant it to regular beings. Unfortunately, the device isn't advanced enough to manipulate the X-Gene of Omega-Level Mutants, but it already has a database containing the X-Gene of every member of the Xavier Institute, including yours.



Jumper Mansion (600 CP): You're now officially the proud owner of your own mansion, built in the image and likeness of the original X-Mansion, counting with all of its facilities, such as the state-of-the-art classrooms, the pool, the showers, the campus square and the dormitory rooms. Your mansion will be located in a city of your choice anywhere in this world and any future world you visit, with it following you along your Chain and retaining any modifications done to it. Unfortunately, your mansion doesn't come with a Cerebro or its Danger Room by default.

Companions

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.



Scenarios

You can take as many scenarios as you want, as long as they aren't incompatible.

Mystique All Along: The shapeshifter mutant Mystique has been mentioned more than once, but she hasn't officially made an appearance in the game yet. However, by taking this drawback, things are going to be a little different.
Following her own agenda and personal reasons, Mystique will now be infiltrated in the Xavier Institute by kidnapping and taking the place of one of the main girls before your arrival here, having not only perfectly copied her appearance but also her powers to their fullest extent.
As it's guaranteed that no one in the Institute will believe you if you try to tell them she took someone else's place, it'll be up to you to discover which girl is actually Mystique in disguise. Unfortunately, she's an extremely good actor and, until you manage to discover her identity, you won't be able to find where that girl is being kept.
You have just a single year to discover who is actually the transformed Mystique and find a way to reveal her to the rest of the Institute or to convince her to give up, but, to serve as consolation, the girl that was kidnapped is being well treated and won't be wounded, physically or mentally.

-Reward: After seeing through Mystique's near perfect disguise, your first reward is the unique perk, **Mystique's Antithesis**. You become the very bane of the imposters, gaining the ability to dispel appearance-altering illusions (not limiting only to magical illusions but also including things like holograms), cause "mundane" disguises (as many masters of disguises are supernaturally skilled when it comes to mimicking people through mundane means) to fall apart and force shapeshifters copying someone else's appearance to return to their true forms (or the closest equivalents).

As a bonus, if you didn't hand her over to the X-Men, **Mystique** will take a shine to you and will decide to follow you along your Chain as your Companion. While she won't have the ability to copy people's power anymore, she'll still retain the mutant power of the girl she was disguised as. Lastly, the girl that has been rescued after you unmasked Mystique will be very happy and grateful to you, serving as a great start if you want to pursue a relationship with her.

Hentai Story Mode: There are three core stats used to track your progress with the various girls in the mansions and describe their opinion towards you: Love, Obedience and Inhibition.

- **Love**: It represents the girl's Love Level, that is basically how much they like and love you, being increased by doing things that makes her happy and being decreased by doing things that makes her upset.
- **Obedience**: The Obedience Level represents the girl's willingness to do what you want (at least in a relationship/sexual way). This raises when you convince her to do something and lowers when you push her too far and she refuses.
- **Inhibition**: The Inhibition Level represents the girl's own sexual interest, and raises when she decides to do something on her own, or something naughty for the first time. It lowers when she becomes overly ashamed, like when caught doing something sexier than she's comfortable with.

All of these levels go from 0 up to 1000 and, if you can reach 1000 in all three stats with a girl, she'll be basically up for just about anything, although some activities do require special conditions. Either way, this scenario is pretty simple.
Your goal here is to reach 1000 in all three stats of at least one of the ten main girls of the game (Rogue, Kitty, Emma, Laura, Jean, Storm, Jubilee, Gwen, Betsy, Doreen, Wanda, and Illyana). As long as you conquer at least one of them, this Scenario won't count as a failure and you'll receive your deserved reward, however, your rewards will be better if you manage to seduce all of them.
Additionally, to make this Scenario more of a challenge, all the girls will gain immunity against any mind control and/or supernatural seduction-based abilities you might have, so you'll need to actually use your charm and wits to conquer them.

-Reward: After finishing your quest here, you'll be able to take all the girls you achieved 1000 in all three stats along with you in your Chain as your Companions for free. Not only that, but your **Harem** will also only occupy a single Companion Slot if you don't want to import each girl individually in future jumps.
Furthermore, you'll receive **+50 CP** as an extra reward for each one of the girls that are now part of your Harem, up to a maximum of **+600 CP** if you seduced the entire main cast.



