ヒメノスピア

HIMENOSPIA

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Look outside the window and what will you see? Sprawling cityscapes and faceless crowds going about their day with nothing amiss. You wouldn't be remiss to think of this as another mundane Earth, but there's something much more bizarre going on underneath the surface. I want you to imagine two separate incidents, both seemingly unrelated, but sharing a single dark connection. The first? The Keihin Railway Shounan-Ueno Line Terrorist Bombing Incident; a train derailment carried out through planted explosives that killed twenty-seven Japanese citizens and injured another one hundred and four. The second incident? The U.S. bombing of Hiroshima and Nagasaki. These incidents may seem entirely unrelated, but in truth both occurrences were the result of an unseen influence, one unknown to the common man.

Rarely and unpredictably, a certain species of parasitic insect will appear in human civilization. Known to those few aware of them as Red Wasps, they are of unknown origin and only the size of an ordinary wasp, but the consequences of their appearance are devastating. They are hive insects that construct protective hives around themselves, but these are never other Red Wasps. Rather, the Red Wasp is a 'Social Parasite', one which preys upon existing species to form their hives, much like the slave-making ant. More terrifyingly though, the Red Wasps seem to have evolved to prey upon humans. Specifically, human females.

The moment this seemingly insignificant insect's stinger pierces a human female, a profound shift occurs in both her body and mind. While she will look the same as ever to outside viewers, within mere seconds her insides have mutated to host a new appendage, a two meter long stinger roots that itself in her reproductive tract, which she can eject from her vaginal cavity and use as a lethal weapon. With only a single sting its venom will kill an ordinary human through anaphylactic shock in less than a second. Worse still are the changes that will have occurred in her mind. Sure, to an outside observer little if anything will have changed about her, but a profound realignment has taken place in her priorities, relationships, and in general all those internal things that motivates a person to action. She can act perfectly normal, give her love to those she did before so nothing seems amiss, but there's now something simply *above* all those other concerns in her life. A love which, while she's still able to give affection to those she felt it for before, she simply feels far more deeply and completely, and places before anything as if it was her biologically determined purpose as a lifeform. Because it is now. In short, she falls in love. Love enough to do anything, to *kill anyone*, be it her lover, child, dearest friend or stranger, so long as it would protect her most beloved Wasp. Said Wasp which is as fragile as a normal insect, and which has a limited lifespan. And then she goes mad.

No one knows how long they can live for naturally, because these 'hives' normally aren't detected until it's too late and the Wasp has died. Those women infected by it, its Soldiers, devolve into terrorists dedicated to mass slaughter against the world that stole their precious bug from them, killing as many people as possible in coordinated terrorist attacks. It doesn't matter who they were beforehand, what lives they lived and loved; this is what they are now. This is the unseen tragedy behind so many acts of seemingly unprovoked violence; a tragedy of violated free-will and enforced madness. But it seems there may be another reaction to this Wasp's venomous sting.

In only a short while a certain facially scarred and horrendously bullied schoolgirl will find herself stung by a strangely colored Wasp, and find her body undergoing strange changes. Her body, not her mind. In truth, it turns out that very rarely those stung by the Wasps don't become Soldiers, but 'Queens' whose stinger carries the same brainwashing properties of the original.

With a full human intellect, no shortened lifespan, and such a sudden rush of power, you can see how things start to get a whole lot worse for everyone in their way. With the ability to suddenly be loved by everyone around her at will, this former bullying victim will quickly go on a binge spree of brainwashing countless people, both her former bullies and innocent women and children, into loving and dying for her. All the while she will justify every aspect of the situation as a good thing for everyone involved, because obviously the people she brainwashed are happy to be that way. She'd also argue against the use of the term 'brainwashing' at all, saying that she's just bringing out everyone's true selves. If events unfold without your intervention, then very soon she's going to brainwash dozens of her fellow students in response to her suspicions that the police are afraid that her school has been infested by a mass-brainwashing parasitic infection. This will of course lead to a police raid that leaves countless people dead on both sides, something which she will respond to by brainwashing *even more civilians*, this time going for as many as possible, and targeting the wives and literal children of police officers to murder their families if they don't give her what she wants, eventually setting up her own little dictatorship. Yeah.

Welcome to the wonderful world of **Himenospia**, where you'll be spending the next 10 years.

Location, Time, Age, and Gender:

Your time in the Jump begins some vague time in the early 2000s but which appears to be around 2020, just a few months before that certain girl enters highschool, and an unfortunate world of overly exaggerated bullying. You have a brief period before she finds herself stung, but there are machinations afoot, and her getting stung was no accident. Indeed, there are others with powers like what would be her's lurking in the shadows. You may begin anywhere on Earth that could be considered a well-developed and metropolitan location, though by default you begin in the same prefecture as her. Try to survive the coming storm, or even improve things if you think you can. Just be warned that there are unseen hands manipulating events from the shadows, and that our star Himeno is incredibly bad at learning moral lessons from her actions. Oh, and most people around here are fucking unhinged *even before getting brainwashed into yandere hive-instinct guided murder drones*.

Regardless, you should take these **1000 CP**. Trust me, with the way this world is, you're going to need it. You may be any age or gender you like, though keep in mind that in this particular world that last choice has some significant risk attached to it.

Race:

Human: (Free)

Humanity as a race has accomplished much in the relatively short span of their existence. Indeed, even counting the earliest known links in the chain of human evolution, humans and their most distant forebears have occupied a mere 0.0004% of Earth's time. Still, in the even briefer time frame of humanity's existence after the development of language, they have produced wonders alike no other on Earth. Vehicles which can cross the world in hours, systems to control both heat and cold. They've even placed someone on the moon! All these works and more have sprung up in the utterly minor window of human existence, though apparently there are those who would argue that Earth's dominant lifeform are Wasps and ants

for having more accumulated biomass out there in the wilderness. Ignoring that little argument, you are a simple and ordinary human. The species whose glass and steel cities pierce the sky the world over.

Wasp: (Free if Female, 600 otherwise)

The main difference between this world and any more mundane Earth is the existence of a particular species of Red Wasp whose actions are the cause of no small amount of turmoil. The Red Wasp is both a hive insect and a social parasite. This species has no workers or soldiers, for it parasitizes human females, turning them via its sting into its slaves. Within seconds of being stung, the afflicted grows a tendril-like stinger possessing lethal venom which emerges at will from the body via the vaginal cavity, though it does not seem obstructive when not in use. More severe are the psychological alterations such 'Soldiers' undergo, obtaining a slew of mental changes the severity of which has already been described somewhat, and which will be explored in more detail in the Notes section, but which ultimately amount to the development of complete love and loyalty to the infecting Wasp or Queen. Death of their Queen spells insanity for the Soldiers, who are maddened by the loss. While you retain your human mind and are bound to no Queen, you now possess the physiology of a normal Soldier, though *further purchases* down the line may change that a little. Another thing that should be mentioned is that ordinarily only biological females can be infected, though there are a whole slew of situations that play with that rule, *some rather horrifyingly*. More importantly though, this is Jumpchain, and spending **600 CP** will allow you to possess this "Race," without issue regardless of any other biological factors such as being a Male, for all the benefits it provides. I'm sure that will throw some people here for a loop.

Origin:

While where you stand on the humanity/Wasp divide is indeed an important detail, there must certainly be more to define your past in this world, and that is the purpose of these Origins. That being said, any Origin may be taken as a Drop-In, allowing you to enter the world with no prior attachments or memories while forfeiting the security of an established place in society. Also, possessing "No prior attachments or new memories," does not include those stipulated by whatever Drawbacks you take which may necessitate them as per the Drawbacks' individual terms. By default the Drop-In Origin does indeed have a past in this world, the name is more about the world's perception of you as an irrelevant background factor than anything else, but whether or not that reflects you being a *true* Drop-In is again your call.

Drop-In: (Free)

Despite the name, this Origin does not necessarily insert you into the world without a past. Rather, Drop-In here references your perceived insignificance to society as a whole and the world around you. A faceless civilian, in essence, holding either a humble and unimpressive job or even being a student if you're the proper age. Needless to say, your place in society is nothing impressive. Visibly at least.

Man of the State: (Free)

A man of action, and a stalwart protector of the law! At least in theory. Still, when you think about it, isn't human society built off of the efforts of people like you? Whether you're a military man, an officer of the law, or an unfortunate politician, yours are the hands which uphold human society. Unfortunately, you will find your authority challenged in the coming days, and by a force no law enforcement is equipped to handle; mind-controlling JK yuri bait.

Scientist: (Free)

The events soon to unfold challenge all sense of reason and seem to the naked eye as entirely irrational. This is a falsehood, for nothing is irrational. All phenomena, even the Wasps, can be studied and learned about. Whether you're on a team researching the Wasp menace, or are a practitioner of a completely unrelated science, your job is one somehow related to scientific endeavors. You are also probably mentally ill.

General Perks:

How Does he Keep Getting These Artists?: (100 CP)

The characters of this manga are a lot of things. Insane, mentally ill, insane, the list simply goes on. They also happen to be exceptionally well drawn, barring intentional upsets to that formula. You know, characters drawn hideously to highlight their inhumanity, which is also somewhat ironic since many of the attractive characters are also utterly horrible people. Whether you're a rational and stable human being, or another absolutely immoral lunatic, at the very least you can be confident that you're one of the better drawn ones. Regardless of the exact aesthetics you're aiming for, you're a perfect knockout for anyone whose strikezone you're aiming for, and even those unattracted to such would have to admit you're pretty objectively great looking. That is discounting any scars or battle damage though, but even then your body at least has the tendency to heal in a manner that leaves scars more of a cute novelty than anything festering or disgusting.

Nothing but Women as Far as the Eye Can See: (200 CP)

You know it sure would be nice to carry a bit of this manga's artistic flair with you going forward. You know, the whole 'everyone is drawn extremely attractive' part. Sure, it may not sound like much of a help to have the vast majority of everyone you interact with be extremely attractive, but it may be soothing for the soul to be able to just lean back and see how beautiful the world, or at least the people in it can be. Hell, you may even decide to take the population statistics of the eventually established city of Himenospia with you, ensuring that somehow you're always surrounded by a population of about 70% women. Not sure why you'd want such a thing. Is there some utility you think you can leverage out of this? Well that's your own business if so.

"It's Not Brainwashing": (200 CP)

It's a, "Community based on love," says the woman with an alien wasp stinger that she used to turn the entire student body that largely hated her into suicidally devoted soldiers to deliberately use as meat shields against the police. Regardless, everyone involved in the whole Wasp business always harps the same opinions on the matter, that being that the love felt by the brainwashed Soldiers for their Queens is as valid if not more so than any natural devotion

shared between humans based on their personal experiences and shared struggles together. The moral and philosophical dubiousness of this claim aside, there's nonetheless a great power to be found in love, or rather in being loved. How fortuitous then that much like the dynamics between Queens and Soldiers, these enlightened people around you understand that what matters is love, not anything ephemeral like 'consent' or 'free will'. From now on, anyone on your side, affiliated with you, or merely convenienced by the change will see nothing wrong with someone being blatantly mind controlled into falling in love with you. As far as they're concerned, any brainwashing that leaves someone in love with you is True Love™, because that's the kind of message we're trying to send here I guess. Now, this doesn't mean that they'll personally desire it for themselves or for anyone else they know, but they won't mind it happening too much, mostly just writing it off as something that happened. But this gets more extreme when said brainwashing produces a positive change in someone's life, or if it's used to manage or disarm otherwise problematic figures or situations. If being forced to fall in love with you makes someone more gentle in their interactions with others, when an enemy to your faction immediately dedicates themselves to yours out of love for you, or when its just convenient for everyone to skip over obstacles by brainwashing them in some cases, the state of being mind controlled into loving you ceases to be something merely accepted, and becomes something celebrated. Lauded, even, as a healthy and admirable state of being. People around you still won't be asking for it to happen to them, but they'll look at your insane mindraped harem-dynamic and argue that it's objectively a positive thing to have happened.

"Fabre Once Said": (400 CP)

"There is a parasitic wasp for every insect in the world. Perhaps they are in fact regulating the population of these species." Such a quote was provided by a certain Wasp-obsessed scientist at the start of this manga, intending to lead into the thought that it should be no surprise that humanity would have its own species of parasitic Wasp preying upon it. You know, despite being mammals. Still, in this context it's a topical point to make, given that this setting is defined by a certain species of Wasp and the mutants they create seemingly being designed to prey upon and parasitize human society. Similar to this parasitic relationship exhibited by the Wasp mutants and humanity, you are able to adapt any ability of yours that's meant to target specific species or races to affect members of your own species, or of any species you possess an Altform of. Bear in mind that this only removes the species barrier for those abilities, and only for those species, and that other limitations inherent to those abilities would still apply.

Love Cannot be Overwritten: (400 CP)

It's an oft repeated maxim used by the more informed individuals around here when referencing a particular facet of the Wasp phenomenon, one that comes to the forefront in inter-hive rivalries. Specifically, that ordinarily once an individual has been made a Soldier, they cannot be converted by another Queen's sting. This rule is essentially a poetic diatribe meant to describe this entirely medical phenomenon, and fitting to its overly pretentious trappings it fails to allude to the fact that it is also meant to cover the fact that Queens cannot be made Soldiers by another Queen. See, love here is used as a metaphor for the assigned biological roles of hive insects, and thus it covers both Soldiers and Queens as both have been given their 'roles'.

Of course this would later turn out to be true in every case except for every case where it isn't, because that's just how things work around here. Well now you can assert this principle in regards to your own abilities, with much more consistency than occurs around here. This doesn't mean that your own means of mental influence and control cannot be undone by means designed to do so, but rather that usage of such abilities essentially 'calls dibs' on those affected by them in regard to other such powers. So long as someone exists under the influence of one such ability of yours, one which impacts their minds to influence or outright control them as the case may be, they are rendered entirely immune to any attempts at mind control by others. Attempts to recover an individual's mind from whatever you've done to them are unaffected by this particular ability in the case of mental effects that can be cured or recovered from, but never again shall an outside force be able to usurp your control over your pawns with their own insidious method.

Race Perks:

Human:

What is Sex?: (100 CP)

This story is a mess of multiple layers of conniving backstabbers and the occluded information they constantly vaguely allude to. Tragically, the people being tugged along by their invisible strings often don't realize the full scope of the situation around them. That's not even going into the bizarre business that is the Wasp mutants and their ability to brainwash others and steal loyalties on a whim. Luckily, whenever some confused human or another stumbles into such a situation, there's always a friendly and very possibly demented scientist lazing around somewhere nearby to explain things in short order. That, or someone just starts blurting out their plans juxtaposed between bad poetic musings and random insect trivia. Want to get in on the fun? No? *Too fucking bad.* This will default to nearby individuals who could logically give the exposition needed to explain what's happening, but you don't need to worry in case something happens but you don't notice anyone around to explain it. Now you too can be safe in the knowledge that whenever anything remotely confusing begins taking place, a conveniently placed exposition dumping individual who may or may not look like a deranged hobo in a lab coat will approach and begin loudly monologuing about what's happening without being interrupted and also he's talking about bugs for some reason? The bug rants are mandatory if he's the one expositing. Do be aware of the adverse effects such blunt and frequent narration can have on your psyche before choosing to take this.

IT WAS ME, HIMENO: (200 CP)

Everyone has a role to play, and while that may be a fact of life binding Wasps both natural and mutated, it is no less true for humans. The difference between the two is that humans at least possess the power to choose their roles for themselves. And boy have you become a real master of roles yourself, as you've gained the incredible acting skill necessary to pass yourself off as an identity that is the absolute antithesis of your true self for years without suspicion. More than that, you have the forethought and planning skill to set up your backstory and early plan such as to establish for your 'role' a presumption of legitimacy that leaves it virtually beyond doubt. It's nothing complicated at all to take stock of your resources and available opportunities to pre-prepare many of the circumstances that you want to unfold during

the early stages of your new ‘life’. Want a Queen to believe in your loyalty without question? Just trick them into thinking they’ve stung you. No Wasp ever questions their supposed comrades, after all.

If It Means They Can Have Peaceful Lives: (400 CP)

So, almost overnight some megalomaniac has brainwashed an unspecified number of the unwashed masses into worshiping her and turned your city into a complete dictatorship that even has her damn name in it as if you were living in some kind of comic book. Your entire gender has been relegated to a second class citizen with preferential hiring practices and privileges given freely to the other, and enough of the people around you have been brainwashed to the point that speaking out about how kind of fucked up that is would see all your relationships ruined through ostracization. Doesn’t sound like there’d be any silver lining to that nightmare, but there is now; the new powers that be are actually doing their fucking jobs for once. The streets are clean, and crime rates (outside the Queen’s crimes against humanity) are at an all time low. Whether it be from a ruling class, foreign invaders, systematic oppression of whatever the hell you are at the time, or even brainjacking parasite infestations, from now on whenever you’re in an oppressed position in society you’ll find the competence of the powers that be increasing in all ways that concern public works and quality of life improvements, though thankfully nothing else. All those dictators that promised peace and prosperity for those they conquered? Well, now they’ll actually deliver. The other consequences of their reign may not be pleasant or even remotely humane, but the quality of life for all citizens on average is definitely going to massively skyrocket. But is tyranny and violation of the human spirit really worth these improvements? *Even when you’re not the one in charge?*

Don’t Give a Fuck With Me: (600 CP)

With the power to brainwash roughly half of anyone you meet on the street on a whim, you tend to find a new and strange monotony encroaching on your life and relationships. Perhaps this is why it’s such a breath of fresh air for such a person when their overtures of friendship are met by you telling them that their offer makes you want to fucking puke? People of all kinds who are used to getting their way, whether because of their upbringing or because of some power of theirs, will find your resistance, defiance, and flat-out contrarian spite for them an immensely attractive prospect, such that they’re unnaturally hesitant to stamp it out of you. The more acerbic your attitude towards them the more this will grow; calling them out on their hypocrisies, stating a desire for their deaths, and insulting them in all manners contributing to strengthen this effect. This is all to a point however; for while a miserably failed assassination attempt might make for a splendid first meeting, actually coming close to murdering them and then trying again will soon find them growing tired of your companionship. Unless they’re into that sort of thing I suppose. This is largely a short-term guarantee of your safety and freewill against such beings, but depending on their temperament this may not be a true safeguard in the long run. While someone in a newly found position of power may want you close at hand as an anchor against what they might else become without a free-willed perspective to criticize them, an ancient tyrant who thinks nothing of taking what they want and stomping out freewill might desire you to come over to their side earnestly of your own will before claiming you.

