Near-Future Patriarchy

A lewd generic by 9anon

Welcome to the year 20XX. At some point in the recent few decades, men collectively decided that women deserve less. This could be the result of a mass die-off of many, plummeting birth rates, or maybe no reason at all and governments the world over just decided to subjugate women. Whatever the case, the women of these worlds are largely considered property, with a lucky minority being able to earn or pay for the privilege of being second-class citizens.

This is not a pleasant world for women, who suffer casual cruelty on a daily basis. Women's rights are a funny joke, consent isn't a concern in most cases, and nobody with the power to stop it cares to. It's the kind of place where you can walk down to the store to buy yourself a decent looking girl for the price of a top-of-the-line computer - on the way you'd pass many nude women on leashes and several businesses where you can grope the enslaved employees as you like.

While these worlds may seem like any other mundane world on the surface, with the obvious exception of the near-ubiquitous subjugation and exploitation of women, the new order is enforced by subtly advanced technology alongside normal societal pressures. This tech may be more obvious in some worlds, like police drones and hidden surveillance equipment picking up the slack for a highly diminished male population, but even seemingly normal worlds have something going on. Like the collars that women are mandated to wear being GPS trackers, electronic IDs, and shock functionality in a slim, sturdy package that looks just like a thin leather collar.

Whatever your reason for coming here, here's the standard **+1000cp** stipend. I hope you enjoy your decade in this marvelous world.

Setting

You may use this document to enter any world that largely fits the description in the intro, inserting into any reasonably accessible location you like. The prime setting for this and main inspiration for this jump is the world depicted in the comics made by Erenisch, like The Stevensons, but there is other stuff scattered around.

Alternatively, you may use this jump as a supplement for another, adding a proper patriarchy to the base setting. Or make up your own setting, or visit a modified version of an established setting.

Origin

You may choose whether you drop-in or have a fitting local history.
You may choose your age, sex, and other demographics within reason.

Perks

You receive 2 discounts per tier. Discounted 50cp perks are free.

Clean Supply [Free]: STDs, pregnancy, and other dirty minutiae of sex are often glossed over in porn because they just aren't fun. You benefit from this effect - your partners are guaranteed to be clean and STD-free, even being groomed to your preference, and unwanted pregnancies just don't happen when you're involved.

50cp Perks

Cold Hearted [-50cp]: A world defined by fetishistic patriarchy tends to be one with loads of casual cruelty, which is a major departure from what you're likely accustomed to. Usually women are kept from danger and pain as much as possible, but here it's inflicted on them with impunity.

To help you fit in, you are able to dial down or utterly disable your moral compunctions at will. That way you won't find yourself in prison after decking some guy for whipping his puppygirl in the park, and otherwise at least be able to tolerate the state of things here. You revert things as needed, and you're guaranteed to not get stuck this way because you like your self-inflicted psychopathy a touch too much.

Get Pregenant [-50cp]: Pregnancy is either a major focus in a patriarchal setting, or it just doesn't seem to come up. Either every woman is constantly swollen or they can take metric tons of cum without even a hint of morning sickness.

Whatever - fertility perk. You have perfect control over your own fertility, your partners aren't concerned about a lack of contraception (unless you want them to be), and any pregnancy that involves you is guaranteed to be easy and safe. As a bonus, your children are guaranteed to be healthy, and you can even decide on their sex, appearance, and nascent personality at any point before birth. Also, no genetic issues with incest, because why not.

Ideal Body [-50cp]: What's the fun of living in a world of such flanderized masculinity and femininity if you don't fit the part?

On purchase, your body is adjusted to fit a particular ideal of your choice. Maybe you're a chad adonis that's built like a tank and appropriately *equipped*, maybe you're a bimbo built for being used all day long…or maybe you go against the grain and decide to be a trap for some reason. You can also make more specific adjustments to your build as you like, refining it within or adjacent to the ideal you chose, and you have no issue maintaining your appearance and build. Meaning you don't need to go through a whole cosmetic routine or even maintain a healthy lifestyle to look like you do.

Mundanity [-50cp]: As great as it is to live in a world where most girls you see are open for free use, though not necessarily willingly, the gears of civilization must still turn. Resources still need to be extracted and processed, bureaucracy still needs to be managed, and so on.