Powers

You receive an extra +300 CP to spend on this section only.

Mutant Skin Color (Free): The most basic mutation possible, you simply have a different colored skin that only has cosmetic effects, be it red, green, blue, pink, yellow, cyan, purple, gray, or any other color of your preference. You can also use this to alter the color of your eyes if you want to. Even if this is your only mutation, it still won't stop a Sentinel from targeting you.

Mutant Body (Free): Well, in addition to probably having a different colored skin, you've developed some actual physical mutation in the form of cosmetic inhuman features, be them more generic (like becoming a tall, blue, beast-like person) or related to your mutant powers in some way (like having diamond shards all around your body if you can transform into a diamond form or developing a more beastly appearance if you're a **Feral Mutant** for example). Fortunately, these physical mutations will never negatively affect your appearance unless you want them to.

Custom Mutation (Varies): If the available options in this section aren't enough for you and/or if you want some more freedom to express your individuality when it comes to this power system, this is the option for you. By taking this option, you'll be able to create your own unique mutant power with the abilities and effects you choose. However, this power's price varies according to its power level, being around the various price tiers the other mutant powers are listed on, so you'll need to fanwank responsibly to decide which tier your custom ability fits in. For example, a basic teleportation ability could cost 200 CP while Magnetism Manipulation on par with Magneto would cost at least 800 CP here.



Squirrel Jumper (100 CP): Unfortunately, you don't have the entire package of abilities possessed by Doreen, however, you have her most basic ability: you're able to perfectly mimic squirrel sounds, as well as actually communicate with and direct the actions of squirrels, allowing you use them to distract or even assault others for example. Optionally, you might also gain a bushy, 3-foot long semi-prehensile squirrel tail, which is as strong as if it was one of your arms.

Telepathy (100 CP/200 CP/300 CP/500 CP/800 CP): Yours is the power of the mind. You're a telepath, which isn't exactly a rare kind of mutant around these parts. However, this power isn't spread equally for your kind, so, how powerful you're depends on how much you're willing to spend here.

For 100 CP, you're on the basic tier of a telepath, being only able to project your thoughts to a handful of others at once, allowing you to communicate with them in a basic way.

For 200 CP, you acquire the ability to scan locations to find specific people and even read minds, but only their surface thoughts.

For 300 CP, your power increases, allowing you to effectively enter someone's mind to read their memories or to create realistic illusions. It would take someone with a very powerful willpower to resist your psychic powers if they lack their own mental abilities.

For 500 CP, more complex feats are now within your capacity, such as altering memories, mindwiping people and even implanting mental locks that limit the target's abilities. You could even learn how to project your mind outside your body to travel the astral plane. This tier also enhances your mental strength to finally become able to bypass psychic barriers.

Lastly, for a final 800 CP, your raw mental power is now on par with Xavier himself when he isn't using the Cerebro, allowing you to fully control people by controlling both their cognitive and motor functions and to even kill someone by focusing your psychic powers on them. Of course, you're still below his level due to your lack of experience and mastery over the power of the mind, but you'll eventually achieve it with enough time and training.

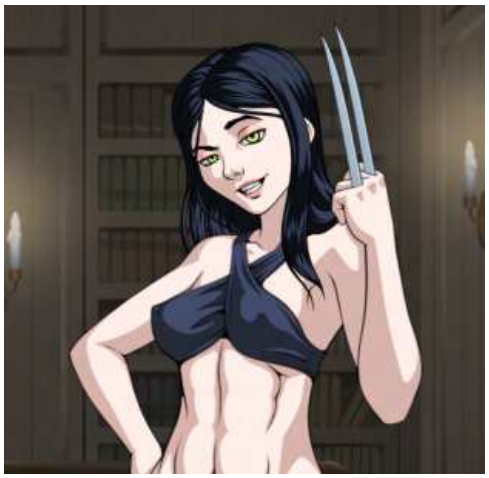


Psychic Weapons (100 CP): You developed a different usage for the power of the mind. You're able to create psychic energy constructs to use as weapons, such as a scythe, swords, knives, hammers, bow and arrows. However, these psychic weapons have no physical presence so they can't inflict physical damage, but their nature causes numbness or phantom pain on those attacked by them, being still able to knock out some of the toughest opponents you could find in the Institute. The more energy you spend to create each construct, the stronger their effects will be.
Furthermore, these constructs can also have … other applications as well, more invigorating ones. By piercing someone with one of such weapons, you can share your own feelings with someone else, including sexual feelings. For example, depending on your current "excitement", you could even cause someone to instantly orgasm from this. Of course, you could also find other less interesting usages for your ability to share sensations or emotions with other people.