I WAS THE TEENAGE GIRL ALL ALONG, HIMENO: (800 CP)

Little here is what it seems. Intruth, governments are manipulated by century old immortals, slaves are masters in disguise, and teenage girls are forty year old men come back from the grave to exact revenge through BDSM… *what?* Anyways, like with a certain unhinged insect-hater, your enemies will be in for a sore surprise when you rear your head once more. Or maybe they'll be too distracted trying to figure out what the hell is going on with you? Somehow, someway, once every Jump (and after your Chain, every 10 years) you'll find that death will fail to end you or your Chain. Your current form will perish, only freeing you to reveal that YOU LIVE AGAIN in some new body. Your revival will coincide with a new appearance, and with it, access to some new ability you previously lacked, and perhaps even lacked the very potential for. In this world an angry middle aged man found his brain transplanted into a highschool girl, gaining access to the lethal stinger and yuri-vibes of a Soldier without (initially) being mind-raped into submission. Just as well, once you've returned to the world of the living, not only will your opponents have lost your trail and assumed you dead, but you'll have access to some new ability that was otherwise beyond your hope of possessing, even bypassing limitations inherent to your previous existence.

Wasp:

Soulja Bug: (600 CP/Free for Wasp)

While those parasitized by the Red Wasps appear outwardly human, significant changes occur in the host's mutated biology. While you're spared from the mental alterations that typically bind them to their Queens, you've taken on the most prominent physiological characteristics observed by Soldier Wasps. You now possess a thin tendril around or slightly longer than two meters in length that ends in a small yet sharp stinger. The venom this stinger imparts kills via anaphylactic shock, and is lethal enough to kill a mundane though physically fit man in under a second of being stung, and it can move fast enough to be seemingly impossible to effectively react to with only normal human reflexes. The stinger seems to begin somewhere deep in the reproductive system's organs, perhaps the womb, and extends outwards through the vaginal cavity, but the actual effects of its presence on the host's reproductive system are unknown. *What about if you're not female?* Well, then… huh. I'm going to be honest, you're kind of breaking new ground here, sort of. *Particular unsettling circumstances* later showed biological males coming under the effects of Queen venom, but they displayed no hint of physiological mutations or stinger growth, so needless to say your circumstances and biology are entirely unrelated to *that* ordeal, so feel free to ignore any of that madness. You may choose the location and usual state of your stinger in this case, with the most logical location being the base of your spine. Perhaps it's even always out, being unretractable and needing to be hidden by other means given that it has no internal nesting location? Of course that's merely if you want to add some complications to spice up your status as a unique mutation. You're free to fanwank at this point.

They are Being Guided by Some Other's Will: (200 CP)

For as much as our protagonist seems to try and reinterpret her actions in a more positive light than mind-controlling parasitism, the narration will occasionally break away from that narrative and make it abundantly clear that there is something nefarious going on with her

~~victims~~ 'comrades'. This is fully apparent during the police's first raid on her school, where her infected classmates, all of whom utterly hated her before, mindlessly throw themselves into automatic fire to try and drown the invading unit in bodies. Notably, for all their rushing and in-unison stinging, there are little to no wasted movements present in their endeavors. Everybody is spaced apart to hold cohesion and shield one another yet not trip those behind them when they're inevitably mowed down, and every stinger flies off to find a different victim in order to maximize the swarm's kills. While your thoughts, feelings, and loyalties are still your own, you've developed a penchant for this natural coordination, finding yourself easily able to settle into any group and flawlessly and wordlessly cooperate to maximize your collective efforts. This tendency also spreads to allies in your area, ensuring that the lot of you work at maximum levels of group efficiency even without the need for verbal communication. Everyone just happens to be on the same page and subconsciously coordinates their physical movements to be perfectly in sync with each other.

Media Physiology: (400 CP)

The physiological mutations that Soldiers undergo is at least limited in terms of visible external changes, but what if infection were to occur at an earlier, more malleable stage in the host's development? This is a question that at least one Queen has found the answer to, having infected some of her Soldiers at birth and raised them on lifestyles of pure combat training alone. The result are her Media Ants, hulking brutes of absurd bulk and strength whose physical abilities you now share. Looking more like some manner of roided up gorilla or space marine than anything human, these monsters boast the sheer strength to hoist a minigun with a single hand, or pulp the head of a man wearing military headgear with their grip before flinging him into the air and slamming him into another to kill them. Perhaps even more illogical than their immunity to pain is their sheer durability, with skulls apparently thick enough to stop assault rifle fire and muscles tight enough to protect their vital organs and arteries. While concentrated fire in the right spots could still bring one down, their absurd toughness means that even the spray of several assault rifles would only do superficial damage if pepering their ridiculously thick limbs. How is this absurd strength even possible? Love, according to the one responsible for them. Really. If you don't want to look like you eat protein slathered tungsten cubes for breakfast you may choose a much more slimmed down appearance, which I'm sure would make for a great surprise for everyone involved the moment you decide to cut loose.

On the Eleventh of June, Eighteen Sixty-Two: (600 CP)

Looks can be deceiving. It's a lesson you would do well to learn around here, where the friendliest of people or even your most trusted loved ones might be just one phone call away from murdering you. Where complete madmen are hailed as paragons of science, and where that innocuous highschool girl might be responsible for countless ruined or lost lives. One such highschooler-looking girl is in fact one of the Wasp Queens that have been puppeting society from behind the scenes for as long as anyone can remember. Actually, there's two of them running around here, with a third on the way. All together, these people's lives have amounted to centuries worth of backdoor manipulations, economic and political influence being built up behind the scenes to consolidate their power over their respective geopolitical territories. Like these centuries old immortals, you've reaped the benefits of a long life wellspent, and that's

because you've very much had one. Disregard your age requiring a realistic number; in every Jump you have the option to have been alive for potentially centuries before your start. With this increased age comes control over just what you were doing during all that time, or more specifically, how all your purchases in a Jump are integrated into the world's history. Properties being well-established facets of local culture for centuries, for instance. In addition to this, you've got the single consistent trait found amongst the older lived Queens here; an extreme penchant for social manipulation. You have a complete mastery of how you express yourself and what seem to be your emotional impulses, allowing you to look like you're the best of friends with someone and then consign them to death a moment later without batting an eye. Just as well you have the capacity to make such decisions without much fuss, should you choose to have such an age-cooled personality. How does all of this work here if you aren't a Queen, or in future settings where immortality isn't possible? Well, a certain crazy cop around here has already set a certain precedence for brain transplants into younger bodies…

Will of the Wasps: (800 CP, Requires Soulja Bug)

The majority of Wasp mutants are Soldiers, individuals infected by a social parasite and turned into said parasite's adoring slaves. But that isn't the only reaction one can have to that sting. Some like you retain their original minds, and develop a stinger that does not kill, but which carries that same power as the Red Wasps. Your stinger no longer possesses lethal venom, this purchase instead upgrading it to that of a Queen, possessing a uniquely jagged shape and mind-altering function. The bodies and minds of human women you sting rapidly undergo all the changes expected of Soldiers, but devoted to you rather than some insect. They become your adoring slaves, coming to love you enough to kill and die for you without complaint, no matter who stands in your way, and to always place your safety and happiness above all else. While Soldiers retain a large portion of their identities, the changes that rework their psychology are pervasive and undeniable, and more information on their exhibited behaviors and psychology will be provided and explored in the **Notes**. Queens also possess two other particular qualities which you share in, both introduced much later into the story. The first is that all Queens appear to be biologically immortal, with their aging halting at around 16 with it not being known if Queens can even be created past this age. While the oldest shown Queen is only approaching two centuries in age, there is no indication given that they are merely long-lived, as they are spoken about as indeed being ageless. The last quality, and one only revealed *in the fourth last chapter*, is that every Queen *apparently* has a special power that serves as a modifier to their stinger's abilities, changing its shape and giving it an additional functionality. Only three examples are given, and some seem obviously stronger than others, but all have their uses. The first revealed is a Queen whose power is merely having a stinger shaped like a Soldier, meaning that she could camouflage herself as one to infiltrate another Queen's hive. The second was the ability to transmit orders and information to newly created Soldiers at the moment of infection, meaning that the Queen could convert them and immediately walk away with them knowing exactly what their missions were with no briefing being necessary, thereby making converting large amounts of Soldiers quickly extremely easy and viable as an attack strategy. The last to be revealed was the ability to affect even other Queens, something which breaks the in-universe "Love cannot be overwritten," rule, though Queens thus affected possessed even more individuality and mental freedom than the usual

Soldiers. It was still nonetheless a perfect tool for immediately ending opposing Queens' hostility and turning them and their hives to the users side. You may pick or create one such ability within these rough bounds which will serve to alter either your stinger, your ability to convert Soldiers, or the Soldiers it creates in some way. Affecting both genders would not work as that makes nearly the entire planet vulnerable to you, but affecting males *instead* of females? That should work, for as many rules as it breaks, because that isn't how any of this works, except *who fucking knows at this point*. The ability to convert Soldiers already claimed by other Queens would be an example of a powerful tool in inter-hive battles that breaks the "Love cannot be overwritten," rule much like the third canon example for instance. That one would *really* cause an upset around here. Maybe go for that one. It would be funny.

Origin Perks:

Drop-In:

Not Needed by Anyone: (100 CP)

You know what the benefit to being the universe's most unlovable chew toy is? You're so beneath notice that you can blend into practically any urban context and dissolve into the background of city life. Even if you'd recently been featured on the news as the leader behind a terrorist attack, as long as there is even the flimsiest excuse for you not being recognized such as a thin black censor bar obscuring nothing but your eyes in said newscast then you'll be able to walk around town for a straight week without anyone bothering you for any reason. You know, even though half of your face is covered in a highly identifiable burn scar, but whatever. You're simply a part of the background to these people, so long as you don't start shaking things up in front of them at least.

Nega-Alice: (100 CP)

Sometimes one's actions can paint an unfair picture of their character. People might hear that you've gone around brainwashing an unspecified number of women and children into holding the civilian populace hostage, demanded secession and special rights from your home nation, and declared pseudo-martial law where your brainwashed servants threaten and kill anyone who disobey your commands, and come away from the whole experience with the impression that you're a bad person. Well that's what your bright smile and cheery attitude are for! See, when acting in a relaxed and friendly manner, the people around you are so totally suckered in by the act that those who've previously heard about your awful atrocities might experience situational whiplash. Most people around you, and especially those whose feelings for you are strong, will think it's all very cute or whatever, almost unbearably so depending on your relationship. But a rare few with the wherewithal not to fall for it will find the dichotomy extremely unnerving, potentially to the extent of triggering their fight or flight response. Be careful of these people, for they are men and women of logic and reason, and should not be trusted.

So Sad it's Hilarious: (200 CP)

Human, Wasp, man or woman; if there is one commonality that connects them in this world (outside of them being batshit insane) then it is the omnipresence of their comically tragic backstories. From the most straightforward tragedies such as having your pregnant wife die in a

terrorist attack, to the absurdity of childhood neglect so comically severe that someone going through it might become literally allergic to kindness, everyone here has suffered in some capacity. You too have suffered so, or at least reaped the benefits as if you had. See, much like how a certain person's past of being forcibly live streamed walking on all fours while publicly nude gave them the strength to resist the pain of being forced into BDSM play by a middle-aged ex-cop in the body of a highschool girl who fed her poisoned food so she'd shit herself while locked in a chastity belt, you too have become inured to tortures both physical and mental. You are well capable of resisting agonies of the flesh and mind, ensuring that even concerted efforts by a person who wants more than anything for you to suffer will not be enough to break your spirit to move towards tomorrow and escape the moment the opportunity presents itself. Miraculously, unlike a certain someone this doesn't actually prevent you from learning the right lessons from the things that happen to you, so you don't have to worry about being stuck in your own behaviors if you think it would be proper to change them.

The Genes Guide Me: (200 CP)

'And tell me what to do,' or so says the delusional Queen, indicating that even she is a puppet subject to the genetic proclivities programmed into her. Well at least you can benefit from a similar principle. In the same vein that this sordid individual was somehow able to understand exactly how to induce the Queen transformation in someone stung by a Red Wasp, and how the Soldiers and Queens in general possess instinctive understanding of their abilities and how to perfectly move their new limb, you yourself have an intuitive sense of whatever it is your abilities are capable of and how to best make use of them. This isn't merely how to activate an ability, but also an instinctive skill in a range of strategies and techniques that said ability would be the most effectively applied towards. An ability that allowed you to camouflage your appearance and nature to others would convey to you an understanding of the steps actually necessary to serve as an infiltrator and behind the scenes manipulator, for instance.

As the Love for One's Queen Demands: (400 CP)

To be loved is a wonderful thing, as is to be the one loving. Or at least that's usually the case, but love dynamics around here may seem just a tad bit more horrifying and unhealthy to outside observers. Still, from the perspectives of those locked into these ~~chains of slavery~~ bonds of love, they are sacrosanct above all else. To the minds of those so devoted it is no more permissible or even possible to fail one's love than it is to simply reject the need for oxygen; the very notion is alien to mind and body both. Indeed, even if it costs one their own life, self-sacrifice in the name of love is one that many here will jump at if it means the one they love will live to see another day. Still, dangers to one's loved ones abound, and at the very least those who adore you will find themselves far from helpless to make that crucial difference. Whenever you yourself are in mortal danger, those ready and 'willing' to sacrifice themselves for you will find themselves in a position to do so, allowing them to trade their lives for yours. Remember that depending on the situation this may only buy you a brief reprieve from danger before the threat of death rears its head once more, but so long as you have people willing to die for you they'll somehow always be there to throw themselves in the way of whatever proverbial bullet is coming your way. Again and again, until you're all alone again.

Literally When: (400 CP)

Did you know that when our plucky protagonist first became a Queen, her first sting was performed instinctually in self-defense? Did you also know that she did it while surrounded by three different girls watching her at different angles and within five feet of her and yet none of them noticed? Apparently that seems to be a trend with her, considering that even besides this she would go on infecting a large number of people in public spaces without causing any sort of scene for about a week straight. Whether it be through the power of bad writing or a long career in stealth and sabotage that was never at any point even remotely alluded to, you now possess the power to make quick and unnoticed use of your abilities from any position of relative surprise. Whether you are hiding in a corner, sitting in the next restaurant booth over, or simply passing by on the sidewalk, you are inordinately good at making use of your powers in any ostensibly public environment undetected. You could even get away with using them while being directly observed, under the stipulation that you be in a state where no one is expecting such a move from you. How does this make sense? It doesn't. None of this makes sense.

It Wasn't A Lie: (600 CP)

Consistency is one of the most important and desired aspects of any ability one can possess, such that we often form an assumption of its presence even when there's far from any assurance of it. We hardly ever imagine that a well-practiced skill or power we have faith in will suddenly fail us one random day. Or worse, that it already has and we just didn't notice. It's an unfortunate blindspot that exists in everyone's worldview. It's a good thing you don't actually have to worry about that sort of thing or any of the interesting dramatic tension it could potentially provide! While your efforts are no more likely to succeed in normal circumstances, you'll now find that there is a very specific circumstance wherein the question of, "Did it work or not," will always resolve in your favor. Whenever you try to use an ability or simply act to affect someone and it fails only for them to pretend that it succeeded to try and blindside you, it will turn out that no, it actually just worked. If you were to utilize your unconditional love inducing brainwashing power on someone who it shouldn't work on yet who nonetheless decides to play along to manipulate you or infiltrate your group, to their great surprise they'll soon find that they're just as deeply affected as everyone else, trapped by their initial decision into loving you more than life itself. As long as anyone takes those first few steps to play along or stay in-character, their fate is essentially sealed.

It's my Name in the Title: (600 CP)

The sheer strength by which the winds of fate redirect themselves to keep our resident bioterrorist heroine alive are honestly astounding. Sure, plenty of bad things happen to her along the way, but somehow, *SOMEHOW*, she just makes it out of everything okay and better than she ever was before. Despite the fact that she's constantly a pawn being manipulated by forces older and wiser than her, somehow they just stumble over each other and wind up dropping the spoils into her lap. Much like that ignorant fool, your luck bolsters itself to truly absurd degrees the moment you fall into the machinations of anyone trying to manipulate or account for you in their schemes. This doesn't protect you on the day to day though. No, you'll actually need to be either competent or put a *lot* of bodies between you and your problems. But when someone tries to plan around you, or add you into their schemes? Somehow everything

just goes completely tits up in your favor. People miscalculate how yours, theirs, and everyone's powers work and end up accidentally trapping themselves into actually helping you. People shoot themselves in the foot trying to plan for a plan you don't have, only to realize you're an idiot when it would be convenient for their focus to be elsewhere, only for them to immediately go back to thinking you tricked them into thinking you were an idiot back when their attention would be beneficial to you. Getting captured by an opponent planning on torturing you only increases the odds of three birds accidentally killing themselves with the same stone once the rescue attempt on you inevitably gets underway. And the longer in that captivity, the less likely your death actually becomes, even when the place becomes the target of a bombing run. Somehow, someway, everything just keeps getting better for you, the spoils you get out of each victory somehow increasing as they win you progressively more powerful allies and infrastructure. Did you actually earn any of this? Fucking hell no, but it's all yours to enjoy.