You may purchase this perk multiple times, each purchase making you competent in a particular field. It could be regular job skills for some role you'd play in a normal world,

everything you'd need to play the part of a top-tier tradwife, or maybe you just want to get a head start on some new hobby.

Rough Play [-50cp]: These kinds of worlds tend to involve a *lot* of BDSM play and rough sex, often glossing over the potential damage and dangers of such things. Getting raped still hurts, maybe gets you a bit bloody, but there doesn't end up being any permanent damage. You and your partners benefit from this form of porn physics, allowing you to do all the rough play without risk of (permanent) injury or illness. This protection doesn't apply when you *want* permanent marks.

100cp Perks

Kind Master [-100cp]: The standards for treatment of women are in the absolute gutter. Even highly valued slaves tend to get a bit roughed up, while the common slavegirls you'd find tied up in public are basically guaranteed to be abused regularly.
You find that these standards apply to you, at least as far as others' expectations of how you treat those below you.

Treating your slaves or other subordinates roughly doesn't affect how they feel towards you. It can still be a powerful motivator, but they won't hate you for it because it's just expected that they'd be treated that way in their position. On the other hand, treating them with even minimal decency has a massively outsized positive impact, making positive reinforcement an incredibly powerful tool in your hands.

Made For Submission [-100cp]: The life of a woman in this sort of world isn't the most pleasant. Many spend days at a time held in bondage, others are forced to walk around on their hands and knees rather than as people, most don't get to wear much of anything even in unpleasant weather, and getting used for hours is quite common.

You are highly resistant to discomfort in general, and immune to the wear and damage that living the life of an enslaved woman would inflict on your body. You could spend months in bondage without atrophy, bed sores, or other ailments; You can be comfortably nude in pretty much any weather that's not actively killing you; Crawling around on all-fours is perfectly comfortable, and your hands and knees won't get torn up by the terrain; Your holes will stand up to any abuse; and so on.

Respected Boundaries [-100cp]: Free use is a common theme in these sorts of stories - tie up a girl somewhere in public, and you can expect men wandering by to just run a train on her until you get back. But there may be times when you want to flaunt your property in public without risking damage from public use.

Others have an instinctive sense for when someone is your property and whether you'd consent to them having some fun with it, and even the most criminally-minded will respect your consent. You also have the same sense regarding others, though you aren't bound to respect their boundaries regarding their property. You can also recognize who owns who, assuming you know who the owner is. This applies in cases of who simply holds authority or command as well, not just legal ownership.

Sub Filter [-100cp]: Free use is a common theme in a patriarchy. Women's consent is barely considered, if at all, with a woman's owner or closest relative being the arbiter of whether she can be used and by whom. Good for you, you have a choice.

You are able to passively filter the people who would victimize you so only those you'd like to do so will be the ones to do so, and only in ways you'd want them to. This defaults according to your tastes, but you can also adjust this filter manually if you are in the mood for something particular. This adjustment can be done at will, and be as complex as you like.

Top Girl [-100cp]: Even when women are at the bottom of the hierarchy, there's plenty of room for a sub-hierarchy. Especially useful or beloved slaves having authority over the others or spending more time in the comfort of the master's chambers in order to better serve him.

You are made for this sort of position, given your intuitive sense for the desires and intent of whoever you are subordinate to. It isn't an exaggeration when you say you speak for your master, as you also have a sense for what they'd prefer you do in a given situation. This sense also provides you enough lead time to see to your master's desires just as they think of them.

200cp Perks

Flesh Trader [-200cp]: The capture and training of slaves are fun and all, but they're also only the first steps of the process. You'll eventually want to sell off most of your catch for cash that you can use for other things - food, operating funds, taking care of the girls you keep, and so on.

To that end, you are a masterful negotiator and a shrewd business owner. Haggling with you is a bad idea because the customer will just end up paying more while being absolutely convinced they got the better of you. You could even convince the most staunch anti-slavery activist the wisdom of buying your slaves, and you'll certainly be paying far lower bribes to continue operating.

On the business side of things, you have a sixth sense for all the red tape between you and running a business somewhere, as well as how to bypass it all. Loopholes in the rules, any corrupt officials looking to set things up for small kickbacks, and even more mundane things like where and how to get the proper licenses or making friends with other local businesses. You also have a knack for coming up with businesses that exploit your fleshy resources and having any relevant authorities overlook them.