Phasing (200 CP): Thanks to your mutation, you gained the ability to indefinitely phase through physical matter and to solidify your body in an instant, both at will. This power can also be extended to any object or person as long as you're physically touching them, such as a train phasing it through another one. Turning larger objects intangible will also consume more of your stamina proportionally to their size.

Fireworks (300 CP): You gained the ability to generate lumikinetic explosive light blasts, or better say, "fireworks" that are essentially globules of energy that vary in power and intensity. The explosions resulting vary in power, at the most basic being cool but harmless, but they can also be used to temporarily blind a person or even cause a fairly powerful detonation capable of smashing tree trunks or metal objects. However, this mutant power also has a hidden, greater potential. At the full power of your "fireworks", you'll be able to detonate matter at a subatomic level, turning into a kind of living atomic bomb capable of obliterating an entire large space vessel.
But, while this atomic explosion won't harm you (or your hair) or release ionizing radiation, such a feat will potentially leave you exhausted for days or even weeks.

Crystalline Form (300 CP): You possess the ability to transform your entire body into a form made out of an organic diamond that will never inhibit your ability to move or function. While transformed, your physical attributes will be increased to superhuman levels that are comparable to Emma's own diamond form, as well as making you completely immune to any telepathic powers, but, in exchange, you'll also be unable to use your own telepathic powers while transformed if you have any.



Feral Mutant (300 CP/400 CP/500 CP): Another not so uncommon type of mutant, you've a peculiar kind of genetic complex within you that interacts with your X-Gene, shaping your mutant powers in a bestial way, making you the same kind of mutant as Wolverine and X-23. First of all, you acquired a set of retractable bone claws that can be extended from your hands, feet, or both, and are sharp enough to carve through brute granite.
Furthermore, you possess an extremely sharp sense of smell and a high-rate of cellular regeneration that grants you a powerful healing factor capable of regrowing a severed limb or an organ within a day, and even allowing you to live through injuries that could kill you before even you could have the chance to heal. However, don't expect you to live through being liquified or reduced to a few cells for example.
This regeneration also makes you nearly immune to all forms of illnesses, poisons, and diseases as well as making you nigh-impervious to aging and cellular decay so you can expect to live for several centuries in your prime before starting to see the slimmest glance of aging.

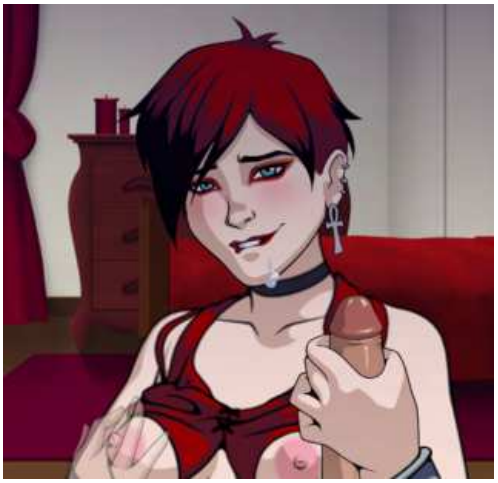
Additionally, there are also a few extra upgrades available for you if you're willing to spend extra points. For an extra 100 CP, your claws will be covered in True Adamantium, greatly increasing their sharpness and durability and, for a final extra 100 CP, your entire skeleton will be reinforced with the nigh-indestructible metal. Lastly, you don't need to worry about the feral genetic complex within you developing further and eventually turning you into a wild beast, even if you don't have Adamantium poisoning to counter it.



Stepping Discs (300 CP): Your mutation grants you the ability to create portals in the form of "stepping discs" that allow you and others to travel through space-time to other locations you've already been, as long as it's within a planetary range. While you're still far from Illyana's level (as she's able to travel interstellar distances, to different points in time, or even to different universes), your teleportation don't use Limbo as a midway point, so there is no risk you might end up there or in any other hellish dimension due to some instability in your portals.