Man of the State:

I Have a Gun: (100 CP)

While it may at times seem that fate looks unfavorably on men at arms in this world, they at least get some good hits in here and there. Or shots, as it were. Indeed, through the miraculous power of firearms, and your extensive training in the handling of such, you are capable of making reasonable shots at modest distances with great consistency. While nailing someone in a car's passenger seat from the backseat three times isn't exactly impressive, doing so and controlling the recoil to land two shots through the heart and one through the brain in an instant while the car is being violently swerved to the side is a testament to how comfortable you are with your gun. From trigger discipline to weapon handling, you have excellent skill with various firearms, and this includes everything from handguns to even light automatic weaponry. And whether you've even had some military training in the past, or just some experience with riot control, you've got a decent ability for carrying out team operations with similarly armed units. You might be hard pressed to come out on top in this world stacked against you, but you now possess a truly great power in your hand; a gun.

'Twas Terrorism: (100 CP)

The Wasp menace is a terrifying and unprecedented threat to the moral fiber of mankind and society. Even so, the authorities' reaction to this threat often borders (if not definitively flies straight into) the illegal at times, with many of their plays being frankly extreme. It's a logical reaction from an objective point of view, with the possibility of an ever-growing mind controlling outbreak at stake, but you really wouldn't expect everyone to just be on board with some of their operations. Maybe it has something to do with how even they are just answering to someone behind the scenes. Still, when your raid into a high school ends with dozens of dead police officers and schoolgirls, just what the hell are you supposed to tell the media? Terrorists did it. You tell the media terrorists did it. Bizarrely enough, whenever you look someone dead in the eyes and tell them in a complete deadpan, "Terrorists did this," they will believe it. This doesn't stop evidence of this falsehood from being used by victims or survivors trying to get the truth (or their version of the truth) out to the public, but until then? The media will be on the lookout for those terrorists.

Too Important to Purge: (200 CP)

So, your operation to capture the girl using a mind controlling parasite to brainwash people failed and a little while later she has spread her control to the general city you're in and somehow established the region as an autonomous zone legally separate from the nation. It's a damn good thing for you that being an actually important contributor to society makes for fine job security! In any instance where a hostile power takes over the society you are a part of, so long as you yourself were not too bad of a personal obstacle to them then you will be left alone to function in a relatively similar capacity in their new world order. You could even have been part of the group that killed such a person's beloved mother, and so long as you weren't the one who did it or rubbed it in her face, you could later find them addressing you respectfully and believing that you were a kind collaborator that had peacefully integrated into their society. The absolute dumbass.

I Lived, Unfortunately: (200 CP)

Unfortunately, because now you have to keep living with the utter nonsense unfolding around you. Perhaps the call of duty is too strong to let you lie down your weary head, because through the sheer power of being tired of this shit but still needing to get out of bed in the morning you are capable of stubbornly clinging to life with far more tenacity than your desire for this shit to just end would suggest. While you are no more durable than before, the flame of life that burns within you has become significantly harder to extinguish, both making it harder to kill you and allowing you to recover from injuries to a more functioning state faster than normal. If you were run over by a car and thrown into a nearby wall you could be expected to be turning in paperwork on the incident in full dress suit by the end of the week. If you were stung by an (admittedly non-lethally venomous) inch long stinger eighty four times in the face, you would not only survive on the verge of death long enough to be wheeled off to a hospital, but could survive long enough to… get your brain transplanted into a highschool girl's body? *What?* Anyways, this is all assuming you have a completely ordinary human being's physiology, and not even necessarily one pushed to its limits. Naturally, your body's tenacity will only increase with greater durability.

No, This is Perfectly Reasonable Behavior: (400 CP)

So you've finally captured the target you've been trailing for an entire year and put them behind bars and in special containment. Incredible! I'm sure the government will be pleased, and indeed, the eyes of your superiors look fondly upon you as you dress up in BDSM gear, sexually torture your prisoner, and feed them poisoned food so that they'll shit the chastity belt you're forcing them to wear. *What?* No no, this is perfectly reasonable behavior in the eyes of your superiors. You see, any such eccentricities of yours are readily passed over by any authorities and direct coworkers who observe them. As long as you don't overstep your bounds and ruin the mission with your actions then you're completely in the clear. *Why would they be upset with that?* This is just another part of the mission.

Just Like with President Kennely in '63: (400 CP)

This world is similar in many ways to another Earth you may well know, but the differences go deeper than the insanity presented by the plot. In one world, president Kennedy

was assassinated in 1963 by a human. In this world, president Kennely was assassinated in 1963 by WASPS because of LOVE. Much like the Japanese Prime Minister Manabe or the U.S. President Ronald, you are a face that many from another world might be familiar with, and with a similar history in this world as well. You may essentially select any political figure from the relatively recent history of Earth and incarnate as their possibly slightly differently named counterpart in the world of any Jump, as radically different in life as the setting may demand. This will only give particular benefit in worlds where the figure you're importing into exists in a similar capacity with a similar role, but so long as they do you'll receive their position in the world as your own. This won't give you any of their abilities mind you, just whatever resources, reputation, and expectations that were theirs to shoulder, for good and ill. If there's no version of them in power then you just get their body, which can be pretty funny nonetheless. Yes, you can be Adolf Hitler.

The Will(Spite) to Move Forward(Torture a Highschooler into Shitting Herself): (600 CP)

The tale of Jirou Kuroda is a tragic one. Driven by vengeance against the Wasp menace, he died by the hands of a young Queen before being able to secure her capture. Even when he got a second chance at revenge by having his brain transplanted into the body of one of said Queen's Soldiers, his attempt was thwarted by his own vessel's biology. Though he held out for a full year, his brain was eventually compromised by the infected biology of the body he had inhabited. Tragically, he died a second time saving that very girl. So, are you tired of those pesky intrusive thoughts making you gay for your murderer? Then it's a good thing you have this. Vengeance, freedom, extreme racism, whatever it is that gives your mind strength has tempered your will against external influences that would seek to change your loyalties. Though it may by no means be a pleasant experience, such things as injected chemicals and parasitic infections cannot be used to subvert you from your mission, your indomitable human ~~spite~~ spirit shielding your heart and mind from anything that would try to divert you from your mission and towards loving and serving another. Let no parasite that seeks to sully the works of man live, the day of the exterminator is nigh.

A Welcome Grander Than Any Other: (600 CP)

No matter how stacked the deck may seem against them, and no matter how closely the sword of damocles hangs precariously o'er head, the men of this world have one advantage over the Wasp menace. A technique to match any opposition, one which the Prime Minister Manabe used when he heroically ordered his staff out of the building and prepared to meet the American Queen on his own. Like him, you too possess this incredible technique at full power. Activated by stripping butt-naked and kneeling down in a naked dogeza, you have the power to not die instantly when your attempts to betray or kill someone fail and they finally catch up to you. Such is the power of this technique that all users of it have survived their own encounters with their enemy Queen, a woman so vile as to treat mass enslavement, rape, and murder as a fun pasttime. Be warned that this technique takes time to prepare (specifically the time it takes you to strip and dogeza), and will only work once per encounter or murder attempt. Upon successful activation your foe will lose any interest in killing or truly punishing you for your actions, though they may want to lightly step on you and drag you around as if keeping you as a trophy for a day or a bit longer before letting you go.

Scientist:

I Fucking Hate Cicadas: (100 CP)

I'm sure you've heard the tale before. Of a being of great and terrible power, one who was beloved as a wise leader by the council of people around him, yet who hid his true insidious face behind a false persona, the evil practically palpitating beneath the skin. Some would say that COOL BUG FACTS are a path to many abilities some consider to be unnatural. I'm of course talking about the lead scientist of this manga here. Much like our beloved Professor, you are somehow capable of hiding how utterly batshit fucking insane you are to the people around you, despite how glaringly obvious it is in everything other than your actions towards others. Yes, you can literally trail behind people smiling like a psychopath with half your face left in shadows and everyone would look at you and consider you to be the picture of perfect mental health. As long as you don't actually act in any *directly* harmful way towards anybody, no one around you is going to realize how comically obvious your mental instability is when you break into evil laughter or say ominous and foreboding things or even just fucking explode into rage over how much you hate cicadas for some reason? I'd say you had one hell of a poker face, but you don't. Everyone else just somehow fails to notice how utterly unhinged you are despite the very visible and clear warning signs.

Ah Yes, the Parastratiosphecomyia Stratiosphecomyioides: (100 CP)

In nature there exist many species of insect that make use of sound for various reasons. Hearing, attracting mates, and other forms of interaction. The vibration of air molecules, the phenomenon we call 'Sound', is used extensively throughout the insect world. And yet the brevisana brevis, a species of African cicada, stands in a world of its own. Going about its natural lifecycle, searching for food, looking for mates to reproduce, this cicada lives like any other. However, there is one thing that separates this creature from any other. The brevisana brevis is capable of producing sounds that reach pressure levels of 106.7 decibels at a distance of 50 cm, and yet no one ever tells them to SHUT THE FUCK UP ALREADY JESUS CHRIST STOP TALKING LIKE THIS. Much like the brevisana brevis, you are capable of producing stupid and useless noises with your mouth that no one will call you out on, on the single condition that the noise you are making is a dumb metaphor or allusion to random insect species that probably only tangentially relates to the situation at hand if you squint really hard and stop thinking about it. This is coupled with a great encyclopedic knowledge of Cool Bug Facts that you can spout off on a whim, and the ability to perfectly articulate insect related trivia in such a way that you can easily explain it in over ten times the amount of words you otherwise could have. With a sharp enough mind you'll be able to pretend to be able to compare almost anything to some random insect species or another. I'm certain that a certain bespectacled madman would just love your company.

Not Necessarily Head Researcher: (200 CP)

Well at least this explains the ability above. Congratulations Jumper, because you've graduated University with honors! Or somehow obtained an equivalent degree of knowledge on your scientific field on your own. This comes with all the expertise in your field as you'd expect, such that you could be considered a prodigy in it. You could make some important

breakthroughs if you were to land a job working on the cutting edge. What's more is that you're in exceptional good faith with relevant academic circles, with some of your papers on your chosen subject already in circulation and lauded by many others in the field. This also allows you to start every Jump with a moderate but still beginning level of experience actually working a particular job relevant to your specialization, with a similar reputation in the local scientific circles. Again, this is going to be very strange if you haven't actually attended college, but whatever.

Vax Maxing: (200CP)

When the lead scientist of this trainwreck left with his assistant and the police to capture the rogue Queen and subdue her Soldiers, he and his assistant went in without fear because they had previously vaccinated themselves against the venom of Soldiers. Well technically he had his own reasons not to be afraid, but his cute assistant believed they were marching ahead fearlessly because she was immune to the Soldiers' stings. Soldiers, not Queens, but it's not like she cared after the fact. Through the powers of forbidden science and never followed up on plot threads, your immune system has been boosted to leave you totally immune to all manner of relatively believable poisons, venoms, and intravenously dispensed toxins. Okay, so not quite. This doesn't cover mind-altering substances like the Queens' venom, but against the Soldiers lethality you'd be completely immune (to the venom, anyways). Why didn't they vaccinate the police they sent in to subdue the Queen and Soldiers? *Shut the fuck up*.

He Can't Keep Getting Away With It: (400 CP)

You know, you'd think the sight of you constantly looming over everyone with that insane smile would arouse some suspicion here and there. Shouldn't the reflective glasses obscuring your eyes and the manic grin contorting your face as you stand behind the new girl you've brought to the Queen who's about to lunge at her with a knife arouse at least a little suspicion about you? *What are you talking about, that's just our school's physician, Jumper!* It's well and truly absurd the good faith you garner from everyone so long as you stick to a stated profession in your day to day. Whether you're working in a lab or in a clinic, as long as you stick to the outward appearance of what you're supposed to be you'll find danger and suspicion conveniently missing you even as everything around you erupts into chaos. The Queen could be kidnapped, her Soldiers frenzied from panic, the world going up in flames as military units shoot up a school while foreign fighter jets bomb locations nearby, and you could simply be sitting in your office at that same school eating cup noodles as a bemused spectator through it all. You needn't even avoid manipulating events yourself, you need only not be caught directly participating. As long as no one definitely proves your culpability to the world, you could even be pretending to be working for a Queen only to actually be working for the police only to be pretending to work for the police to actually be working for that same Queen only to be pretending and actually be working for the government only to be pretending and to actually be working for that Queen's minion who is only pretending to be working for that Queen only for her to actually be pretending to be pretending to work for that Queen, and still come out none the worse for wear once hostilities on all sides erupted. Oh, and in the prior example you're openly meeting with and chatting with most everyone else on that list all in that same damn school nurse's room, as well as randomly doing shit like bringing hostile elements towards any of your

supposed benefactors to see what happens when they try and murder each other. There should conceivably be a limit to the shit you can pull, but the author sure as shit didn't find it. It's okay though, because you're just a peaceful man of science doing his job.

Well Done, Jumper: (400 CP)

Promises can be such odd things. Ties of verbal agreement are assumed to hold true even in a world where loyalties can be rewritten on a whim and where the most powerful people are also the most treacherous, and yet people cannot help but place their faith in each other, and especially so when it comes to you. Or at least that's the case when the promise is an agreed upon obligation of yours, to the extent that, theoretically, if you were to promise to deliver a live Red Wasp to your employer within 10 years they would be perfectly happy and congratulatory to receive it in 42, with you never having lost funding or support from them in the interstice. Yes, it seems that when people have faith that you'll get something done, they continue to hold onto it even decades after the deadline you yourself set, continuing to support your efforts for no returns in all the time this procrastination has bought you.

You're With the Police, Right?: (600 CP)

It can be a frightful thing to go out into the field, into danger and uncertainty for the sake of your insane plots. When variables outside of your control rear their head and amble on over to you, you get a real sense of just how out of your depth you may be as forces beyond your ability to control decide they have use for new flesh. How fortunate for you that you're likely to be neatly passed over. Fortunate for you, and unfortunate for those you've planned on sacrificing in your stead. See, contrary to how blind your insanity makes your flying seem, you're actually incredibly good at one particular aspect of scheming. Namely, preparing a good fall guy to suffer whatever consequences or dangers would otherwise befall you in your endeavors. Visualizing in your mind whatever scheme you're plotting or whatever foe you wish to counter, you are capable of preparing 'bait' in the form of another thinking creature who will flawlessly take the heat off of any one pre-planned encounter for you, likely suffering whatever death or fate worse than death you would have incurred. You can also create more general meatshields for this, but without a specific threat they're keyed towards you'll need to keep them nearby to absorb any hostilities.

That's Not How That Works! That's Not How Any of This works!: (600 CP)

You know what's even more unsettling than the thought that the lead scientists on a subject are a bunch of morons spouting constant scientific inaccuracies? The thought that their illogical rambling *might be right.* That the logic of the world was somehow bending over backwards to try and make everything they said correct in some fashion or another, to keep them as the informed expert on what was happening regardless of how insane things got. If this were the case then it might even be as if the scientists weren't completely off their rockers, but rather that the author writing their story just had a bizarrely bad grasp of science. You'll be able to carry this curious form of plot armor with you, because now the stupid leaps in logic and explanatory metaphors you use to explain away phenomena will be able to substitute for any actual scientific process when tackling a problem that is yet to be unraveled. For any manner of scientist it would be a breeze to unravel the miraculous secrets of a seemingly supernatural

species of entity so long as you could even vaguely connect it via analogue to something within your field of interest. As long as there's at least some basis for the comparison you're making in your field of science, you'll find that following the bizarre logic of it in your research will lead you to unraveling more and more of the mystery of how these things function and what makes them tick, with these new revelations being consistent with the metaphor, making the phenomena's true workings more and more resemble your area of interest. Please, I beg of you only to use this power on phenomena already within your field of interest. An insect-focused biochemist unraveling the secrets of black holes by comparing them to antlions would be just too much, even for this world. Please think of the poor scientific community.

Items:

The conflicts in this story aren't won through anything silly like strength of body or character. No, they're won through throwing more innocent bodies at the problem than the other person can, and having options in reserve for when things don't turn out as planned. Here are offered a range of Items and Followers for purchase, with you receiving one discount per price tier on them.

My Sanctuary: (100 CP)

If you haven't picked up on it by now, this world and the people in it tend somewhat towards the unhinged. Even before the Wasp nonsense entered into the equation the world seemed rife with terrorism and absurdly vicious targeted bullying campaigns. It's a good thing then to have somewhere all to yourself, where you can at least pretend for a few hours a day that everything is alright. Taking the form of a small dwelling like an apartment or a cabin out in the mountains, this small home is at least large enough to comfortably house two or three people with all the amenities you'd expect to find in a modern home, and could squeeze in some more if you don't mind cuddling. Surprisingly, things like rent and utilities are already taken care of, and the address tends to blur into the background of administrative bureaucracies. Anyone wanting to track you down is going to have to do some serious digging to find this, enough that even with concerted effort by people with the proper records and resources to search through you would still have a short few days to get out of town or start mass-targeting innocent civilians before they found you.

Cool Bug Facts: (100 CP)

With a world so chaotic as this, it is no wonder that men will seek comfort in the written word. A Good Book, one containing the answers to all life's ills. Indeed, when the going gets tough and one's faith is tested, it can be of great comfort to crack open this book and read that the solenopsis invicta species of ant can adapt to flooding conditions by bunching together to form an impromptu raft on the water. What you have here is a comprehensive book of Cool Bug Facts containing pages for every mundane and naturally occurring insect and arachnid species on the planet. More than that, if opened to a random page at any time you will open it to a page whose described insect or arachnid is SOMEHOW comparable to something you are soon to encounter in the near future, whether it be a person, the actual insect, or a situation. It may take a bug obsessed madman with actual schizophrenia to actually make said connection, but whether by direct and obvious similarity or by insane allegory, at least one tidbit of information

on that page is going to be a hint as to what you're likely to encounter in your immediate future. Good luck determining it though. Okay, so this honestly probably completely useless for actually understanding what's happening, but at least you have a lot of interesting insect trivia on your hands! This may optionally update to include new species in future worlds.