Girl Trainer [-200cp]: The gap in living standards and social understanding between a normal modern world and a patriarchal one are stark. And that transition can be quite troubling for women who are accustomed to having the rights and privileges of a common citizen, which means quite a lot of work for anyone who's job it is to help them *understand*.

You are very suited for this role. Breaking and training slaves, that is, as both a matter of instinct and skill. Even the normally unbreakable will give in under your ministrations, and you don't even need to be cruel about it - pleasure is as good as pain at breaking and shaping people when you are at work. You can also do more than simply break a woman in: Given enough time and training, you could basically completely reprogram someone. Even better, that programming will stick, reasserting itself after a bit if efforts are made to reverse it.

Increasing Supply [-200cp]: Some patriarchal worlds didn't just arbitrarily decide to oppress women one day, many of them faced some sort of calamity that forced a major paradigm shift. Often one that left a rather skewed sex ratio in the population

Whenever you first enter a setting, you may adjust the ratio of sexes in the local population as you like. This can include setting different ratios for different regions and demographics, introducing sexes from outside the natural binary, and adjusting the tendencies of the sexes - like making a certain portion of men predisposed to being traps. Or quashing any such intersex/crossgender nonsense from emerging, even artificially.

This change may be sudden or retroactive, and you can choose to make it so that some event heralded the change.

On The Hunt [-200cp]: While not often shown, the men who venture out into the world to capture more flesh for the grinder of patriarchy are a vital part of the system. And this role is a lucrative one, appropriate for the risks involved with venturing out into lands that often don't consider women to be chattel.

You are an expert kidnapper, inordinately skilled with all steps of the process. Finding targets, spiriting them away when no one is looking, and then getting them to a seller in good enough condition. You are also aided with great luck - you're far more likely to find quality meat, you can often get away with snatching them in public, and they'll be sure to not suddenly croak of some random illness while in transit as long as you aren't neglecting them. This skill and luck applies to other parts of kidnapping as well, like restraining your victims and negotiating a good price for them.

Quality Supply [-200cp]: In the kinds of media that tend to feature near-future patriarchies, there seems to be an endless supply of beautiful women to feed the insatiable and cruel machinations of society. You now benefit from that quirk of worldbuilding.

Your preferred sex(es) is always at least 6/10 at minimum, with most above that. They are also far more likely to have body types that align with your preferences, though only those that are realistic - so there may be far more women who are naturally top-heavy and otherwise slim, but they won't have breasts and buttocks that would normally leave them immobilized.

This boon may either be circumstantial, applying to women that you happen to encounter, or you may apply it to a setting as a whole when you first arrive. In the latter case, you may control how it affects local beauty standards. You may also optionally apply it to your companions and followers, or even yourself if you want a boost.

400cp Perks

Aura of Dominance [-400cp]: Something about you just strikes women, and it's not your pimp hand. The way you carry yourself, the way you speak, and even your scent and everything else about you just gets to their heads.

Women find themselves instinctively acting more demure and submissive when you're around, your mere presence weighing down on their personal agency and making them more compliant than they'd normally be. Even the most domineering woman will find her behavior blunted in your vicinity. The effects of this are amplified whenever a woman witnesses you acting with dominance or authority, striking her to her very core and making her womb ache for

you. Put together, you'll be at a major advantage when fighting women, making most submit rather quickly and easily earning the "respect" of the stronger willed examples of that sex.

If you aren't interested in women, or are interested in more than just women, you may instead have this perk apply to anyone you are attracted to.

Freewoman [-400cp]: Not all of these patriarchies universally repress women. Some allow some women to remain free in some capacity. In some cases, women can be more-or-less regular citizens if they're able to pay the price for their freedom. In others, women are able to operate as regular citizens while technically being under the ownership of a man, typically working in his stead.

Whatever you are and whatever society you are in, you are simply able to avoid the worst that society would have to offer for someone like you. Even in society where women are all considered chattel, you could be treated as a common citizen in spite of being a woman, and you wouldn't need to pay for the privilege where most women would in more lenient worlds.

If you happen to be the submissive sort, you may also dial back this perk's effects at will to indulge in the worst that society has to offer, and then reset them back to normal when you've had your fill. Don't ask how this plays out, but it will likely generate some *fun* stories.