Force of Nature (400 CP): In the same way as the ancient shamans who used witchcraft to control the weather, you also have the ability to control natural forces thanks to a certain psionic connection you have with the weather itself, extending to air currents, water vapor, and natural electrical energy. Essentially, you're able to manipulate and control all forms of weather (not including more esoteric forms of weather like solar winds) on both a large and small scale, usually no bigger than a city block at the start but you can increase your range through training up to a large metropolitan area. Some feats within your capacity include, but aren't limited to, sustaining flight at high speeds by hoisting yourself aloft with the wind, generating blasts of lightning from your hands, and even modifying the temperature and humidity of the environment by controlling the air molecules.

Telekinesis (400 CP): The power of the mind over matter, telekinesis, a power not only iconic but also as common as telepathy here. You have the ability to move objects using only your mind as long as they're within a range of your line of sight, including yourself in order to fly. You start out small, maybe something with the mass and volume of a can of soda, but this ability scales up fast with practice, and with time you'll be able to levitate, blast cars off the road, juggle dozens of objects, or catch bullets as long as you know they're coming. You can also project a great force with your mind which includes such things as powerful shock waves and force fields, strong enough to hold back the water flow of a broken dam or contain a massive train explosion. With training or time, you could juggle helicopters with ease and possibly even alter the shape of inorganic materials on the molecular level. Furthermore, this power also is enhanced by the mental power you acquired from other perks and powers, including the one granted by the **Telepathy** power.



Hex Witch (400 CP): Thanks to your mutation and definitely not thanks to chaos magic this time, you acquired the ability to manipulate probability to your advantage via "hexes" that manifests as blue energy bolts/spheres. By using your hexes, you can cause a wide variety of phenomena, like causing spontaneous combustion, making objects to randomly fly around, healing people, disrupting electronic devices, causing materials to break down, and even causing people's powers to become out of control.
Unlike Wanda's powers, your powers are fully stable and you'll never need to worry about them being chaotic unless you want them to be.

Power Absorption (600 CP): Why be limited to one superpower when you can eventually have them all at once if you're willing to pay the price? By physically touching a being's unprotected skin, you can absorb their life force and weaken them, possibly putting them into a coma or killing them if you aren't careful. However, this doesn't stop at only their life force, as you'll also gain their memories, skills, and powers. Beings that are stronger than you can resist this up to an extent, so, if they severely dwarf you in power, then they'll be completely immune. You're able to absorb only specific skills (like dancing) with a light touch but full on skin to skin contact will result in you getting the whole package of memories, skills and powers
The longer you touch them, the longer you'll be able to use their powers, up to a 24 hour period. If you've fully absorbed a person's life force, to the point of causing their death, then that power becomes permanently yours and it can even be improved beyond what the original owner was capable of.
Lastly, as you're paying a special price, you don't need to worry about your personality and sanity being affected by the memories and psychic imprints of the people you absorb.



Zero (600 CP): Initially, you thought you didn't have any "super powers", but, after arriving in the Institute, Professor X revealed you had an incredibly useful ability: the power to negate other powers, even including his own. In the start, your mutant power will be weak and uncontrolled, so you'll suppress the manifestation of the X-Gene of any mutant you come in contact with, temporarily rendering them powerless for as long as you're physically touching them. Fortunately, this is only the beginning, as you'll eventually learn how to turn on and off this suppression effect, as well as the effect being able to linger for some time after you stop touching them. At the peak of your power, you'll be able to suppress the powers of any mutant within a range of a few meters around you, with no need to touch them anymore, and, by keeping contact with them for a few minutes, you can even turn their powers off permanently.
Your power also makes your body immune to any mutant ability that directly targets it for as long as you want to be immune, so no telepathy can read your mind, no biokinesis can manipulate your physiology and no telekinesis can lift your body. Of course, if someone with telekinesis can't affect you directly, this doesn't mean they won't throw something else on you instead.
To make things better, during at some point of your training, your ability will also expand to become able to affect any biological ability instead of being restricted only to those granted by the X-Gene. You'll be able to selectively choose which ability you want to nullify, as you could nullify someone's vampirism without suppressing their mutant powers. Furthermore, your bodily fluids, like your blood and semen, will also contain the same suppressive effect of your power if you wish to, so, if someone drinks them, it'll affect them by a certain period of time proportional to how much of it they consumed.