An actual fucking job: (100 CP)

Despite all the societal upsets soon to take off in your general area, mundane city life will bizarrely continue onwards virtually unaffected, or at least on the surface level. Despite all the chaos to come, the disparate components that make up human society continue to function as best as they're able to. With this purchase you too are one such component, meaning that unlike some of these weirdos you have an actual paying job to do. While anyone can be a gas station attendant or librarian aid, any non-drop in origin makes available more specialized fields. Men of the State might be decently high in the chain of command doing police work or similar security details, while scientists may be working in any manner of lab or clinic. How high you are in the food chain, so to speak, is dependent on what your purchased perks would justify, plus a bit higher for this purchase. A Scientist with the full perkline could even be the Director General of a research center. Of course a similar job is open for you in future Jumps as well.

Literally Pointless: (100 CP)

With the billowing of your longcoat in the wind and the crackle of the electricity coming off of these gloves, this gear marks you as someone not worth fucking with ~~because you're irrelevant~~. A form of anti-Soldier suppression gear used by the police ~~to no tangible effect~~, this gear is for use up close and personal with hostile Soldiers ~~and their high-speed one-hit instant kill stingers you're within the range of~~. Consisting of a glove with integrated taser knuckles and a trenchcoat that kind of looks cool I guess, this is the perfect outfit for you and the boys to get intimidated by teenage girls in. Okay listen, I have no clue what these are actually supposed to be good for or why anyone decided to put them on. At least they kind of look cool I guess? I just don't know, man.

Stable of Bodies: (200 CP)

With so much of what is considered power in this world ultimately being nothing more than a surplus of human resources, it's no wonder that a fresh stream of unassuming people can be viewed as a massive goldmine. By some sorts of people at least. Taking the form of any manner of commercial enterprise where your presence is both accepted and largely unnoticed, you can find a plethora of warm bodies constantly filtering through this property. It might take the form of a subway station where you've found a seat that leaves your actions obscured even as a line of people filter through in close proximity to you, or a school you enroll or work at where vast numbers of people will be neatly organized for the taking, or even a movie theater where new people every day will come in and sit in neat rows in a dark and loud room too distracted to notice your movements behind them. You can even choose whether the typical inflow of passers by is unfiltered and generalized, like a restaurant that sees a lot of daily traffic, or if it's more specialized to a specific demographic, like a cabaret club whose frequently replaced female staff supply a revolving door of women. Whether you use this for information gathering purposes or to collect human resources for yourself is up to you. Yes, it can be an all-girls school (or mostly if

you're a boy and want to enroll anyways) like the one our hero took over. Hell, it can even be that specific school if you want.

They Appear to Have Used a Special Vehicle: (200 CP)

It's amazing how often problems are solved (or rather started) by people just getting into cars and diving away here. Evidently roadstops don't exist, whether someone is running from the police or from the forces of an absolute dictator. Now you too have just such a car! Or van, as it were. This civilian vehicle of your choice is notable for being practically untraceable by authority figures of any kind. Driving this vehicle in an urban environment, you'll find yourself managing to avoid detection and obstruction from anyone you'd rather hide from, so long as you don't attract attention to yourself with your reckless driving. You're by no means invincible in this thing though, so don't expect it to make for a good shelter if you accidentally park in the middle of an ongoing airstrike.

The Wheel Greasers: (200 CP)

Filling out and filing paperwork, answering calls, showing up on time, or even just doing your own homework and tests? *Unthinkable*, you have *people* for that drivel. Whether you've just wound up working in the single most accommodating division out of any organization on the planet, or you're a Queen who did what Queens do best, what you have now is an infestation of overzealous little worker bees in any single organization you choose each Jump. This could be a business, some more secretive operation, or even just a school if you're enrolled or employed there. The main body of this purchase is in a gaggle of subordinates and coworkers, people of either lesser or similar though potentially different standing and function in your organization, yet who are in the same general category as you. They're your most direct subordinates or coworkers, the kind you'd be dealing with and supervising or working with directly on projects and the like. As a teacher, they'd be a decent number of fellow teachers, and a very large number of students. The twist of course being that they're more concerned with your personal comfort and entertainment than anything like company productivity or self-respect and personal dignity. These people, men or women, will literally fight over who gets to do your work for you, and you can expect throughout your workday to have these already extremely busy people dropping by and asking if there's anything you need or that they could do for you. In an office setting you could spend your entire day doing whatever and they'd eagerly scurry around to take up whatever work you were expected to accomplish. That they'll immediately drop everything to carry out anything you asked only fails to impact company productivity because the team is so well organized around responding to you that someone will always pick up the slack. The cherry on top is a single higher up similarly as devoted to you. Taking the form of whatever registers as your single most direct supervisor, this individual not only sees nothing wrong with this sort of behavior, but is committed to bending and breaking whatever rules they must to keep it going. As a student in a school setting your teacher passing out tests would hand you one already filled out and with margins stuffed with comments about what a perfect student you are. If you asked, they'd always stay after class and happily fill out any other work you brought to them from any other class, believing that anything they do to give you a life free of work and stress is their life's highest calling. In a business setting it's much the same, with

local or division managers arranging things as best they're able to keep any actual work off your shoulders. Now you have plenty of time to sulk about how stressful your life is!

The Yes-(Wo)men: (200)

Here they are, the boys or (parasitically brainwashed) girls whose only purpose in life seems to be to crowd around their boss to add intimidation factor and maybe eat a bullet or two for them without ever accomplishing anything actually meaningful in their lives! Numbering in one to three dozen bodies at a time, they show up in a few varieties throughout this story with groups like this being employed by at least one person in each 'faction', and always they end up eating shit to get their boss out of harm's way. It's okay though, they're *very* dedicated to that job. This can come in one of two flavors. Either they're a group of middle aged men in trenchcoats or business suits who follow you around all day and talk about eating steak and police stuff. They come equipped with taser knuckled gloves that I'd be surprised if they ever got the chance to actually use, and may or may not each be three days away from retirement and with a pregnant wife back home waiting for them. Alternatively they're a small swarm of cute girls, probably schoolgirls, turned into Soldiers who do much the same, but while constantly fawning over you and helping with pointless stuff like carrying your things for you while never shutting up about how cool you are and how much you mean to them. Either way the group is ready and willing to give their lives for you, which they'll probably do in all honesty. They're kind of ineffectual despite their numbers, but they're exceptionally skilled at diving in front of you to act as meatshields, somehow blocking bullets that should have torn through them and into you. Don't worry about them dying, because each one will find themselves wordlessly replaced in under a day. You won't even need to worry about hiring new men or stinging new Soldiers in that case, as entirely new people with their own past histories, loved ones, and individual personalities will be written into existence already having been hired or infected and stolen away from their prior lives by you. Pretty much all they really do is crowd around you in a likely vain attempt to prop you up to look more threatening than you actually are, and they are certainly ready to do so considering the fact that they literally never leave you alone. They are *always* hovering just behind you, absurdly touchy-feely and ready to form a phalanx around you at a moment's notice. It can get suffocating at times, but it takes a while to get them to listen to reason and leave you be. Seriously, it will take a lot out of your mouth to get them to back off for a bit. Maybe designating some booths for them to wait in nearby will help? Whether it's the manly bonds between manly men doing manly things, or the love of completely brainwashed idiots, you may never be free of these procedurally generated groupies.

An Arbitrary Amount of Automatic Weaponry: (400 CP)

Swarm tactics are all well and good, but you know what's better? Swarm tactics with proper armaments. It may seem comical at times, but apparently being a bunch of highschool girls is no excuse to go without small detachments of automatic weaponry. You now possess an arbitrary though reasonable amount of the kinds of supplies fielded by the martial groups found throughout this story, scaling in terms of quantity and quality to the sizes of whatever forces collectively consider themselves yours. This includes small arms, larger military hardware, and gimp suits. Just by yourself you'd be able to make a living off of selling illegal handguns. With a

portion of a big city's prefecture under your control you could outfit small squads of yours with light machine guns. With a position of real power in the world? You could be calling in airstrikes.

It is Merely Disguised to Look Like a Telephone Booth: (400 CP)

Luxury stocked underground VIP evacuation shelters, undocumented underground prison facilities beneath government offices, and underground tunnel complexes leading from one part of the city to another. Repetitive in theme, but effective. There now exist in your starting city and many other cities you have properties in a number of underground complexes known only to you and those you choose to reveal them to. Secret entrances disguised as mundane objects and connecting tunnels make movement through the city a breeze from nearly any starting point, and a number of useful facilities can be found scattered throughout. Being entirely off the grid, someone would need to be already suspicious of the possibility of such structures existing and then make a concerted effort towards finding them in order for them to be discovered.

Jumper Biochemistry Institute: (400 CP)

While not necessarily an institute dedicated to biochemistry, you've come into possession of a research center focused on a particular field of your choice. Rather than simply obtaining a position of influence within one the old-fashioned behind-the-scenes way, this particular institute is much more effectively under your control, and with the various committees that should be objecting to your more questionable actions remaining utterly silent when otherwise they might intervene. With top of the line equipment, highly competent personnel, and a steady stream of funding coming in yearly, this institute will pursue only occasionally documented experiments on the cutting edge of whatever field you've dedicated it to. Like bugs. Lots of bugs around here.

Jumperspia: (400 CP)

A stupid name for a stupid decision.

Wait, why would you want to do this? Do you have *any* idea how many targets this is painting on your back? You lunatic. Somehow you've taken control of a small city to such a degree that the hassle that ousting you would create was judged not worth it by the national government. Having become an autonomous enclave that is treated as part of the nation in some ways, and as a separate polity in others, you are the absolute dictator of this very small nation state. Maybe you just had enough mercenaries and guns to take a town, maybe the government is trying out some secret social experiment you're tasked with heading, or maybe you or a buddy just stung and brainwashed enough women that trying to take you away from them is like kicking a literal wasp's nest. Either way you have a core powerbase in this population who are highly aggressive about keeping you safe and in power, and who represent your actual forces within this settlement for matters of peacekeeping and enforcing your desired changes on local society, something which they'll ruthlessly do in their daily lives. The rest of the populace has been cowed into compliance, with your general approval rating varying among them. As it stands now not much has changed from the city's usual running for how recent your takeover has been. How you rule this territory from now on will change the general atmosphere of it, as well as the attitudes of your more normal citizenry towards your rule. Whether that be

their responses to your decisions as a ruler, or more *personal changes* you decide to enact on them. And yes, for the duration of this Jump the name must be that stupid. It's the price you pay for your sins.

Men with Guns, Among Others: (600 CP)

This world is not kind to men with guns, but if there is one advantage they have (aside from being men with guns) it's that there are a lot of them. Time and time again the men of this world have banded together to perform heroic acts such as shooting up a highschool, or shooting up that same highschool a second time. This is not to say the Wasps are falling behind in this arms race, as they have deployed numerous schoolgirls with automated weaponry, purpose-raised spartan-like super soldiers, and transexual gimpsuit clad roaming torture-kill squads. *What?* Anyways, you've come into command of a decently sized private army containing analogues to all these units and of any demographic you desire. Be they men with guns, or Soldier Wasps taken from their prior lives for your army, this sizable fighting force is enough to decently establish yourself as an impressive warlord in Africa, or to seize a modern city whose nation isn't expecting such an attack. It consists largely of boots on the ground infantry, but also includes more specialized units such as pilots trained in the operation of air vehicles such as transport helicopters and fighter jets, as well as more secretive melee oriented roaming death squads trained in taking lives in the slowest and most painful ways possible. The real prize is a small detachment of personal guards that shadow you and attend to matters you personally assign them, being able to call them from seemingly nowhere. While all your personnel are loyal to you, whether by some absurd patriotism or through parasite induced love, these individuals are psychotically so. Enough for them to have pushed their minds and bodies to the point that each of these dozens of warriors possess the **Media Physiology** perk, with all the insane strength and durability that entails.

Formal Power: (600 CP)

This… is probably a bit much. Rather than any backdoor influence or directly loyal population, this purchase represents a very odd twist of fortune. Specifically, you are now the lawfully and constitutionally appointed head of government for a nation of your choice, such as being the President of the United States of America, or the Prime Minister of Japan. This is just that, a constitutional appointment, and your powers and burdens are otherwise as the position would demand, though if nothing else this also means you have the popular support needed to have won that election in the first place. Note that while you possess the full legal authority to exercise the functions expected of you, this does nothing to purge your chosen government of any of the unseen influences lurking in the shadows, and depending on the situation you may very well become familiar with those parties as they seek to place you in their web of conspiracy. If there's an upside to this, it's that as the recognized official with formal power over these systems, you're able to make emergency decisions with greater speed that the conspiracies operating behind the scenes can mobilize. For this purchase you can be guaranteed that you'll somehow maintain the position for as long as you wish (and perhaps a bit longer as you wait for your term to end), and going forward you may choose to have a similar position in the government of any one nation in the world.

(In)Formal Power: (600 CP)

…And on the opposite side of the spectrum, you have *this* nonsense. Ruling your own nation is nice and all, but that certainly seems like a lot of work, and a hell of a lot more stress from having to worry about brainwashing parasites subverting your powerbase and driving you into a corner. Would you rather be the one doing that? Well here you go. Mothers, sisters, wives, and daughters; this purchase will represent an unbroken chain of the *many* important officials from every level of one nation's government whose most precious loved ones and family have been converted to your loyal slaves, either as Wasp Soldiers or by some other means. Throughout all of your chosen government, there are perishingly few men who are both aware of you and willing to take deliberate action against you. Not a man who can muster the willpower to refuse you after seeing his beloved little girl remorselessly threaten to take his life if he doesn't do his very best to make you happy just like she is because you're what matters most to her in the whole wide world now. They just love you so unbelievably much, enough to do anything you ask, *and they'll make sure these men never forget that.* The despair, fear, and grief of what's been lost will hang over these officials quite possibly for the rest of their lives. They will serve you tentatively and fearfully, because the ones they love most will do so eagerly and with utter adoration. Indeed, if they want to even pretend to ever have a normal family life again they'll have to. To those unaware of you nothing has changed, but to those who know, shutting up and adhering to the secretive orders that you might vent through the web of conspiracy their loved ones now belong to is the only way to hold onto what they love most. Be aware that there will be those with no loved ones to target them through, and some that might work up a spine to try something. They'll likely be taken care of by their families, but it might happen. You also can't exactly play roughshod with the government: Many of the people within are in your pocket, but they still have to keep up appearances and work through the proper channels at their pace. In future Jumps you may pick one government to be compromised in this fashion. Lastly, if a chosen government has female members, some or many of them may be converted instead of their families.

Preserved Specimen: (600 CP)

Why would you want this? Why would you want to bring this nonsense to other worlds? Fine. FINE. The Red Wasp is the cause of the Wasp Mutant phenomenon, being the social parasite that converts females of the human race into its zealous slaves, before driving them insane with its eventual death from its fragile form and supposedly limited lifespan. They are the creatures responsible for these short-lived hives of Soldiers, and also for the creation of Queens and their much longer lived ones, deciding at the time of their sting which they choose to turn their victim into. What you have here is a single living specimen kept in perfect stasis such that its limited lifespan does not degrade until it is taken out of its preserving fluid. It is fully alive and in its prime condition, ripe for whatever purposes you would have for such a creature. One more odd thing of note is that you possess limited control over its actions once it has been freed, with you being able to direct its general movements and the intent behind its stinging. Perfect for setting up a convoluted sequence of events that can quickly spiral far outside of your control, or for simply experimenting on to try and unravel the mystery of whatever the fuck is going on with these things. Oh, and you may also wish to know that they might actually be artificial

reconnaissance devices monitoring the planet Earth at the behest of their alien creators, though you won't have to worry about that with your sample. Yeah. If this specimen or all that you've managed to somehow reproduce from it are lost you will receive exactly one more at the start of the next Jump, or ten years, whichever is longer.

RELEASE THE BEES: (800 CP)

Okay, *why would you ever do this?* It seems you want to unleash Red Wasps on future settings, because apparently you can. Because that's all that this item is; an importable swarm of Red Wasps that will disperse throughout the world and do what Red Wasps do. The number of them present in the world at any given time is small, but they will continue to appear perpetually after this "Item" has been used, with some time or distance between each one's emergence. They will continue to sting women, brainwashing them into small cultish social groups, before dying of natural causes because they're fucking bugs, and then turning those random civilians into remorseless grief-motivated killers. And from among them, every now and then a Queen will pop out instead of a Soldier, and almost certainly lead to even worse problems for everyone. As an added facet to this cruel cosmic joke, because the Red Wasp are alien-created planetary species observation/manipulation constructs, Red Wasps will appear for every intelligent species in each Jump you bring them to. Some will only target one race, while other indistinguishable Red Wasps will target another, and so on, but all of them will fit the general pattern for Red Wasp behavior, acting uncontrollably in this capacity. You know, as a silly little prank.

Queen Sized Conundrum: (800 CP)

Again, *why do you think this is a good idea?* Instead of just unleashing Red Wasps onto unfortunate future worlds for the rest of their foreseeable future, you can instead make the equally questionable decision to just insert the Queen phenomenon into each world's history. In some ways this is exactly what it sounds like; throughout the years there will have been a group of biologically immortal women who use their parasitic brainwashing powers to turn female members of the helpless masses into their love slaves to fight and die in their proxy wars. Countless will have already lived and died by the time of the Jump's start, and the details of the world may be somewhat different as a result, but in general the setting will remain recognizable without too great of a difference. Perhaps everything seems the same outside of horror stories of these creatures, or perhaps things are much more different with them being a known quantity dreaded by some. Of particular note is that you're importing *Queens*, not Red Wasps. As a result you'll have to shift some details around to make them fit with the logic of the Jump you're importing this phenomenon into. Depending on what's possible in a given Jump, 'Queens' might just be a permutation of the power-system that rarely emerges and operates as usual, or they may be a predatory race or sub-race that somehow (rarely) reproduce and prey on the local population. If you yourself have **Soulja Bug** or **Will of the Wasps** you may choose to be recognized as or have a history involved with that world's iteration of the Queens in a way that makes sense for your Origin, possibly already being a part of their proxy wars or societies.