Inflict Patriarchy [-400cp]: What fun is living in a patriarchy for a measly decade? Well, with this you can drag the fun to other worlds as you visit them.

When you first enter a setting, you may inflict your desired flavor of patriarchy on the world. This shift may be sudden or retroactive, and you can choose both how the change came to be and other specifics.

Alternatively, you can stain the setting with some other form of sexual supremacy. Maybe women or futa are on top, maybe there's a clone underclass. Whatever your choice, it does need to be plausible within the setting, but you can choose differently each time.

If you have Pornology or similar lewd engineering perks, you may mix your specialties into a setting as a ubiquitous and normal feature of local technology and culture. They are also likely woven into the social hierarchy, whether as a method of control or matter of convenience.

Pornology [-400cp]: A common theme of this sort of world is technology being used to keep women in check as much as social pressures. Slim and durable collars that work as a tracker, shock collar, ID, and more. Omnipresent and automated surveillance tech. As well as the usual porn drugs with lewd effects.

You are an expert with a particular sort of pornographic science and engineering. Maybe you can pack all kinds of features into collars and objects without sacrificing durability, size, and design. Maybe you can formulate all kinds of medicine and drugs with lewd effects, including body modification. Maybe you know how to flash clone women, customized in mind and body.

Whatever your chosen specialty, this also makes you a genius when it comes to bending all of your technical skills to lewd ends. Beyond simply figuring out how to apply your skills to such ends, doing so also gives you better results across the board and eliminates any flaws that might normally be introduced with more "aesthetic" design choices. Turning a boring blank android into a buxom gynoid will result in a faster, stronger, and smarter unit even if the underlying technology is literally the same.

For **-100cp** a pop, you may acquire an extra specialty of your choice.

Rape Culture [-400cp]: While the specifics depend on the specific setting, one of the many privileges that men tend to enjoy in patriarchal worlds is that of freely using women they come across. Often the only thing that can keep a woman safe from this is her owner's authority. You retain this privilege going forward.

As far as others are concerned, you are allowed to do anything sexual to a woman without regard for her consent or common decency. While this doesn't make people comfortable with your activities, it does prevent them from interfering or attempting to punish you, and your victims will go along with whatever lewd orders you give them. This isn't a total sanction, however, as it won't let you get away with killing or severely injuring your victims. Also, kidnapping and theft aren't kosher either.

If women aren't your thing or you prefer a greater variety, this works just as well for any other sort of victim you have in mind.

Items

You receive 2 discounts per tier. Discounted 50cp items are free.
You may import and combine any similar-enough items you bring here with the items you purchase here.
These items all repair, resupply, and return within a week.

Real Estate: A place to live that is comfortable, furnished and decorated to your standards, free to keep, and that retains access to modern utilities even when it wouldn't make sense. The neighbors also don't notice or care about what you get up to here unless you want them to. The property you get from this option doesn't have to be a domicile - it could easily be a storefront, warehouse, compound, or some other form of property that fits the general size you pay for.

For **-50cp**, you get a small apartment, barely large enough for yourself and a single personal slave.

For **-100cp**, you get a single family home, giving you enough space for a small family or a similarly-sized stable of slaves.

For **-200cp**, you get a much larger home. It's not quite a mansion, but this place could comfortably house a whole extended family.

For **-400cp**, you get a palatial mansion, giving you enough space to comfortably house a whole damned army of people.

Hot Wheels [-50cp]: A civilian vehicle of some description - anything from a bike to a semi-truck with trailer. It doesn't need fuel if it normally would, it doesn't get stolen, and it tends to fly under the radar in most cases. Your vehicle may also come equipped and specialized, like being a food truck with all the equipment and supplies needed to operate it, a comfy RV setup for long journeys, or even a humble van loaded with tools for all kinds of odd jobs.

Pimp Cane [-50cp]: A sturdy and stylish cane that never breaks and hits with a lot more impact than you think it would, though never leaving more damage than intended. It also has the effect of silencing any uppity subordinates nearby when you hit it on something, potentially bringing any squabbling to a stand still as a result.

Slave Chow [-50cp]: Bags upon bags of dry kibble with all the nutrients needed to keep someone alive and healthy - ostensibly humans, but other sapient biological creatures can subsist on it just as well. The main issue is that it doesn't taste that great, supplying bodily needs just fine while leaving morale low. You always seem to have plenty of the stuff around when you need it.