Metafiction (600 CP): As your mutant power, you — How adorable, I'm flattered that you're paying too many of these points to gain a bit of my reality-bending powers. So, this grants — Sorry, Gwen but I'm not allowing any breach on the Fourth Wall. Not on my watch. So, where were we? Alright, either due to being someone from another plane of existence or due to being a mutant reality warper and clairvoyant, the rules of this world don't apply to you as much as to someone native to it. Games have rules, you don't, so this allows you to see and mess with some of the laws of reality, manifesting to you as if they were game mechanics.

Firstly, you can find the "edges", places with "glitched physics", and "invisible walls" in reality in order to clip and walk through thin walls. This can also be used to travel into a personal reality accessible only by beings like you, a sort of blank black void that is "out of the game's map", with pathways that allow you to swiftly travel to other locations within the same planet.

Second, as your control over game mechanics also includes some mechanics more unique to dating simulators, you can also choose to see thoughts and words of beings around you, making them appear in the form of speech balloons, both translated in order to be at least barely understandable for you. Keep in mind that this isn't mind reading, as their thoughts are literally being manifested in your vision, so no mental protection they might have will prevent you from reading what they're thinking, however, they can keep thinking about a certain word to annoy you.

Third, you gain the ability to freely manipulate your stats in any kind of game-like system you have access to, allowing you to strengthen or weaken yourself as much as you want, within the limits of said systems. However, keep in mind that many of these systems, instead of actually granting power, merely track their users' progress and serve as a tool for guiding their growth, so forcibly enhancing your stats with these systems may result in them forcibly enhancing your own body and causing severe strain on you.

Lastly, as you're paying a special price, you don't need to worry about becoming more integrated with some specific reality after spending too much time there, like what happened with Gwen in this world and resulted in her reality-bending powers being drastically weakened.



Drawbacks

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

World of Husbandos (Free): One could say that there are so many waifus in this world but not enough husbandos. If this is a problem for you, here is the solution. By taking this toggle, every person in this world will be genderbent, with the waifus becoming husbandos now. Optionally, if you prefer, this toggle might instead affect only the game's main waifus or affect everyone except them.

Comics Universe (Free): The characters in this world are closer to their X-Men: Evolution counterparts, but with a few changes that make them fit better in this setting, making them effectively original, new versions of them that are only present here in this world. However, by taking this toggle, you'll have more control over which version of them will be their basis. Do you want Storm to be based on her comics version? Do you want Rogue to be based on her X-Men '97 version? Do you want Jean to be based on her Fox's movies version? Then this is the right option for you.

Supplement Mode (Free): By taking this toggle, you can use this jump with any other X-Men or Marvel jump, essentially merging both worlds in a single one with the traits of both. The single rule is that you must stay at least ten years in the resulting world even if your stay in the other jump would be shorter than a decade. This is the right option for you if you think it would be neat to be able to do the lewd stuff and the serious stuff at the same time.

Blood. Mostly Ninja's (+100 CP): You're truly a magnetic individual, as you attract a lot of … ninjas? Exactly, for some reason, a basically endless number of ninjas are now after your head. As trained ninjas, they're dangerous to mundane people and are pretty relentless, but they're fairly incompetent and you should be able to easily defeat them as they'll usually attack you in small groups of three to eight weekly. In truth, they're more annoying than dangerous as you can't talk with them nor find some way to control them. No matter how many ninjas you kill or imprison, new ninjas will always appear to replace them (~~they're actually my followers but ignore I said this~~). Expect to smell a lot like X-23 due to being covered in their blood at least once almost every week.

This Thing Definitely Still Looks Like an Imp (+100 CP): You're truly a magnetic individual, as you attract a lot of … imps? An imp is a small red creature with horns, a tail, bat-like wings, and, most importantly, small clawed hands that it uses to slash its victims. These lesser, animalistic demons came from the Limbo, which is a part of Hell, and usually serve their current ruler, Illyana Rasputin, but some of them occasionally "slip the lead" and turn rogue. Normally, these rogue imps would stay in

Limbo, but, for some reason, small groups of three to five imps will be sent to Earth with the single goal of going after your head.
Each imp is pretty weak on its own, as even a completely mundane human is physically stronger than it, so they're more annoying than dangerous. No matter how many imps you kill or imprison, new ninjas will always appear to replace them (~~they're actually my minions from one of my pocket dimensions but ignore I said this~~). Expect to smell even worse than X-23, as I believe the smell of imp blood is worse than ninja blood's. At least you won't smell like brimstone, like how Illyana does.