Companions:

Real power is the friends you make along the way, whether you made them consensually or not. To increase your power, you can find some new friends, or bring some old ones along for the ride. Those poor, poor souls.

Canon Companion: (Free, 100 CP)

This… Why would you want this? These people are *insane*. Fine. For free, anyone from this Jump can join you on your Chain if they agree to it, even if that agreement comes from a bit of chemical brain-rewiring. Failing that, you can spend **(100 CP)** to guarantee that someone will want to be your Companion, and will come along on your Chain, regardless of whatever happens to them over the course of this mess. *Why?*

Import/Creation: (100 CP)

On one hand, wanting some backup in this place makes a lot of sense. On the other hand, why would you do this to your friends? With each purchase you may import one of your previous Companions into this Jump. Alternatively, you may create a new figure to either meet some time after arrival, or to have already known in your Origin's backstory, designing them within reason to your taste. If they take the Wasp Race they may similarly be without a Queen, both free of thought and without insanity… Or, if you had **Will of the Wasps**, you could import any Companions here as being *your* Soldiers, and have them affected as normal, in case you wanted an extra leash on them.

Regardless, all imported or created Companions get **(800 CP)** to themselves, as well as a Race and Origin.

Wasp Manipulation Prayer: (200 CP, Discount Human)

Impoverished, oppressed, paranoid, and suddenly empowered to brainwash the world; many fitting this description around here bide their time in the shadows as they consolidate real power in the world. This one… is not that. She doesn't even hide her Soldiers calling her Queen, but also isn't really expanding outside of her social sphere. If anything, she just seems like the usual popular blond oujo in her natural habitat. There's a bit more under the surface, however. The results of an unnamed group's experiments on a captured Red Wasp, this girl was successfully induced to become a Queen while young and spent her childhood under torturous and isolating experimentation. Unfortunately for the researchers a single moment of lapsed supervision allowed her to infect one researcher, and from that starting point the end had begun. Yeah, as it turns out staffing your research project on female-brainwashing mutant wasps with predominantly female personnel doesn't end well for anyone. Having completely destroyed the group and killed everyone involved, she was lost and destitute when she ostensibly crossed paths with you. Whatever happened that day was so utterly irrelevant to you that you formed no long-term memories of it or her, and may struggle to do so even now, but they became something utterly formative to her. Having loved that memory of you all this time, when she finally crossed paths with you again and saw you remembered nothing of her, she ran off. The closest she can bring herself to approaching you is making a Soldier or two every now and again out of whoever is nearby to send over to you whenever she spies you, her brainwashed thralls left to clamor around you in her stead. This is helped by whatever her special ability as a Queen is, whether it's sharing her emotions (and thus mood and feelings for you) to her

Soldiers, or designating another figure for them to imprint on other than her. If you could track down the source of these mysterious admirers intruding on your life you may just meet face to shocked face with her. Reciprocate her feelings and you'll light her whole hive up with happiness, days of tearful smiles sure to follow them all. Tell her to stop brainwashing innocent women into your attempted-girlfriends and she'll probably comply, albeit with some sobbing. Poor girl really only has this hive-dynamic as a model for relationships. Really though, you should probably do something to stem the flow. After a while your pileup of random followers is going to look ridiculous, and very suspicious.

MASTER RACE FRANKENSTEIN WASP CONTROL: (200 CP, Discount Wasp)

At a glance this young woman might seem the picture of perfect tranquility. Her every feature is the very idea of a gentle maiden, but even for the kind smiles she shows when engaging with open company there is something hidden about her which she makes certain to keep under wraps. Namely that she's batshit fucking insane. See, there's something out there that she hates. HATES. It could be anything from taxes, to the WORLDWIDE RADIO FRANKENSTEIN WASP GANGSTER POLICE STATE COMPUTER GOD that she might be convinced rules the world. This hatred is something mad, the kind of thing that drives a person to the absolute depths of raving psychosis, convincing her that the subject is responsible for all the world's woes, but for all that paranoid insanity she was always sure to keep it hidden from others. At least until whatever the hell happened that convinced her that you *somehow* feel the same way. After finally finding someone who sees things for how they really are (or so she thinks) you've become fast comrades. And by comrades I mean that she is constantly engaging you with the brunt of her insane ranting, constantly scheming impossible nonsense with you that will probably never come to light, and texting you literal hour long rambling messages about her insane ideology and the various insane nuances of it. Her long years of preparation have left her a master of many skills such as method acting and small arms handling, and could likely kill a group of armed Soldiers before inevitably falling to their swarm tactics. In the long-term, she has a curious twist of fate that ensures that as long as she identifies a target she believes is related to her obsession, and is willing to balls to the wall in trying to ruin them, whatever she ends up doing *will* ruin something for them. As the only person she feels she can trust, she tries to spend as much time with you as possible. Not just alone where she can launch off into her insane tirades, but also in public where she has to put on the much more subdued persona of a kind and gentle girl. If you could somehow offer her the means by which to rid the world of all she's come to hate, she would delight in the opportunities to both torment those wicked things and to purge them from the world, and the sight of such impurity burning away in cleansing flame fills her heart with a simple and innocent childlike glee. Truth be told you can probably ignore virtually everything she does or says with no repercussions to your relationship. She's so deranged that she perceives everything you're doing as somehow being in support of the cause. You're not zoning out, you're multitasking, or plotting. You definitely read those messages, you're just pretending not to know what she brought them up so "THEY" don't hear you. In case you were wondering, you can decide the nuances of her hatred and the reasoning by which she justifies it. Going by the default hatred of Wasps, she could hate them because she morally disagrees with brainwashing innocent people, or because she views them as an invasive

species that humanity must be protected from, or because what they do upsets the natural order of nature or society, the specifics of what that order entails also being your choice.

Snakes Licking Your Boot: (100 CP, Free Drop-In)

Well it seems Himeno isn't the only one around here with this kind of baggage, because you've had your own run in with some obscenely vicious bullies. From your memories of this group of five it really seems like they were trying to run you out of town, or into the grave, but things fortunately turned around. Maybe your not-so-deadly sting did its thing, or maybe you just consecutively dive tackled each of them out of the way of five different oncoming trucks before walking off. Regardless, the five of them have now flipped the script, and are scarcely able to leave you alone, or stand for any of that bullying they themselves were previously orchestrating. The leader of this group was a sporty tomboy, if also something of an edgelord and a chuuni. This means she has some experience with ninja equipment she bought at the mall, but don't walk in on her cosplaying her 'dark transformations' or she'll die of embarrassment. The fivehead with the glasses is her sidekick, and used to be in love with her. She has no special skills, but her experience in unrequited love means she's an extra hard worker. That one's sister has the largest rack of the group (an impressive accomplishment, given their unusually large sizes), and is the recluse of the group, who probably only participated in bullying you because her sister dragged her into it. She's unusually strong, and writes terrible fanfics and romance webnovels on the internet, the main characters of which going forward are going to take a sharp turn toward sounding an awful lot like the two of you, and might also have paranoid schizophrenia. The voices are actually very nice people and give sound advice though. The resident flatty is probably the most acerbic of them all. Where the leader's bullying was just her trying to look cool, this bitch is honestly just mean enough to be like that to everyone she meets. She's flat as a board too, but despite this she has the best hips and ass of the group. All things considered she's probably the most stressed out and horribly depressed of the group, given both how insecure she is in her looks and how horrible she knows she's always acted to the new love of her life. She's probably going a little psycho over that inside. She's a crack shot with a hunting rifle though. Her sister is probably even more of a freak. Being the most unapologetic masochist you're likely to meet, she probably only joined in on the bullying in the hopes you'd snap one day while alone with her and do something. Seriously, it's like all of her pain receptors were mutated into pleasure centers somehow. She's ambidextrous though, and if she proves to be as good of a shot as her sister with smaller firearms she could be just as (theoretically) deadly.

They all count as a group Companion that divides their purchases between them, though any member can be imported as a separate Companion later, taking them out of the group.

CAUSE I (Don't) FEEEEEEEL: (100 CP, Free Man of the State)

Coming straight out of university with the kinds of excellence this young woman displayed usually sees you feeling like you can take on the world. That certainly was the case for her, only to quickly be ground out of her. Deciding that what she really wanted was to help give back to the society that she'd grown up seeing no problems in, she quickly wound up a

career policewoman. Unfortunately, between a mix of the most inane and completely unaffecting cases coming her way, and the most horrific incidents coming from things she'd later recognize as stemming from Wasp infection, she's quickly been ground down into a much more subdued officer. That desire to give back to the world is still there underneath it all, but most of that energy, attention, and smiling is a practiced act by this point. Maybe you were a college friend she likes to vent to, or a loose cannon on the force under her supervision whose wild side is the only thing keeping some genuine emotions in her alive.

Perhaps the way things are going to be shaken up will change things. A serial infection case, threatening to upend the world order? It's certainly something new, and an opportunity for real police work. Whatever end of the divide you stand on, or will come to stand on as things develop, you aren't someone she wants to lose, even if it means dragging you back to wherever she's standing on the issue.

STAR Researcher: (100 CP, Free Scientist)

What had started as a routine assignment for this woman had turned quickly into a nightmare. Having pursued her passion for neurochemistry in university, this tomboyish researcher shocked everyone when she chose then to pursue a career in law enforcement, serving her station's forensics department well during her stay. Unfortunately, that all came to a head when an assignment saw her riding a train straight into a town where experimentations on captured Wasps created a monster that no one could control. Able to live despite grievous wounds at the cost of being in constant pain, and being able to convert others into more of their own but with no Queen to stabilize their instincts, those shambling Soldiers almost spelt disaster for the world. Luckily, she was able to put a stop to the infection, avoiding infection and preventing the horrors she witnessed within from spreading. Fully devoting herself to neurochemistry, she hopes to one day develop a vaccine, or even cure, for the transformative effects of Queen stingers.

Whether she met and received help on that fateful day from you or met you later, you've become a good friend and shoulder to cry on to this survivor. Everything that happened has worn on her spirit, but despite being tired she maintains her friendly demeanor and her determination to stop something like that from ever happening again. Hopefully you can be something of a good influence on her mental state. She's a lot happier than she was just after the incident, but you don't walk away from things like that without a few scars. Luckily she's got some new skills to show for her troubles, being a great survivalist and even being able to dodge things like Wasp stingers if she sees them coming. Her dream is a world where those kinds of tragedies can never take place again. Perhaps you can help her with that dream? Or perhaps you can do to her the very things she's dreaded since that day.

Every Day it's Just 'Jumper-Sama' This and 'Jumper-Sama' That: (100 CP)

This is certainly one way to introduce yourself to someone. Possibly the worst way if you let it play out to its conclusion, but certainly one way. Rather than being a single figure to take along with you, this unfortunately obsessive bundle of energy takes the form of a new person every Jump. In fact, this is more of a Follower than a Companion. Specifically, every Jump they're born as the new little sister of a character of your choice, and circumstantially become completely and extremely vocally obsessed with you to a visibly unhealthy degree. If you've no

means to explain it then her iterations are likely just developing bizarrely persistent and extremely vocal first-crushes on you, but if you've got the purchases for it then you can time this as you want by choosing when to sting her. Either way she's going to quickly go off the deep end, putting multiple posters of your face in every room of her house, writing love stories about the two of you throughout a majority of her free time, and making a homemade dakimakura of you to cling to in bed. With better timing you may be able to tell her to chill out and not be as obvious about her obsession to her loved ones, but at the very least your existence is going to be drawn to her older sibling's attention. Again, probably not the best way to make a first impression on someone, but I'm sure you can work it into something less creepy. At least she's eager to carry out any order from you, so setting up a meeting with her older sibling shouldn't be difficult. Said older sibling, assuming they aren't crazy, will probably be extremely disturbed and possibly angrily concerned upon recognizing you if you didn't curb her obsession early on, but still.

Drawbacks:

Of course, we don't always get our way just because we want it. Sometimes, to get what we want, we have to suffer a little for it. Here you can choose to take on additional hardships for extra points.

American Sailor Moon vs Hiroshima: (+0 CP)

The story of an impoverished and abused young girl suddenly gaining the power of a Queen and using it to establish her own power… It describes the events soon to unfold, but also those that already have. Several times, apparently. You may optionally begin your Jump further into the past, when another Queen's story is beginning to unfold. Either Serena's almost two hundred years ago, or another whose story begins shortly after WWII's close.

DID I MENTION THE BEES THOUGH: (+100 CP)

By now you must certainly have noticed that random tidbits of information copy and pasted from random insects' wikipedia pages are treated like divine revelation in this world, with a truly staggering percentage of exposition being done via only tangentially related Cool Bug Facts being mentioned in comparison to whatever phenomenon is on display at the moment. Unfortunately, you can no longer escape this trend by quickly sprinting away from any rogue entomologists you encounter, because now nearly everyone you meet has been empowered with the knowledge of obscure insect trivia. Indeed, whether it's an official explaining some phenomena related to the Red Wasps, or a gas station cashier commenting on the coffee you're buying on the way to work, you will be endlessly flooded with inane comparisons between things and assorted bugs. At the very least you're going to learn a lot about ant hive structures and the like, if it doesn't drive you mad first.

As if Remembering the Past: (+100 CP)

It's to be expected at this point, really. You are now burdened by some terrible tragedy in your Origin's past, which for its recentness in your memory is sure to sting quite a bit. Some of the classics here involve dead pregnant spouses, horrible poverty, and a terrible slew of childhood neglect, abuse, molestation, or other horrors. Whatever it is that's befallen you, it left

its mark on you psychologically. While it may not define your day to day behavior, the pain you feel whenever the past is brought up or dwelled on is very real. Be careful not to let the memories overwhelm you. Despite how terrible your life may have been up to this point, it's not impossible to find something approaching happiness in the now, but you're going to have to reach for it yourself. Will you be so comfortable with that if it means stealing that happiness from someone else? Most people around here are actually, so never mind.

Engraved Onto my Body: (+100 CP)

But maybe that past was a little worse than I thought. See, whatever form it took involved something very physical, and very painful befalling you. You now boast a highly visible scar that will remind you of the pain every time you look at it. Something like a burn scar over half your face, or a horrible mangle of scar-tissue rounding your whole neck, anyone who looks at it is going to be perturbed to say the least. You can try to hide it, with your clothes or accessories or the like, but the more you do so the harder it will hit both you and others to be reminded of it. At the very least it doesn't cause you any physical pain anymore, though the psychosomatic irritation and phantom sensations of its itching are very present whenever you feel attention drawn to it, or just any attention on you in situations where you don't feel in-control.

Weakness of an Insect: (+100 CP)

Many survival strategies have been puzzled out by evolution across the Earth's expansive history, each with their own strengths and weaknesses. In a twist of bitterest irony, the strength of particularly social organisms is also their greatest weakness. Namely, their reliance and dependence on others. This is a trait exhibited in at least minor ways in both humans and hive insects, and manifests particularly strongly in you. Specifically, you instinctually crave belonging in a collective of your own, whether made or found. Feelings of community and unity are extremely important to your mental health, and you may even find yourself relying on the presence of these dynamics in your life in order to stave off a deep depression. Whether helping others or being helped, whether loving another or being loved by others, for the next ten years here you'll be possessed of an indelible craving for these things in your life.

Damn Insect: (+200 CP)

Just what the hell did you do and who the hell did you piss off to warrant this? For some absurd reason, a small subset of the people you'll meet in this Jump seem unnaturally driven by an inexplicable urge to bully you to the maximum extent they're able. Now, your own capabilities are your own, but if these people had their way you could expect to be forced to walk around on all fours nude while being live streamed, or force fed venomous bugs until you puked all over yourself. Verbally fighting back might even see your face kicked in hard enough to destroy any glasses you were wearing. Anyone who wouldn't have a deeply personal reason to object to this bullying will conveniently turn a blind eye whenever it happens, leaving practically no one to ever consider helping you. Again, you may be able to deal with each individual occurrence as it happens, but these people are going to be everywhere, and will constantly pop up and from all walks of life and in any social context. In any large group there will be a few, and out of every couple of small groups, one will turn out like this.

Allergic to Kindness: (+200 CP)

Good lord, what the hell happened to YOU? Somehow, for some fucking reason, something in your past was apparently horrific enough for your mind to forcibly adapt to those conditions. How did your mind adapt to said horrible conditions? By becoming “allergic” to being treated any better. Yes, you have literally become allergic to kindness. It’s bad enough that being approached by someone asking you if you need help finding your way around in an unfamiliar place would leave your stomach aching as if you were sick. If multiple people then approached you concerned with your wellbeing, all while acting friendly with one another and asking if you need help? The sense of vertigo and projectile vomiting you’d endure would literally knock you unconscious for a short while unless you were of a strong enough will to weather it out. If you somehow found yourself surrounded by a swarm of people who respected and loved you above all others, more than life itself? Agony. Perpetual, delirious agony. The only saving grace is that acerbic ribbing and ‘friendly’ shittalking can worm its way past this, making companionship possible if it's framed as faux-hostility and disrespect.

The Logical Response: (+200 CP)

Alien parasites from beyond the stars, infecting innocent women, stealing away everything they used to be and turning them into remorseless killers? Disgusting. Whether or not a Wasp related terror attack damaged your life and sanity sometime in the past, you’ve grown into a frothing, truly absurd hatred for the Wasps and all who harbor them. There is not a single day that goes by without you spending inordinate lengths of time internally monologuing about just how utterly disgusting the Wasp menace is, about how absurdly much you hate them and wish for their destruction. No matter what you choose to do in this life, your undying hatred for these parasites will constantly burn just at the edges of your mind, eternally driving your thoughts towards those of exterminating these pests. And if you yourself are a Wasp? Yes, this remains exactly the same. You needn’t necessarily hate yourself, but if you don’t you must accept an unstable, fractured mind. Your mental state will be even worse off for the immense mental gymnastics you must perform to function, and if you thought you could live a peaceful life in the previous scenario despite your hatred, you can kiss that possibility goodbye. Your hatred will only intensify in your now deeply hypocritical mind, assuredly driving you to act on your hatred with absolutely no self-awareness of your own hypocrisies.