Slaving Gear [-50cp]: Everything one needs to subdue and keep a woman. Restraints, sex toys, BDSM furniture, tranquilizers and other drugs, delivery methods for them like darts and air rifles, and so on. Along with all that is everything you'd need to give your captives all the tattoos and piercings you want.

Freedom License [-100cp]: Now you don't need to pay for the privileges of a regular citizen if you happen to be a second class citizen! This license is always valid proof that you have the rights and privileges of a regular citizen, even in countries that don't have a system like that. It's also always a valid ID when you need one.

This may also come with a whole bevy of documents providing you an iron-clad false identity, including any certificates and licenses your skills and perks would qualify you for. These documents update at the start of each jump to provide you with the appearance of an ordinary background, and what makes them so iron-clad is that nobody really questions their validity - they're far more likely to go through the effort of adding you to any systems you seem to be missing from than to doubt your documentation.

Fresh Cargo [-100cp]: About a dozen humans, freshly captured and ready for processing or whatever else you have in mind for them. They are regular folks, though all of them are of your preferred sex(es) and quite attractive at that. This cargo replenishes every month, replacing any you've sold off or lost. When in a setting where humans aren't the only sapients, this cargo may include any sapient species that are around or below human capabilities. Comes with storage and restraints if you have need of them.

Regular Income [-100cp]: While this world is a few steps into the future, it's still a mundane modern world in most ways. Which means you need income - which this gives you.

Each week, you receive enough liquid wealth to live comfortably given your circumstances. This income is never questioned, and may come in physical currency or as deposits to a bank account. It may also come with a job if you want, one that's very convenient for you.

Brick And Mortar [-200cp]: A small business, all your own. It defaults to being something slave-related, like a titty bar with slave waitresses, a store that sells slaves, somewhere to buy all kinds of supplies for keeping slaves, etc. But you can choose something more mundane if you'd prefer.

Whatever your choice, you don't need to pay for the upkeep of the business, and you're guaranteed to get plenty of business if it's at all likely. Fees for all the red tape to start and run a business, rent and utilities, bribes to keep people off your back, and you even get the right stock and supplies as needed - both regular and human resources. This business is also just seemingly not subject to any normal laws around human trafficking, slavery, and so on - so feel free to sell women in future mundane modern worlds.

Daughters of the Patriarchy [-200cp]: Not all women oppose the patriarchy - many are quite fervent in their support of living under the boot of their betters. This is a movement of women who campaign in favor of the patriarchy, doing their best to maintain popular support of the system. This movement persists in and adapts to each world you visit, continuing their vaunted efforts to enact and/or support patriarchy, and they are remarkably effective - drawing surprising amounts of both grass roots and institutional support over time.

You may choose whether this movement is associated with you or simply exists on its own, and you may choose a different mission if patriarchy isn't your thing. This also changes the demographic that makes up most of the movement, keeping the pattern of that demographic begging for oppression - loyalist clones who live to serve their naturally born masters, men and women demanding futa doms, or whatever else.

Goon Squad [-200cp]: A bit of extra muscle for whatever you need done - maybe a loyal crew to help with your slaving, bodyguards to help keep you safe, or something else. There's always enough to fill out the rosters of your businesses and organizations, plus a few dozen to work alongside you in whatever you happen to be doing. Their demographics are up to you, they are DTF if you'd like, and whoever shows up is always competent in their role.

Mark of Slavery [-200cp]: A supply of collars loaded with all kinds of fancy features, all while maintaining a slim profile and durable form. They act as locators, shock collars, ID chips, plus a whole load of other features. They can come in any style you like, and you always have some on hand when you need them.

Base of Operations [-400cp]: A large base of operations suited to a particular focus, chosen on purchase. This could be a static installation like a large warehouse or a mobile base like a container ship, but either way it's set up to support a dedicated crew and has lots of space for plenty of goods. If you decide on something like a cargo ship dedicated to slaving, you'd be able to rock up on the shores of a nation and fill your hold with plenty of chattel to make the trip worthwhile.

Peach Cannery [-400cp]: A large and largely automated facility for the processing of freshly captured slaves - making sure they are thoroughly cleaned, examined, and documented before packing them for shipping or other usage. The exact processes and standards are up to you, though more strenuous and in-depth processes will limit the speed and throughput of the cannery.