True College Experience (+100 CP): My friend, you're going to need help here if you want to stay as a student here in the Institute. You're very bad with academic tests, having a lot of difficulties in memorizing and learning the various subjects, OR, you're very bad with the physical training and exercises, either due to your weak body or due to your improper control over your superhuman condition. Either way, you're going to need help from the other students to pass on the academic/physical tests. You can take this drawback a second time to be very bad on both.

You Really Can't Keep It Up (+200 CP): You might even have limitless stamina when it comes to any other kind of physical activity and even to fuel your mutant abilities, but when it comes to sex, you're a deception. In a few words, you have a very poor sexual stamina, only lasting a few minutes at best and needing to take a long, long break until you get rested and ready for the next time.

You Really Said That? (+200 CP): There are silver-tongued individuals whose flirty words easily seduce other people, there are people that are still good at flirting, there are people that might lack good skill with the words when it comes to seduction, there are people that are horrible in using pickup lines and then there is you. Basically, you're extremely bad with pickup lines, cheesy or not, and even more flirty compliments in general, either because they're always literally bad or because you always end up saying the wrong thing to the wrong person. I hope your natural charm, wits and appearance compensate for them.

Restricted Content (+200 CP): Are we in a Japanese pornographic movie? Because every intimate area (like breasts, ass and even pubic hair) and mainly genitals are censored in your vision, like seeing them covered with black bars or heavily blurred/pixelated for example. Fortunately, this doesn't prevent you from having sex or doing any other sexual act.

Chaotic Powers (+200 CP): You might not be mentally unstable, but your mutant powers you acquired in the **Powers** section definitely are. Many times a week, your powers simply won't work right, like turning on or off at random moments, while rarely they'll become completely wild, with this being far more common if you're

under some emotional stress. By concentrating a lot and not needlessly using your powers, you'll be able to get it under control for some time but not forever.
If you don't have any mutant power from this jump, this drawback will instead affect any other out-of-setting ability you might have.

Mutant Delinquent (+200 CP): You have made some bad choices in your youth and caused a lot of trouble so, as a result, you ended up being imprisoned. Even if Xavier could've got the charges dropped, he still preferred to let you face it because "a little self reflection might do you good", which he was probably right. Regardless of it, you just got out of jail recently and was accepted as a student once again.
While you have already answered all these charges and owe nothing more to justice, you'll still have a bad reputation with the students and even the other teachers in the Institute, as well as with the rest of society, due to your criminal history. You'll need some real effort if you want to prove to them you're redeemed and changed your ways.
Fortunately, if you're truly redeemed, Xavier will even help you to lead with the people of the Institute and try to prevent any possible bullying you could suffer.

Ugly Bastard (+300 CP): You've lost in the genetic lottery in some way. Your mutation wasn't beneficial for you, at least, not with your appearance. As a result, you're ugly, while not monstrous or disgusting, but you're still a 2/10. You're probably deformed with scars, have unattractive inhuman features or you're simply ugly.
I hope you're at least charming and charismatic to compensate for your looks.

Vow of Celibacy (+300 CP - Can't be taken with Generic Power Loss Drawback): This drawback is extremely simple. You can't have sex. This also extends to any other related sexual act that involves other people, like blowjobs and footjobs. If you do, you and your Companions will lose access to all of your out-of-jump perks, items and even to your Warehouse until the end of the jump. Now, I need to ask: why are you even here in this world?



The Hentai Protagonist (+300 CP): You're a new student, however, you're not the protagonist this time. A random version of the mutant Zero exists in this world. They might be a man, a woman, have blue skin, have green skin, or have regular skin, but, regardless of their appearance, three things are clear. They're very manipulative and authoritarian, as well as having plot armor expected of a protagonist and an addictive version of the **Zero** power, being fully willing to use it to seduce every girl of the Institute. Furthermore, it's guaranteed they aren't going to be your friend, stay neutral towards at best with high possibility of becoming your enemy at some point.



The Big Flamey Bird is Here (+400 CP): By default, you wouldn't need to worry about the greater threats of this world, like that fiery bird for example, allowing you to freely enjoy the ride here, however, this changes this situation a bit. Due to situations outside your control, Jean is currently the host of the Phoenix Force at its strongest version possible and, to make things worse, she's slowly losing control over it and her abilities. If she is killed or fully loses herself, it's guaranteed the Phoenix Force will try to burn the entire Earth and go after everyone Jean knows. Keep in mind that the Phoenix Force is a cosmic entity which once nearly killed a hungry Galactus when he fought against one of its weakest forms, so, if you end up facing it, you'll need to battle against its strongest form. I advise you to find a way to keep Jean stable until the end of your stay here.