It’s Over: (+200 CP or +400 CP)

Good news Jumper, you’ve got a family now! Two female members, or soon to be members as the case may be. Mother, sister, girlfriend, fiance, wife, or even an adorable little daughter. You have two women in your life who fit in any of the prior descriptions. They’re designed to seem to you as the ideal of that archetype, and thanks to your Origin’s memories you’re guaranteed to genuinely love them back as much as they dearly love you. There’s just one problem though; a random Queen passed them by on the street and decided she could use them for whatever purposes she had at the time. Just one random moment of confusion and pain on the street, and you’re no longer number one in their hearts. It’s not that they don’t love you anymore, it’s just that they love some complete stranger who violated them on a whim so much more that you may as well not factor into the equation whenever she’s in the picture. They

adore her and view whatever changes she causes to their lives as wholly positive, and no matter what the context they'll always put her and her desires first over you. Your life generally remains unchanged, as after her use of them they've been left to their own devices to return to their usual lives. Frustratingly, reminders of what's happened to them will constantly crop up in your lives, with them often bringing up their new Queen in any conversations where they find a chance to voice their adoration, with them adamantly asserting any number of positive sentiments regarding her regardless of the actual context of their relationship or what you were talking about originally. Remember, as Soldiers the death of their Queen will spell their descent into violent insanity, and in any point of contention between you and her they will always side with her. At least they've largely been left alone back home, so the impact on their lives doesn't extend far beyond the mental changes forced on them.

At least that's the case for **200 CP**. For **400 CP** things can get even worse. Your two family members haven't just been turned, they've been turned by a Queen who's distinctly aware of you and infected them specifically for their relationship to you. The exact situation and dynamic is up to you, but you're currently under surveillance by people who by all rights should be mutually devoted to you. This also means that she's much more involved in their lives, and may drop by from time to time outside of your awareness, feeling no obligation to clue you in to their obligations to their Queen. You'll never know how much of what's going on at home is the result of this allegiance. That nice date night your wife is springing on you might very well be a ploy to manipulate you towards something her Queen wants. Your daughter calling you upstairs to help with her homework is coordinated so your wife can slip out the front door and deliver a report of your movements. They might even be called up randomly for some inane shenanigans the Queen desires of them, their unconditional love impelling them to drop anything and obey whatever was asked of them. There isn't necessarily any innate hostility here, as said Queen's designs for you and your family are up to you, but the dynamic will inevitably grate on you on some level, with those you love most deliberately placing someone above you as they work behind your back for her sake every single time. They still love you of course, but any hostility to their Queen sees that love disappear in an instant, replaced with cold, utterly remorseless apathy for your side of things, and the question of if you need to be removed lingering in their minds.

A Work by Murata: (+400 CP)

Congratulations Jumper, because by taking this Drawback you're now the good guy! What, you think this means you're being turned into a moral and perhaps well-written protagonist? Nonsense, we don't do that here. No, we're taking the easy way out and just making everyone else worse. Yes, as with what happens time and time again in this manga, your interactions with others are now defined by your absurd tendency to run into the absolute lowest of the low no matter where you go. These people, who will constitute *virtually everyone* you meet, will at times seem like comical exaggerations of some specific terrible behavioral tendency extrapolated into an entire person. Almost every man you meet is going to be either a completely mad psychopath on a holy mission, or an overly sleazy molester without any sense of boundaries or capacity for intelligent foresight. Almost every woman you meet is going to be either an absurdly vindictive and pointlessly cruel sociopathic bully, or a hypocritical and two-faced manipulator lacking any self-awareness of her own evil. There are countless

possibilities, and you'll run into all of them perpetually. Again, it's almost as if the author is trying to make you look better by comparison, not by making you a decent human being, but by making everybody else just so much worse.

We Don't Acknowledge you as a Species: (+400 CP)

Good news to some, terrible news to you! The Wasps have cemented their control over the world, the humans have ousted the Wasp's control! Which is true? Why, whichever is least convenient for you, of course. Whether you're a human or a Wasp, whichever side you aren't has managed to gain a greater foothold in the world at the expense of the other. If the humans are winning then the full scale and nature of the Wasp threat has been revealed to the public, and the reaction has been wholly violent. No longer are people hesitant to deal with Soldiers just because they look like the people they once knew, and already those suspected of being compromised are being removed from power. The world is aware that these parasites can enslave them, and are responding with all the hatred you would imagine. If the Wasps are dominant? The number of Queens has skyrocketed, and in their bids to carve out a territory for themselves they've sent recruitment into overdrive. The world has learned of their existence, but they've gained a stranglehold on civilization and have carved it up into citystate-like jurisdictions under their competing control. People live in fear of them or someone they love being converted into their local warlord's adoring slave, and it's a common enough occurrence every day to be a legitimate fear. There's no room for meaningful local resistance at this point, for the Queens simply control too many vital systems and have too many Soldiers. The only conflicts left are the inter-hive disputes for territory or more Soldiers raged by these Queens, and innocents of all stripes are left at the mercy of uncaring tyrants and the mindlessly obedient slaves who love them more than anything.

Burger Queen: (+400 CP)

This is bad, very bad indeed. However it happened and whatever the hell it is you did, you've apparently come into the direct attention, and current fascination, of possibly the most powerful and well connected Queen on the planet, the one known as ~~American Sailor Moon~~ Serena Cervantes. This ~~frequently reused character design~~ individual has been alive for nearly two hundred years, and has spent that time building up a powerbase that has the entirety of America under her direct control, with the implications present that she possesses severe levels of influence in an unknown number of other nations as well, with her control possibly stretching to be worldwide. Indeed, as a Queen she is incredibly experienced, herself having already warred with and killed multiple other Queens in the past, and her ability to convey instructions wordlessly upon stinging a new Soldier makes her a terror in inter-hive warfare. She has no qualms with converting mass numbers of civilians off the streets for her personal enjoyment, has been performing experiments on Soldiers for decades and has squads of supersoldiers hiding in the rafters, and never goes anywhere without at least three teams of snipers watching her position at all times. She's aware that you as an individual exist, though not the specifics of what you are or may be able to do, and is for whatever reason intrigued enough to directly involve herself in your life. You haven't innately drawn her ire, but her interest may be just as bad, both for how boldly she asserts herself over the people around her (and thus you and your loved ones), and for the dangerous attention her presence brings you. Serena is a ~~completely fucking~~

~~insane~~ *deeply philosophical* individual, and will often fire off into inane rants about the meaning of life or humanity, and also about COOL BUG FACTS which she will use ad nauseam to justify her own actions. Said actions sometimes involve her pantomiming a conductor's actions while ordering mass slaughter around her. Duplicitous to the bone, she'll say anything to give off whatever impression of herself she wants to convey, and will have the time of her life hanging out with someone and promise friendship to them before immediately ordering their death *literally* the very moment she steps into her car to drive away from said date. She's unpredictable, scheming, and it's impossible to tell whether she'll act against you based on how much she seems to like you, as she's perfectly willing and in fact enjoys outmaneuvering and killing those she's fond of. She also has a tendency to overread said people's every move and assumes everyone around her is playing the same four dimensional chess she thinks she's playing, often assuming that anything she didn't plan is something you or anyone else did, and in general overdramatizes anything and everything going on between her and her current associates. Oh, and killing her may well start the apocalypse. Have fun with this schizo. If FOR SOME GODDAMN REASON you want, you may take her as a Companion at the end of the Jump.

At Least it's not Rape Zombies: (+600 CP)

In case you haven't noticed, there are a lot of people who want the Queens dead, and yet they never just kill them when they have the chance. The reason for that, in case you haven't noticed by now, is that the death of a Queen drives all of her Soldiers into homicidal insanity, unaffected by any other purpose or reasoning, yet fully intelligent and as crafty as they were before their madness. And when a Queen has dozens, or hundred or more of these Soldiers? And in important positions in governments and the like? Chaos, nothing but utter chaos. Chaos that you will now live to see, because virtually all Queens have perished for one reason or another, their Soldiers having since become deranged terrorists. These maddened Soldiers will wreak havoc across society for the duration of your stay here and most certainly beyond, as they will coordinate amongst their now mad hive and with any collaborators to cause as much death and destruction as possible throughout the world. There will always be another incident, another bombing or train derailment, and the efficiency of nations will grind to a halt as people within them sabotage their bureaucracies in order to make the situation worse. They can't be reasoned with, as no appeals to logic or to anything else that they used to love as a human will move them. They simply don't care anymore, mindlessly driven to make the world suffer for the deaths of their Queens. Note that this won't get rid of any canon Queens, you, any Companions, or any others implied by Drawbacks. It'll just mean that there are now also insane amounts of dead Queens prompting an endless trickle of insane Soldiers.

First Wasp-tact: (+600 CP)

Once again I remind you that the "Alien" descriptor used for these Wasps isn't some derogatory slur, it's the actual reality of their origins. Their very, very stupid origins. Given that this twist is given in the literal last chapter of the manga, it's no surprise that nothing ever came of this, or that we never received any information or details on what these aliens must be like. Well you're going to be getting your answers now, because towards the end of your time in this Jump the invasion by these aliens will finally hit Earth. While the details of their full capabilities

are unknown, keep in mind that this is an alien race capable of bioengineering creatures like the Red Wasps that are capable of inducing brainwashing and physical mutations in a specific gender of a specific species within mere seconds of contact with the conversion vector, or killing others in the same amount of time in the case of then-mutated Soldiers. They can evidently create such biological constructs and make them capable of unaided flight through the void of space. *Winged flight through the void of space.* It's safe to say that currently the human race is unlikely to match up to them in virtually any capacity, which is going to be a bit of a problem when they show up just a few years before your departure.

Into the (Other) Spider-Verse!: (+600 CP)

No. NO. Good lord *why would you do this to yourself?* This author is known for writing multiple series in short succession or even contemporaneously, all usually being sequels to one another or at least taking place in the same universe. Himenospia seemed much the same initially, but later developments in the plot made that highly unlikely to be the case. No more though, because now all the series written by Shinya Murata are taking place in the same universe. The exact timeframe of these series' events relative to the events of Himenospia is unknown, but you can be guaranteed that they'll be in time for you to experience each of them should you choose to go out of your way and find them. Or, you know, if you fail to stop them from happening and they find you. Yeah, some of them are going to cause a bit of a problem for everybody if left unchecked. It's also unknown how the Wasp powers of this universe will interact with those of the others, for indeed bug themed superpowers seem to be commonplace among these series. Some even operate on similar principles to the Queens. Considering that there's a girl whose venom is able to weaken said similar powers, there may even be a cure for Wasp domination somewhere in there. Maybe, but it may just make the situation worse with now superpowered girls being available as Soldiers. Good luck with the rape zombie apocalypse by the way. Yes, that's going to be a thing if not stopped.

Assorted Foodstuff Queens: (+600 CP)

War… War has changed. If the events that should have followed were to be described, it would be apt to call it a clusterfuck of multiple secretive parties manipulating each other and getting caught in their own webs. While ultimately the top manipulators on all sides ended up being Queens, on at least some level the Japanese government believed its own goal was to capture and harness the Queens' power, and an American politician made his own bid for freedom from insectoid rule. Ordinarily this would have failed, but with this Drawback something similar had already taken place *many* years ago. Specifically, the goals of the world's governments to capture and control their own Queens had finally come to pass. The result is a world that is radically different in many ways. For many centuries now, it has been that virtually every country possesses at least one Queen that they have successfully found and indoctrinated into intense patriotic fervor for their home nation. And with that, the ability to enforce that same fervor on one half of their own population. Regardless of the effects this *should* have logically had on society, in this world of insane logic this has resulted in a very peculiar society.

As an institution, the Military is now composed entirely of brainwashed Soldiers, whose ungodly insect-like coordination and completely mindless devotion to their mission make them

horrifically effective as units. For their effectiveness, even those on the younger side are potential victims of the inexplicable drafts that sometimes see thousands of women and girls dragged off to the facility their Queen is housed at, where said Queen will quickly become the most important thing in their life, and the nation their second, well and above any concern for the life and loves they might be leaving behind to go die against a foreign country. While men hold virtually all other positions of power to avoid a theoretically rogue Queen from influencing the government, for the most part the rest of the men are forced into overtime to try and keep everything running amidst the mass drafts and deployments of their female loved ones. Perhaps worse, war is indeed an almost constant facet of life in one form or another, and wartime politics are even more brutal. Entire regions designated for Soldier conversion out of unwarranted fear of enemy Queen infiltrators (who would be too valuable for such a risky move anyways), and that's not getting into the engineered "losses" that entire factions of the Military suffer to kill off masses of their own Soldiers whenever a country decides that one of their Queens is too difficult to control and needs to be replaced. The mass death calls for large families, with people encouraged to have as many daughters as possible, but those same large families are just as often abruptly broken up with members being drafted, converted, and shipped off to battle. Who you are will decide what aspects of this horrible world will impact you most directly, but everyone will be affected in some way.

As a human male you're in the least direct physical danger. All positions of power may be held by men, but that doesn't mean men in general have any great advantages in this wartime world. You'll be expected to work at whatever it is you do for long hours to keep things running, and depending on your economic class might have to work more than one job. Even if you're a more privileged class like a regime's enforcer, there are many eyes on you. This authoritarian hell will grate on you in some way. Regardless, at any moment one of your female friends or family could be drafted away from you, and if they make it back from their engagements they won't be the same as before. In addition to the mental changes Soldiers go through, the patriotic fervor of their Queens in this timeline only further inspires them to remold their personalities into national fanatics. Love for men in this world is difficult to come by as women are often unavailable, making new bonds difficult to make in the first place, to say nothing of how quickly they can become irrelevant to whoever a man falls for. Unless you're a politician you are one of the most replaceable cogs in this machine, and if you are a politician you're one wrong step away from being disposed of by your own government for fear of treason. Worse, the mental inclinations of Soldiers are worsened in some ways by the patriotic fervor their Queens command of them, meaning that as someone whose loyalty can't be assured like theirs can you will always be viewed with suspicion by any you meet. Besides that, because their loyalty to their Queen is absolute, any Soldier you may have known will always prioritize government mandates and drives over you, regardless of what she believed prior, or what you meant to her.

As a human female all that danger of being subjected to random Soldier conversion is a constant shadow over your life, even though your peers find it perfectly fine. Society has been glamorizing the life of Soldiers since before their births after all, and Queens are the hottest celebrities. Any deviance from this expected adoration, any indication that you *don't* look forward to the process, will immediately raise red flags in everyone around you. No position of power or particular influence is open to you for fear of Queens potentially slipping the leash, and

if you make yourself an individual of note in the public consciousness you'll definitely come to the government's attention as a potential Soldier to be placed under control.

As a Soldier yourself you'll be expected to be just as fanatic as your peers, so any hints of that free will you possess will likely cause problems. Even without this, you're a Soldier in a world constantly rife with war and combat, and you're almost certainly going to be deployed somewhere during your time here. Even when full scale wars aren't being fought, small skirmishes constantly take place between enemies in a Cold War state in contested areas or nearby borders. Even if you aren't currently deployed, you'll be expected to maintain preparedness for deployment and be ready to die at any time. Suicide missions are a very common thing for your ilk.

As a Queen your life is possibly the easiest, though the one most vulnerable to scrutiny and the possibility of disposal. As one of the cruxes of this societal scheme, you're a public figure touted as something between a celebrity, a super weapon, a war hero, and a patron saint. You are maybe the most tightly controlled asset in the nation though, with every bit of your schedule under the control of the faceless unseen men planning your every move. You'll go from participating in any number of inane propaganda schemes like photoshoots or staged interviews, to sitting down in a 'recruitment facility' to mass convert dozens to hundreds to thousands of drafted individuals being filtered through it, to being hidden away in a private villa or military complex for your own safety. Hell, your life might be spent just a short way away from the frontlines or even in a spot of deployment like a naval base or some such in order to motivate your Soldiers all the more. Your life may have the nicest paint, being surrounded by personal guards obsessively in love with you and almost worshiped by the populace as a hero, but you are always, *always*, being watched and evaluated for loyalty. Slip up, and all your Soldiers will be purged to minimize the damage incurred when you're *very* quickly disposed of. Depending on the number of Queens your nation may have you might become less valuable, but also **(*very slightly*)** less strictly evaluated.

If you're wondering how this interacts with other Drawbacks, don't worry; it all compounds to be worse somehow.

Ending

The happiest day of your life has come; the one where you leave this nonsense behind hopefully forever. You're cleansed of not only any Drawbacks that might be impacting your decision making processes, but also any external mental influences you may have picked up while here, leaving you as yourself. Companions may also be similarly freed, at your discretion. With your ten years passed, you must make your choice.

Continue:

Hopefully however badly this place treated you wasn't too much. Regardless, your Chain continues, and you'll be moving on the next Jump with all you've gained here.

Remain:
wait what the fuck no stop don't WHY

Return:

That bad, huh? Well I can't blame you. You'll be packing up your things, powers and people, and heading home after a long journey's end. Hopefully you won't make it as much of a mess as this place is.

NOTES

Before delving into Wasp and plot related Rambling:

Some Items give personnel that may or may not be anything from manly men in manly suits, to Soldiers. If you don't have **Will of the Wasps** you can still have them be Soldiers. Maybe a Companion Queen did it, or maybe there's no reason and you just bought an Item. Whatever.

Despite **Nothing but women as Far as the Eye Can See**'s name (Which is taken from the narration describing the situation the Perk is based on) both men and women are increased in attractiveness. The population shift as stated is based on the eventual demographics of Himenospia a year or so into its conception. You may decide whether it represents only a demographic shift in your immediate locale, or if women have just become more populous than men for no real reason. In the same manner that this series is poorly thought out, nothing will actually change in a significant way due to this such as important characters ceasing to exist because they're male.

The interaction of **"Fabre Once Said"** on **Will of the Wasps** is discussed further in the notes as part of the "**On Post-Jump Infectability**" section.