You may also improve the processes with your own skills, and without having to do it manually. Maybe add some flashcloning to automate the input of fresh flesh, adding your custom drugs to the regimen administered in the process, automatically creating and installing cyberware by default or as needed, and so on. These changes must be chosen at the start of a jump, otherwise you'll have to do the overhaul manually.

Slavery Incorporated [-400cp]: A multinational corporation under your ownership that's dedicated to industrialized slavery. From start to finish, this company oversees all steps of the process without any need for your input, though it will still take any input you have to give. Regardless of how involved you are, it'll provide you with vast wealth and all the slaves you could want.

Your corporation adapts to each world you insert it into, already being set up and working at the scale of the setting when you arrive. This includes cementing itself in regions where slavery is less reviled and, like any megacorp worth its salt, already having made plenty

of progress bribing its way into more *civilized* regions so it can do some business there…potentially even weakening protections against slavery over time.

Slaving Service [-400cp]: For when you are only visiting a world in order to acquire a certain person, this service is made for you. This is a set of contact information for a service that seeks out prospective slaves at varying levels of specificity, from detailed descriptions to specific individuals. They then attempt to either enslave the target or negotiate with the current owner to transfer them to your care.

In addition to having continuous access to this service and benefiting from major discounts, you may also start each jump with a chosen character already delivered to you and optionally indoctrinated - provided it's plausible it could have happened to them in the context of the setting.

Patristan [-400cp, Undiscounted]: A small, impoverished country. It has a decent population and plenty of natural resources that are barely being tapped, but the infrastructure and overall development leaves much to be desired. Plenty of room for improvement and potential if a proper ruler takes the throne.

However, what's important is that this nation is a patriarchy that's been described all throughout this document, or whatever other system you decided on through the Matriarchy toggle. Your nation is also largely left to its own devices by foreign powers, even if you improve things, allowing it to act as a safe haven of sorts for human trafficking that aligns with the nation's culture. It all just falls beneath the notice of human rights campaigners and other sorts of busybodies. This protection will fall away if you start throwing your weight around, but stays steady until that point.

Alongside the culture, you may also decide the demographics of your nation: sex, sexuality, ethnicity, and so on. This choice doesn't need to align with common sense, in case you want a nation of femboys or that features natural futanari or that's remarkably multi-ethnic without any of the usual instability you'd expect.

As for your station in this nation, that's up to you. You could be its ruler, a prominent member of its society, or just a regular person living their life. You may adjust this whenever you enter a new jump if you want a change of pace.

When entering a new setting, you may decide whether to insert your nation into the setting or keep it separate in its own pocket dimension. When in the former case, you may decide where your nation appears (within reason), and optionally have it adapt to better fit the setting.

At the start of each jump, you may integrate other properties into your nation as appropriate for their size and nature. Plopping down buildings on your land, mixing in other nations you've purchased, and so on. You may also do the reverse, separating any properties you've previously integrated.

Companions

Create/Import [-50cp]: You may purchase this option multiple times, each purchase allowing you to create and/or import up to 4 companions at a time. Each companion receives **600cp** to spend on perks and items, also receiving the discounts listed at the top of those sections.

You may also create or import 1 companion for free, with the same benefits mentioned.

Export [Free]: Assuming they're alive at the end of your time here, you can bring along anyone you've convinced or coerced into coming with you, turning them into a companion or follower as you desire.

Mundane Expy [-50cp]: A local version of an established character from some other source material, who you'll have plenty of opportunities to meet and establish relations with, whatever your intentions. They are largely the same, though obviously altered to fit the local cultures and cosmology. The expies you buy don't receive stipends or discounts unless you also import them.

Family [-100cp]: Even if you decided to drop-in, this group companion represents your local family. You may decide how many family members are here (within reason), their relation to you, and their relationship with you and each other. You may import existing companions into your family, choosing where they are within it.

Going forward, your family is able to import as your family for free into each jump you visit (where it would make sense to have a family), though you'll still need to pay for regular imports if you want them to get points and discounts and such.

When using the import options in a jump, you may choose to either import the whole family - giving them all the same build - or import a specific member to receive the benefits. In other words, you can normally import them all in as a group companion, or import only a single one as a regular companion without breaking up the companion group (though only providing the benefits of the build to the family member that was imported).