Tolerance is Extinction (+400 CP): It's almost a multiversal constant: if there are mutants, there are also regular humans that hate mutants. Humankind's hatred and prejudice towards mutantkind also exists in this world, but it won't go beyond the rare attacks of Sentinels coordinated by some shady government section, but, by taking this drawback, now it'll be way more present and spread. During your stay here, in addition to the general human population growing more and more hostile against mutants, you'll also need to expect an expansion of the Sentinel Program and the rise of organizations like Orchis and OZT, as well as the appearance of several anti-mutant villains, like a new version of Nimrod and Bastion.

Generic Power Loss Drawback (+400 CP): Something went wrong during your entrance into this universe, as if a greater power influenced you, however, such a power doesn't appear to exist in this world. You've been reduced to just your BodyMod, with all of your out-of-jump perks, powers and abilities having been removed until the end of your stay here. This also affects any of your existing companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

Generic Item Loss Drawback (+400 CP): Feeling confident enough in your abilities to be willing to relinquish your possessions in order to attain greater power? If you take this drawback, it means you are. While you keep any item purchased from this jump, none of your out-of-jump items will enter this jump with you and will be preserved far away from your range until the jump is completed. This even extends to your followers (which many times are considered as part of items) and your Warehouse, which you won't be able to access.

Generic Companion Loss Drawback (+400 CP): So, you're willing to abandon your own closest allies for the duration of your stay here in order to achieve greater heights, then show me how far you'll improve yourself by sacrificing others for your own gain. While you can still take Companions in this jump, you can't bring any of your existing Companions and followers into this jump, as you'll enter this world on your own, without your allies' support.



Ending

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of Rogue-Like: Evolution, ending your chain.

Move On: Go to the next jump and continue your adventure.

Notes

1. This is my first attempt of making a NSFW jump;
2. The Avengers and the Fantastic Four also exist in this world;
3. Having 1000 in the Obedience stat of a girl doesn't make her a slave of your will, she'll still have free will and her own moral compass, so she'll still be fully able to kick your ass if you treat her bad or try to force her doing something evil;
4. You're free to ignore the NSFW gameness of this jump if you want to;
5. Thanks to No_Statement_1590, Original_name_1111, Bcolt66, sonama, and DeverosSphere for your suggestions;
6. As my knowledge of X-Men is pretty limited, I used things from Rater's Age of Krakoa jump to be the basis for some of the mutant powers, but I tried to rewrite everything to be different and not just a copy. So, as FrequentNectarine commented in my post, I also have to thank Rater for this;
7. I planned to add a **Fabricator Store** item, but, as it would give you the same objects as the **Collection of Gifts** item, I preferred to not add it at least for now;
8. Unless mentioned otherwise, if any of your items are lost, destroyed, or stolen, then they'll reappear in your Warehouse in their previous condition after a week, with any beneficial modifications being retained;
9. **Drawbacks** are removed after the end of your jump;
10. The game isn't finished yet, so I'll probably update this jump to add new content at some point.

History

V 1.2: Third Update

-Fixed some errors again;
-Added a new power: **Stepping Discs**;
-Added a new item: **Soulsword**;
-Added a new drawback: **This Thing Definitely Still Looks Like an Imp**;
-Slightly updated the **Hentai Story Mode** scenario to mention Illyana;
-Added new images;

V 1.1: Second Update

-Fixed some errors;
-Added a new note;
-Added new images;
-Added the **Supplement Mode** toggle;

-Added the new emotion sharing aspect of the **Psychic Weapons** power;
-Slightly updated the **Hentai Story Mode** scenario to mention Wanda;
-Added a new power: **Hex Witch**;
-Added a new item: **Cell Phone**;
-Added new drawbacks:
-**Chaotic Powers**;
-**Mutant Delinquent**;
-Added new perks:
-**Public Decency**;
-**Exemplary Educator**;
-**Stability Beacon**;

V 1.0.1: First Update

-Updated the description of the **Fireworks** power and increased its price from 200 CP to 300 CP;
-Updated the **Vow of Celibacy** drawback to mention you can't take it if you have also taken the **Generic Power Loss Drawback** drawback;
-Added a new note;

V 1.0: Released

V 0.1: WIP