Yes, if you have **What is Sex?** and no one is around to explain what's happening an absolute lunatic (who may or may not be literally the same person every time even across Jumps and also maybe the completely mad scientist from here) will somehow butt into the situation and explain everything via Cool Bug Facts.

If It Means They Can Have Peaceful Lives doesn't make oppressive regimes more capable or powerful, it only increases their competence where improving public living standards is concerned.

If you take **Will of the Wasps** you lose the lethal venom of your stinger, replacing it with the brainwashing power.

Soldiers created with **Will of the Wasps** already exhibit the qualities described in **They are Being Guided by Some Other's Will**, but if you actually have both then the effects are bolstered with any of your Soldiers who group up for a unified task immediately group-syncing and flawlessly executing their plans barring outside interference. It probably looks really creepy from an outside perspective.

The exact limits of **Media Physiology** are unknown, but you can easily pulp fully armed and armored special forces soldiers with your bare hands.

Again, the canon possibilities for **Will of the Wasps**' unique powers are:

- 'Mimicry." Your stinger is simply shaped like a Soldier's, meaning that you can blend into another Queen's hive while pretending to be her Soldier and not draw suspicion (as long as you get stung, you know).
- "Order," which allows you to convey a mission/directive upon stinging someone without having to converse so you can flash-convert large amounts of Soldiers without having to waste time giving them their orders allowing for rapid recruitment and mobilization.
- "Domination," which allows your stinger to affect other Queens. The nuances of this aren't really known, but affected Queens seem to have much more freedom than normal Soldiers. One Queen who was affected seemed to hate the user, but really did fall in love after being affected, but still endangered and manipulated the user for their own ends. One Queen who was affected professed beforehand that she both loved the user and hated them, and after being stung reflected on her mental state and said that nothing had changed save for an impulse to not murder the user. Regardless of the exact emotional effects this ability has on them, affected Queens are mentally blocked from directly harming or trying to kill you, but retain a lot more leeway in that than with the usual Soldiers who would rather die than see you harmed.

Relative to the above example of the Domination ability, from this example you may fanwank whether the relatively greater free-will of stung Queens is due to their vast age and sense of self, or because of the biological limitations of the power itself/them already being Queens. This decision may impact how severely the minds of strong-willed/long-lived figures in other Jumps may be affected by conversion.

In case you can't or don't want to think up a special ability for **Will of the Wasps**, below are some completely made up bullshit I randomly spitballed for ideas:

- The changes in your Soldiers can't be detected via blood tests and X-rays.
- The transformation's mental changes, awareness of their stinger, and memories of being stung are held off for a while or until some stimuli (like you being threatened), allowing your Soldiers to act as even better sleeper agents until needed.
- At the moment of stinging Soldiers can be 'detached' from you and 'attached' to a figure mentally designated upon the moment of infection. Soldiers will attach to them instead of you as their pseudo-Queen/King and form a sort of pseudo-hive around them. Due to lacking the actual connection of a natural Queen-Soldier pair (the same that is presumed responsible for them being aware of the Queen's death) or even the connection between Soldiers, the resulting Soldiers are significantly more mentally unstable, desperate, and paranoid about everyone else.
- A pseudo-hivemind. Your Soldiers' hive-instincts and coordination are supercharged, giving them even more inhuman coordination to the point of having a subconscious layer of their mind silently exchanging information and compelling them to do what the group-mind thinks they should without their conscious awareness. These overbearing hive-instincts might optionally atrophy their empathy for non-hive individuals, making them more callous and uncaring to their loved ones and uninfected rather than more caring, while supercharging their love and affection for in-hive individuals.

- The ability to sting your (and only YOUR) Soldiers a second time to impart a suitably hive insect-like biological ‘role’ that their body and psychology will begin refining to fulfill. Stinging someone into a ‘Warrior’ might make their bodies begin to shift into combat-oriented forms almost as effective as Serena’s Media Warriors (and more effective if you started them just as early into their development as she did). Stinging someone into a ‘Breeder’ might cause their secondary sexual characteristics to gradually exaggerate, and refine their reproductive system to always have quadruplets, and always girls. If you want to add a drawback to this, these biological ‘roles’ might impact their instincts and mental states, impacting their humanity further. ‘Warriors’ might lose some of their intellectual alacrity or become more militant and hyper-fixated on protecting you and their fellow Soldiers. ‘Breeders’ might become mentally suited for multiple pregnancies and constant child-rearing but lose any real affection for their families, viewing their kids as nothing more than production numbers to increase for your sake.
- As above, but you have only one ‘role’ you give automatically upon making a Soldier, but for this inflexibility is more extreme in its changes. ‘Warriors’ might develop to their limit of being as strong as Media soldiers after only a few months of being stung, and those stung as young as them would be far, *far* stronger. ‘Breeders’ would not only handle crazier pregnancies, but everyone born from them would be (normal) Soldiers by default.
- Simply being able to sting other Queens’ Soldiers, turning all of their love and loyalty to you in an instant. It even has a basis in COOL BUG FACTS via the Slave-making ant (and would be funny to surprise these fools with).

Once you have **Soulja Bug** or **Will of the Wasps** you can consider your stingers and corresponding venom fair game for any biofuckery you’re capable of. Have fun shapeshifting multiple such stingers or pissing anaphylactic shock insta-kill fluids. The alternate location of the stinger mentioned if you take it as a male doesn’t apply to any Soldiers you make, it’s just to explain your anatomy since you lack what it usually roots itself in.

If you’re somehow still worried about your Soldiers having freewill to oppose you despite how overwhelming the emotional effects of the transformation are (as will be described in the next section of the **Notes**), you could have your ability induce complete emotional dissociation from their pre-sting memories, supercharge their love for you to overtly psycho levels, or otherwise impact their humanity in such a way as a mere side-effect as in some of the prior hypothetical examples. Kind of a waste though, as they’re already like that.

The name of the Perk **Nega-Alice** is a joke about the protagonist of another one of this author’s series. In fact, Himeno is actually based somewhat off of her. The difference though is that Alice does significantly less fucked up things, suffers way more than Himeno, and in general is a nicer person who tries to take responsibility for things that aren’t even her fault but everyone treats her like a dangerous psychopath. By contrast Himeno targets innocent women and children to make them want to murder their loved ones on her command, has a pretty rough life but not as bad as Alice’s, and in general just never learns any kind of lesson while continuing to do what she always does to the people around her, but in the end everyone always treats her like a delicate and innocent little flower.

As the Love for One's Queen Demands can quickly become utterly comical with random people leaping into the path of the same thing over and over again one at a time if too many people love you.

Literally When can function under a number of contexts. Examples include peacefully walking by someone, sitting behind or near them in a public context, being undetected in a state of stealth, or being 'defeated and helpless' on the ground while biding your time to strike.

It Wasn't A Lie technically works for normal things like persuasion and the like as long as the person initially lies about agreeing with you, whether it's to get you to shut up or out of social nervousness or whatever.

Yes, **Twas Terrorism** technically works on statements that really should not need to be covered up. You can technically fuck with people by making them think that terrorists were responsible for things like eating their sandwich that they left in the fridge, leaving the toilet seat up, or throwing them a surprise birthday party.

I Lived, Unfortunately doesn't make it harder to injure you, it makes it harder for your injuries to kill you. A bullet will still go through your ribs and puncture a lung, but you have a weirdly high chance of surviving it, as well as an unusually fast recovery time. That's recovery time in the sense of how long until you can function again, not how long until the wound heals.

No, This is Perfectly Reasonable Behavior lets you get away with batshit insane or deviant behavior as you go about your duties. At least in the eyes of your superiors and comrades. This doesn't affect unrelated outside observers.

The Will(Spite) to Move Forward(Torture a Highschooler into Shitting Herself) will prevent sources of corruption from swaying you from your goals and convictions, and would let you kill a Queen if you were infected. This isn't to say you won't be affected by said corruption, or that defying it will be pleasant, but you have the willpower (pure fucking spite) to go in the face of it anyways.

You're With the Police, Right? differs from **As the Love for One's Queen Demands** in the sense that you must pre-prepare your sacrificial pawn, but once it's sacrificed the threat goes away instead of continuing to bear down on you until dealt with as in the latter Perk.

The word of **Cool Bug Facts** is law. You may not understand it when you first read it, but hidden in the insect trivia is *something* relevant to your immediate future. It might just be the fact that a given insect is going to be resting on a leaf nearby where you won't even notice it, but still.

An actual fucking job could let you be a teacher or maybe guidance councilor at Himeno's school, if you want to be for some fucking reason? Maybe replace *that* one.

Stable of Bodies can represent a popular public location that you can seamlessly blend into due to your justified presence. If you combine it with **An actual fucking job** then your job might be working there, and you can be a bit higher up on the food chain there. If you want it to be a school you might be a principal instead of a teacher. The advantages of **Stable of Bodies** over just the facility you have access to with **An actual fucking job** is that (in addition to having a large number of people within to do with whatever you can), your moving around is generally unnoticed compared to you being able to move within your jurisdiction but not without impunity.

The Wheel Greasers are only present in one organization of your choice each Jump. If you move organizations they don't follow you, but you can hold off on 'deploying' the item in case you're expecting better employment in the future. If you pick an organization you aren't a part of you have some nice infiltrators.

Jumper Biochemistry Institute is at the cutting edge of whatever level each setting considers the broader scientific community to be at. This is top of the line by conventional standards. If one person is capable of insane sci-fi nonsense in an otherwise mundane setting this institute won't be at that level.

Jumperspia's stupid name can alternatively be "Jumpertopia". Jumper's actual name can take the place of "Jumper" in either case. It will always sound dumb.

If you use **(In)Formal Power** on the U.S. then little Miss Burger Queen is probably still out there, either having taken another country. In any case she's most certainly aware of the state of your nation, if not your exact identity.

If you use **Formal Power** on the U.S. then you two are very well acquainted, you poor thing.

The design philosophy behind the OC Companions follows two schemas: The Race-discounted ones I thought would be funny. The Origin-discounted ones are designed by taking a look at the characters in this Manga, taking note of their appearance and role in the story, finding a second character from another series with similar appearances or roles, and then merging the two. The Companions inspiration are as follows:

- **Wasp Manipulation Prayer:** Pretty much Misaki from Toaru but with a need to make you a harem.
- **MASTER RACE FRANKENSTEIN WASP CONTROL:** That poor officer of the law from this manga after he brain transplanted into the body of Soldier, becoming so much more schizophrenic in the process, then mixed with Francis Edward Dec as a cute girl.
- **Snakes Licking Your Boot:** A mixture of Himeno's main squeeze and her OG bully squad mixed with the Hebijo squad from Senran Kagura.
- **CAUSE I (Don't) FEEEEEEEL:** That other poor cop from this manga who really just wants to go home mixed with the cute pug-faced cop lady from Psycho-Pass.
- **STAR Researcher:** The insane scientist's cute assistant from this manga mixed with Rebecca Chambers from Resident Evil.

- **Every Day it's Just 'Jumper-Sama' This and 'Jumper-Sama' That:** This one is actually just a weird pseudo-Follower based entirely off one particular Soldier Himeno makes.

Weakness of an Insect makes you emotionally prone to both being taken advantage of by social units like Queens and their hives, and engaging in making one if you're capable of it due to emotional dependency on having Soldiers. Combining it with **Allergic to Kindness** is a recipe for infinite pain.

Shitty people from **Damn Insect** and **A Work by Murata** come from all walks of life. If you meet a new group containing enough people, multiple of them will be these people. Bullies and psychopaths made into your Soldiers if you have **Will of the Wasps** will be affected as normal and instantly fold (assuming they're women, which not all will be). In essence you can take care of individual instances of these psychos, but there will *always* be more around the corner

Allergic to Kindness is hell if you have **Will of the Wasps** and actually use it.

It's unknown how Mizu's allergy to kindness would interact with her theoretically being made a Soldier. Similarly, if you took **Allergic to Kindness**, were Female, and got stung into a Soldier, feel free to fanwank how much agony you're in.

Again, if you have **The Logical Response** but are a Soldier (and more so if you're a Queen/King) your mental state will sharply decline into insane self-justifying zealotry to try and cope with your own contradictory state.

The Queen from **It's Over** can be a canon Queen if you wish. Said Queen can even be **Wasp Manipulation Prayer** if you take her. In that case, her intentions obviously aren't hostile towards you, but the situation will still leave a bad taste in your mouth.

Again, **At Least it's not Rape Zombies** doesn't get rid of the three Queens relevant to the plot, it just brings a ton of new Queens into being all over the world and then kills them. Even more will appear periodically somehow. Chaos will reign in all layers of society as they engage in terrorism or use their positions to actively harm their former countrymen, but this (probably) won't get to post-apocalypse levels anytime soon. Just frequent War on Terror situations everywhere forever.

We have literally no fucking idea what the aliens relevant to **First Wasp-tact** are like in any way other than the fact that they were able to create the Red Wasps. If you don't take the Drawback you can assume the aliens will never arrive during your stay.

Into the (Other) Spider-Verse! makes Killing Bites canon, among others. There is no surefire way to predict how the Wasp powers from here will interact with some of the other weird nonsense from there, especially in the case of the very similar 'Queen's Rule' ability from Arachnid. Please save Dino, she is too pure for her fate.

On Companions:
Companions that take the Wasp Origin but not **Will of the Wasps** can be considered Soldiers without a Queen, but will not go insane despite this. They will be impossible to convert by other Queens as a result. Alternatively, if you yourself possessed **Will of the Wasps** you may decide that they begin the Jump as your Soldiers. Their minds may be similarly unchanged with them retaining their prior mental states… or you could interpret otherwise and have the appropriate mental changes take place in them. This may be a good way to get more control over any Companions you're nervous about, or who you wish would be a little more *affectionate* towards you, but that would be a grievous violation of their trust. Not that they'd care after the fact, but hey.

Yes, **Every Day it's Just 'Jumper-Sama' This and 'Jumper-Sama' That** can be your own little sister if you don't have another character in a Jump you want to apply it to. Just be aware of what your household dynamic will look like to outsiders, considering your imouto is plastering walls with images of your face and writing love stories about you in that case.

Now, Wasp and Plot Related Rambling, fuelled entirely by my autism

First of all, how does this shit work?:

Okay, so Red Wasps sting women. Most women become Soldiers who are brainwashed into loving and protecting the wasp above anything and anyone else they used to know and love, but some (believed to have been purposefully chosen by the wasps for this fate) become Queens, who gain the same ability to create Soldiers the Red Wasps do. Both kinds of mutated people obtain a stinger that carries out their roles' functions, Soldiers kill and Queens create more Soldiers.

How does it all work on a more mechanical level? What's actually happening to these people? Oh boy, it's very unfortunate that you care. This manga never goes into truly appreciable detail regarding the matter, and most things are conveyed via analogies to other hive insects in the animal kingdom. Some of the more concrete information given just doesn't track with how things work in real insect species, too. What we do know is that a parasite is *seemingly* not directly implanted in anyone, the Red Wasp (and perhaps their mutated Queens and Soldiers) are the parasites themselves. What they do seem to inject is a mutagenic chemical compound that causes the physiological and psychological changes in the hosts within a matter of seconds of being introduced into their bodies. Yes, the stingers are seemingly mutated from within the body rather than being something implanted via egg and then hatched or matured. If this is correct then the stingers are therefore part of the host, not the parasite, but rather a symptom of having been parasitized. Regarding the chemicals affecting the neurological changes in hosts, they make mention of the "Queen Substance," the chemical compound known as 9-oxodecenoic acid. The Manga claims this produces oxytocin in the brain, and links it to maternity and maternal feelings of the Soldiers for their Queens (despite the fact that the feelings of Soldiers for their Queens seems to veer into a powerful cross section of multiple feelings, romantic love and sexual obsession included). 9-oxodecenoic acid is a real chemical pheromone possessed by queen honey bees, but *in reality* is an inhibitory pheromone

that prevents worker bee ovaries from developing and keeps them sterile when combined with another pheromone they possess. Yeah.

Assorted considerations:

- Soldiers can apparently be identified with blood tests and x-rays.
- It is not known if the stinger is smaller when inside the body, if it takes up much space, or whatever finer nuances are going down with Soldiers' parts down there.
- Soldiers never seem to sting themselves; as a safety, you can consider yourself immune to your own venom if you are one (but not to the venom of other Soldiers, that is explicitly still a concern).
- There is no indication of what happens to the baby when a pregnant woman is stung.
- Awareness and usage of their stingers appears to be instinctual upon Soldiers being stung.
- There is no information on whether the stinger can regenerate if severed.
- The stinger's strength and speed is unknown, but can seemingly slam people hard into walls and move faster than can be reacted to conventionally.
- The exact timescale regarding Soldiers going berserk post-Queen/Wasp death is unclear, as are the mechanics behind it. When Himeno is kidnapped her Soldiers begin to practically frenzy, but a group of them trying to reason that she's still alive point to the fact that they're still sane as a sign that she must be alive, which suggests that Soldiers somehow automatically know/are affected regardless of distance. Or, you know, they're coping hard.
- If operating under the prior assumption and if you have **Will of the Wasp**, decide for yourself how this phenomena interacts with your ability as a Jumper to return/persist in some form after death, assuming you can.

SPECIAL NOTE: This particular note is being edited in after I've pretty much finished everything, all the notes past this point included so keep that in mind when reading all later notes regarding the then-mystery of Soldiers' reproductive abilities. As this is relevant to some of the prior bullet points just above I've decided to include it right here. I've found a tweet by the Author confirming that Wasp-women can get pregnant and give birth, but that they would view the baby as not only secondary to their Queen, but even fellow Soldiers. So yes, you can fuck Soldiers and they can get pregnant, but unless you're their Queen (or 'King' in this case) then both you and the baby you make together aren't just second fiddle to their Queen, but to their fellow slaves too. Unless you yourself are their Queen/King, in which case they'll always prioritize your happiness above the baby you two make together.