Drawbacks

Matriarchy [Toggle]: If maledom isn't your thing or you want to otherwise change up the dynamics of who's dominant and submissive here, this toggle allows you to do just that. How things are shaken up are up to you so long as one side is dominant and another submissive. Obviously, this alters other options you take to fit the changes you make, even if those options don't mention it.

Bleeding Heart [+100cp]: Taking this drawback, you'll find that you can just never get comfortable with the casual cruelty that's often on display in this world. Every girl tied up for public use, stuck in a display waiting to be sold, or getting groped at some public establishment with tug at your heartstrings for the whole duration of your stay.

Long Stay [+100cp]: Rather than the standard decade, you'll have to survive in this world for 20 years. Maybe not the hardest thing to do, but it's still another decade for age and circumstance to take its toll.

No Choice [+100cp]: For the duration of your stay, any method you'd have to control your fertility doesn't work - the chance of pregnancy instead completely depends on how much your sexual partners want it to happen. This may be a blessing or curse, that depends on you.

Virginal [+100cp]: You start out your time here utterly lacking in sexual skills. From the mechanical acts to the social aspects, none of it comes naturally to you and you'll have to spend a long time learning.

Amnesia [+200cp]: For the duration of your stay, you won't remember your chain or the life you had before your arrival in this world. If you decided to have a local history, it's like you've lived here all your life. If you decided to drop-in, you're a proper soap opera amnesiac.

Discriminated [+200cp]: Taking this drawback, not only is the prevailing world order altered so that your demographic is the one being oppressed, but you'll find yourself regularly dealing with the worst of it. This doesn't mean you're guaranteed to be personally victimized, but you'll have your social status and the potential terrible fates you could encounter rubbed in your face almost constantly.

Not Even Here [+200cp]: For the duration of your stay here, you'll never have sex. Doesn't matter if you're the slave of a libidinous bastard or a libidinous bastard with a whole harem of slaves, it just won't happen - you'll always get cock/clit blocked whenever the opportunity may arise, and those opportunities will be few and far between.

Early Days [+200cp]: Rather than entering the setting with an already well-established patriarchy, you find yourself in the messy early days of the patriarchy's rise. The laws establishing female slavery have only just been enacted and society is still adjusting to them, causing plenty of unrest and chaos as organized opposition still exists and is still active.

Activist [+300cp]: Forget simply never having the stomach for the way of the world, you find yourself utterly compelled to fight against the prevailing order of this world at all costs. And often without much sense. As far as you are concerned, anyone that's not vocally with you is against you. And even anyone who even slightly deviates from your dogma will eventually get on your shitlist. You are going to be your own worst enemy.

Enslaved [+300cp]: For the duration of your stay here, you'll be living in (likely literal) bondage, and there's nothing you can do to escape beyond surviving to the end. Any resources you have will be owned by your master (though you can put stuff out of play for the jump if you don't want your master to have access to it), any powers you could use to free yourself or get control of the situation won't work, and so on. This doesn't even have to make sense for the prevailing world order, like being a man in the default setting. At least your master won't be a complete asshole, though you'll never quite get used to them. You can take them as a companion on your way out, though.

Multi-Polar [+300cp]: The patriarchy isn't the only order in this world. In fact, there's large wars being fought between multiple competing world orders. You can choose which ones, but you can be sure that things will be bloody and very, very messy. There's no requirement to make sure one wins or something, this drawback just massively increases the danger and chaos of the setting.

Power Loss [+300cp]: For the duration of your stay here, you won't have access to any perks, items, or companions from outside this jump. This excludes the benefits of your body mod and any companions you paid to import. If you want to combine items, you'll get the chance to on your way out.

Notes

Fankwank Responsibly.

As with all jumps, this is simply fiction. Don't go getting your panties in a twist over the subject matter of this jump just because you can't separate reality from fiction.

Get Pregenant: The spelling is intentional.

Changelog

2026-02-25

- Initial Release

2026-02-26

- Added link to the ‘e’ in Pregenant.

2026-03-04;

- Added line to Patristan to allow for playing roles in it other than ruler.
- Added line to Mundane Expy to elucidate that expies don’t get stipends/discounts unless you also import them.

Links

Live Document

9anon's Drive