On post-Jump infectability:

Now that we're taking this nonsense beyond this world and into your Chain there remains an important question: how does a Queen's stinger interact with the lifeforms of other worlds? Or, more succinctly, "What all can I infect with **Will of the Wasps**?" The very shorthand answer is "Females of the Human race and sufficiently similar adjacent races." My autism-fuelled reasoning is thus:

The Red Wasps, whether you consider them weapons or another kind of tool, are purposefully engineered biological organisms meant to interface with the human body and several of its constituent parts. Things such as the brain are a given, but note that the stinger also takes root in the reproductive system, nesting in the human's womb and ejecting from the vaginal cavity. The concept of these wasps is also introduced via a bug analogy quoting that there exists a specific parasitic wasp for every specific prey species, and you should know well by now that the dominance of random insect trivia is practically a law of physics in this world. In short the primary source of viable Soldiers going forward would be humans found in other settings. This would hold true in most settings, even ones where humans might have special abilities or unique powers. What probably wouldn't work though is a setting where "humans" are only humans in name, truthfully being something like shapeshifting primordial horrors who only mimic the appearance of biology because it's funny or something, and who are so utterly removed from what normal standards could call recognizably human that they may as well only share a name. Similarly, things not called 'humans' in-setting because of minor differences or the general context of the setting may be viable circumstantially if physiologically they're pretty much the same thing. If the difference is purely semantic or merely a single evolutionary change that has left them regarded as a different race in-universe, they should still be similar enough to be converted. Similarly, adjacent races sufficiently alike one another may be viable for cross-infection. Consider the usual biological compatibility between them and humanity for this. Are they extremely morphologically similar? Do they possess the same manner of thinking organ/brain structure ? Because you are definitely not taking control over a cybernetic computer 'brain' just because the shell is made of lab-grown meat. Do they share diseases (and more relevantly, parasites)? Can they breed with one another? This one is very relevant. Remember that the stinger is designed to incorporate itself in the reproductive system. Are they both mundane biological lifeforms? If the answers are all yes and there are no extreme contextual factors or logical reasons why it shouldn't work in spite of those answers, then it probably will.

- An anime 'beastman' who is just a completely normal human but with cat ears? Some hentai elves who are just a bunch of blonde humans with pointy ears? Definitely.
- An anime beastman with more drastic features such as furred claws or other monster girl traits but who is still recognizably human-like? Elves that are similar to humans in many ways, but have great differences such as longer lifespans or strange sleep cycles? It could be either yes or no, so look for other traits on a case-by-case basis such as shared genetic descent down their evolutionary lines or something if you want to push it towards yes.
- A western style beastman who is a hunched-over gnoll-like creature spawned into the world by an ancient curse? "Elves" in a sci-fi setting who evolved on a different planet from humanity with psychic powers and who shit crystals? No way.

Some entities will seem very similar to humans but may be something extremely, horribly different. Try to keep in mind that the Red Wasps are ultimately just a bio-engineered parasite from a seemingly low-power setting. Don't worry, I'm sure you can find plenty of Perks to improve on it until you can sting those sufficiently weird human seeming non-humans. On that note, things get much more complicated (or much simpler) when you bring **"Fabre Once Said"** into the mix**.** It allows you to adapt abilities that normally target specific species to work on your

own species, including any species you may have as an Altform. Combine that with the prior discussion on what constitutes a sufficiently adjacent species for the purposes of cross-infection, and you'll see why every form you can take broadens things drastically. Indeed, with **"Fabre Once Said"** your stinger will adapt to function on others of whatever you are, as well as whatever is similar enough in nature similar to the human-like non-human discussion above.

Note that none of this is taking into account that some individuals you meet in future worlds may possess innate resistances or immunities to mind control, or that future worlds may be more suited to potentially even curing the condition if things like reality rewriting magical nonsense is getting flung around, unless you have means to preventing that.

What exactly are some things that Soldiers have been shown doing for their Queens?: Some examples from throughout the Manga, both minor and major and listed in order of showing. This is a fairly exhaustive list, but technically isn't complete. This is still most of it though, so beware of spoilers you probably don't care about if you've read this far.

- A Soldier physically shoved a bully to her Queen who was her friend away and threatened to kill them if they insulted her Queen. This Soldier was previously the one orchestrating said bullying pre-conversion and did much worse to her now-Queen in the past.
- After the entire bully squad is converted they all go to school packing their food with the intent of giving it to their Queen, and playfully fight over getting to do so.
- A Soldier talks about emotional connections with others, both with other people in her life and to her Queen. She concludes that loving her Queen is more important than herself being loved by anyone else in her life, noting that the feelings of other people who love her don't matter compared to the fact that she loves her Queen, and that she would be emotionally content with cutting them all off for her.
- When a Queen gets called into a meeting with a school counselor her Soldiers gather outside the room just in case, when he propositions her for sex they all immediately kill him.
- When a girl was talking about how said Queen was the last person seen with him before he died and how suspicious that was, a Soldier threatened her with genital mutilation.
- Said Soldiers were willing to turn themselves in to the police in place of their Queen if it came down to it.
- A Soldier lied to the police about her Queen, even when it contradicted the testimony she gave the same officer just two days ago, she then laughed at him and called him crazy. She was the girl that prior to conversion got threatened with genital mutilation two bullet points ago.
- A group of converted highschool girls were all smiles while deciding to prostitute themselves to raise money for their Queen.
- Converted highschool girls gathered en-mass multiple times to either threaten police with death, or to actually just kill them.
- Constantly throughout the manga groups of Soldiers will crowd around their Queen, constantly cooing her name and squealing overly sweet and sappy nice things. Said

Soldiers are touchy feely, often holding onto their queen from behind or resting their head on her desk to just gaze at her while she's eating. In fact, they often just stand around her while she's sitting down doing nothing and just enjoy staring at her for extended periods of time with satisfied smiles on their faces.

- While thinking about apologizing to her Queen, a Soldier realizes that she enjoys fantasizing about doing a naked dogeza for her and licking her shoes/body. The narration implies this is a common instinct across all Soldiers. The thought of it apparently kept said Soldier up all night.
- Soldiers sacrifice themselves in various ways while fighting the police to the death to prevent their Queen from being arrested. One feigned innocence and cowered in the face of officers and used that moment of hesitation on their end to kill the nearest officer, a look of complete focus on her face. Another disguised herself as the Queen to draw as much aggro as possible. Others sprinted straight into a hail of gunfire without flinching, dying by the droves to try and zerg rush the shooters.
- A scientist turned Soldier runs over a police officer she was previously working with when he tried arresting her Queen, before driving away with her.
- Said Soldier before her conversion threw herself in between her mentor/idol and the one who would become her Queen to protect him, which is when she was stung and turned into a Soldier. Later, when said mentor/idol discovered her working against their group to save her Queen, this Soldier drew her stinger and entered an aggressive stance against him. However, due to her logical mind and the situation at the time she knew she needed the mentor's help with protecting her Queen and thus requested his aid instead of killing him.
- A housewife and little girl threatened to murder their husband and father with their stingers looming over him if he didn't comply with their Queen's demands. Said man is at his desk staring at a family photo of the three of them being happy together while they loom over him dispassionately.
- A Soldier deleted all pics of her boyfriend and favorite bands off of her phone to make more room for pictures and videos she took of her Queen just eating food, and referred to them all as 'worthless men'. The narration then goes on to describe COOL BUG FACTS about how beehives deposit male eggs at the edges of the hive so that in the case of food shortages or such things those entire parts of the hive can be physically cut off and dropped, leaving the male eggs and larva to plummet to the ground and die, implying something about how Soldiers instinctually regard men.
- Eventually Himeno established Himenospia and ordered a zero crime tolerance policy. When a railway molester felt a girl up, numerous women in the crowd turned out to be Soldiers and threatened him. They then did the same to several unrelated men who were nearby and had no involvement in the situation, telling them to turn themselves in to the police or 'die in agony' because they didn't stop him first.
- Narration of COOL BUG FACTS suggests that Soldiers will not willingly allow their Queen alone without other Soldiers near her to protect her.
- A Soldier who is a mother calls her daughter her, "Number two in the whole wide world," and when her uninfected daughter asks what she meant by 'number two' said mother starts seemingly masturbating through her clothes with a psychotic smile on her face

while loudly screaming about the moment her Queen stung her and converted her into her Soldier and that she's in love with her.

- An entire group of random women/girls are turned into Soldiers off the streets by a Queen with orders to have sex with her, and they just drop everything and follow her to have an actual orgy centered around her. While they're all nude and practically draping themselves over her on the bed, some are crying in happiness, others are crying begging to be given more orders.
- A young girl presumed to have been stung filled her entire house with posters of her Queen, made a body pillow of her that she cuddles with in bed, and spends her free time writing love-stories about the two of them.
- The older sister of the above joins a human rights activist group and protests Himenospia, wanting her little sister to be unbrainwashed. An unrelated Queen stings her making her a Soldier and gives her an order to, "Lead this group to destruction." She immediately stops talking about saving her sister and starts stripping with a seductive look on her face and guides a man's hand to her breasts. She then begins alleging that all the men just want to get laid and that multiple members of the organization took advantage of her for sex, as well as other things like that other members were funneling group money for personal enjoyment, all of which sends the whole mob into chaos. Dialogue between members of the group suggests she was telling the truth about some of that, but her expression as the whole thing falls apart is her blushing with a blissed out look on her face, all protests on her part for her sister's sake are abandoned.
- In an amusing sequence of events, two rival Queens go out on a date as a gesture of peace, and we see the reactions of their Soldiers that are trailing behind them. One gets violently aggressive about the fact that her Queen is taking someone on a date and reveals that the entire time she (and presumably the other Soldiers) have been actively holding themselves back not to act on their feelings/urges for their Queen so as not to interfere with her private time. The Soldiers of the other Queen see that theirs is actually enjoying her time with the other Queen, and react by screaming such things as, "FUUUUUUUCK!!!" and, "God damn it," while tearing up nearby posters on the walls and just trashing the place in general. Both sets nearly came to blows and exchanged several death threats.
- Narration of COOL BUG FACTS implies that all Soldiers instinctually desire to feed their Queens mouth to mouth.
- The hordes of Soldiers that always crowd around their Queens are shown doing innocuous things so that she never has to work like buying her groceries and carrying them for her. It's revealed that they don't like leaving her alone at her own home and want to continue crowding around her even on her own time back home.
- While it's not the actions of a Soldier, Crazy Science Man explains that Soldiers (of the same Queen) will never fight each other, and that the evolutionary impulses and instincts that motivate a living organism to pass down its genes are altered in them. Specifically, they instinctively prioritize the genes of the Queen over their own, valuing the Queen over their own lives or reproductive qualities/endeavors. In this case, passing the Queen's genes is meant to refer to creating more Soldiers rather than conventional childbirth.

- He also describes that to Soldiers the presence of other Queens and their Soldiers is instinctually viewed as a, “Hindrance for the 'genetic propagation' of one's own Queen,” and regard them as, “An enemy, nothing more.” (this is only tangentially related, but do recall earlier when the protester that wanted to save her sister from one Queen was converted by another Queen. Yeah, RIP that family)
- When discussing the topic of inter-hive warfare assured to destroy their relatively small and underpowered forces and kill them all, a group of Soldiers quietly ruminate on the topic and resolve to fight, one remarking that for her Queen, “I’ll do anything,” in an emotionless matter of fact statement without any concern behind it. Prior narration describes that Soldiers have zero hesitation when the matter is related to protecting their Queen, regardless of cause.
- A hardboiled chain smoking police detective got turned into a Soldier and divulged police operations and internal affairs to her Queen who she was previously trying to stop from brainwashing innocent people.
- When Mizu was falsely suspected of being the traitor but Himeno didn’t want her killed because *she secretly knew she wasn’t the traitor the whole time*, Himeno’s Soldiers beat the absolute shit out of her once she was apprehended. She was fine other than a broken nose when they got her, and then once she’s actually in the prison bus she’s covered in blood, bruises, and cuts and with a swollen everything, meaning they just fucking beat her into the dirt afterwards. *Thanks, Himeno.*
- Wasp-stung Soldiers performed a terrorist bombing that caused 27 deaths and injured over a hundred because their favorite bug died.
- Upon their Queen going missing, some Soldiers threatened to kill some random cops for not knowing where she went.
- Soldiers converted literally just after birth can be made to live a specified lifestyle from birth and will develop solely to fulfill that role, being almost mindless except for throwing themselves into what their Queen desires for them. This was used to create near-mindless supersoldiers.
- It may just be the excessively mentally fucked version of Soldiers presented in the prior bullet, but those Soldiers are shown enjoying being used as meatshields protecting their Queen from a rain of bullets. It’s stated, “(They) do not feel pain. The joy of protecting me intoxicates them.” Their expressions seem to indicate this is entirely true despite being riddled with bullet holes.
- When a male brain was transplanted into a Soldier and slowly corrupted by female body chemistry or some shit, even while he retained most of his freewill his Soldier body refused to go through the actions his brain was sending and kill its former Queen despite his wanting to.
- A group of men who were previously lust-based murderers who, “Derive sexual pleasure from torture, dissection, and killing,” were taken (likely unwillingly) from prison and given (likely forced) sex change surgery and treatment over a year until their hormonal balance was effectively ‘female’ enough to become Soldiers when stung. They were just as in-love with their Queen as usual, rushed to be her support/chair when the ground shaked from an explosion, killed people on her command, and shielded her from bullets with their bodies despite what she’s done to them. (a note on them, their bodies didn’t

seem to mutate to host a stinger, and as alluded to earlier in the Jump you being potentially a male and Wasp has nothing to do with any of that shit, don't worry.)
- A Soldier converted by her daughter after she became a Queen killed her husband and then herself when asked.
- Upon being thanked by their Queen and told that she appreciates their support, a pair of Soldiers began sobbing in happiness and saying they didn't deserve such kindness.

In short, an autistic overview of the mental effects of being turned into a Soldier in case you somehow missed it (and other Queen/Soldier behavioral/mental related notes):

Transformation into a Soldier leaves many aspects of an individual the same as before, but fundamentally changes other core aspects of them as people to better suit their purpose. Many of their instincts which govern both short-term reactions and long-term behavior are overwritten to better fit their roles, with it seeming that in some ways the infected begin to behave more like hive insects than humans. In the face of certain stimuli Soldiers can be observed reacting automatically without conscious thought, essentially moving to protect their Queen like robots or mindless insects. Other times when they have more time to mentally prepare/process what is happening, they act the same way but express themselves more personally and justify it because their altered emotional processes compel them to. Essentially, both unthinking instinctual reactions and 'higher' human emotions are subverted to establish their loyalty to their Queen. After their devotion to the Queen is established they become more strong willed, becoming willing to do essentially anything to protect or serve their Queen, and don't regard hardships, tribulations, or obstacles as anything that should get in the way of that. That means both that they're willing to suffer anything for the Queen's sake, and also have extremely little patience for anyone who fails to live up to that obscene standard. Yeah, sorry human family members.

The changes which seem to motivate these behaviors are numerous. A strong compulsion is present to obey any orders from one's Queen, and doing so produces extreme feelings of happiness that sometimes resembles sexual pleasure and spiritual fulfillment. It is shown to numb pain and fear of death, and the action of doing something for their Queen mentally refreshes them. For this reason Soldiers become happy to throw themselves even at pointless and monotonous tasks, professing that the idea of doing so for their Queen gives them constantly renewing mental strength to continue pointless or painful tasks, making them laborers that enjoy their labor. They're noted to develop strong wills in this regard, being able to commit themselves to any action for their Queen's sake.

Soldiers maintain their prior emotional connections to others, and still love everything/everyone they did prior. They are noted to become more gentle and good-natured to those they already love, and find it easier to bond with others. Notably, these effects are stronger towards other females, and especially those who are converted as fellow Soldiers to the same Queen. In other words, individuals useful to the protection and propagation of the hive. Despite loving everything they previously did and becoming more loving in general, Soldiers love each other more than anyone they did prior, and their Queens more than anything. The nature of this love seems to be a cross-section of multiple kinds, including protective maternal love and an obvious sexual attraction. Most of all, and this is corroborated by multiple

Soldiers, it resembles a strong romantic love. For instance, despite retaining all prior emotional ties, upon being stung by a complete stranger and turned into a Soldier, wives and mothers are shown willing to emotionally manipulate and kill their families to their Queen's benefit and without a shred of remorse. They will similarly place their fellow Soldiers above them as well.

They instinctually, intellectually, and emotionally prioritize their Queen above everything and anyone else in their lives, and feel that their devotion to them is more important than any of their prior emotional connections or beliefs. As such Soldiers become willing to sacrifice any of their prior bonds with people they loved and directly consider their one-sided love for their Queen to be more special, spiritual, and important than any actual mutual love they have with others. Soldiers seem to immediately begin to hate anyone who shows hostility to their Queen and become willing to kill them, and even insulting their Queen turns them immediately from someone's friend to frothing with rage. In the same situation but between loved ones as close as a literal family the Soldier becomes less murderous but emotionlessly disdainful of the insulting family member. Their devotion to their Queen is severe enough for one to kill her husband and commit suicide on their command in a situation where the Queen was not in any danger and simply desired it of them. They will seemingly drop anything to sexually serve them, kill anyone they are asked to (including loved ones and themselves), or carry out any other tasks regardless of personal cost. Soldiers view being infected in a strictly positive and even spiritual light and believe that spreading their Queen's control is moral and correct, and viscerally hate anything or anyone who stands as an obstacle to that. They view any changes their Queen makes to their lifestyles as a good thing and accept it no matter what. They will prostitute themselves to earn their Queen money, betray their previous beliefs and moral codes, and betray their closest family in any capacity if their Queen asks them to, and will be entirely happy with having done so, even being excessively cheerful during the planning stages of such acts.

According to Serena, Soldiers are able to disobey Queens if they truly believe doing so is to the Queen's benefit. Note however that in the only incident of observable defiance no order was actually given, only begging/a request, and the person being begged was a Queen under Himeno's Queen-affecting ability, who seem to retain more individuality/freedom than normal Soldiers anyways.

Morality is dead, and japanese highschoolers killed it.