Chemical Sisters

(Jumpchain)
Version 1.01
Made by Nerevar

At first, this world may look quite similar to the one you came from. At least until the city is attacked by enormous, tentacled creatures known as Lust Monsters. Fortunately, this world also has heroes in the form of three Magical Girls known to the public as the Chemical Sisters, doing their best for world peace.



Will you be joining the team as the fourth member of the Chemical Sisters? Offering them support from the rear by assisting the scientist who formed the team? Trying your luck at opposing the Chemical Sisters as a Lust Monster? Or maybe you're just here to enjoy the view as a bystander.

Whatever role you choose to take, you'll be in this world for ten years. Take these **1000 CP** to prepare yourself.

Location

You will begin this jump right outside the gates of Moegi Elementary School, where the Chemical Sisters attend classes in their secret identities when they aren't out fighting for world peace.

Origins

Any origin may come with memories, connections, and a life lived in this world prior to your insertion or may be taken as Drop-In providing you with no new memories or connections you did not purchase with CP.

Age and sex may be chosen freely for Scientist or Bystander. Magical Girls are exclusively female and whatever their actual age will outwardly appear around 10 years old. Lust Monsters are exclusively male.

Magical Girl (free)
Whether you were originally an ordinary but talented human like Seri, possessed extraordinary abilities like Shion, or were created by the Professor from scratch like Kurara, the Professor has recruited you to join the super team known as the Chemical Sisters to help them defend the world from giant monsters and petty criminals alike.

Scientist (free)
Maybe you're not well suited to fighting on the front lines, but the Chemical Sisters wouldn't be able to do what they do without the support of the Professor. Whether you are assisting the Professor in supporting the Chemical Sisters or striking out on your own, any super team would be lost without someone like you.

Lust Monster (free)
You're not human at all and not even trying to hide that fact. Towering over the treetops and possessing dozens of prehensile tentacles perfect for ensnaring little girls and having your way with them, if the Chemical Sisters can't stop you, there's little hope anyone else in this world will be able to so much as inconvenience you.

Bystander (free)
You might be a classmate, a teacher at the school, or maybe even one of the girls' relatives. Whatever the details, you aren't suited for being involved in the fighting here at all. That isn't to say you're not important, of course. Don't forget that people like you are what the Chemical Sisters are fighting to protect.

Perks

100 CP perks are free to their origin. All other perks are discounted 50% to their origin.

Undiscounted Perks

Chemical Brother? (-400 CP)
Want to be a male Magical Girl or female Lust Monster? Taking this perk allows you to freely select your sex/gender and that of any companions or followers. It also allows you to take and use origins, perks, powers, items, etc. that are exclusive to one sex/gender while being the opposite. You will be allowed to join single sex/gender teams or organizations despite not being the appropriate sex/gender, and no one will raise any issue with this. Finally, anything you have or acquire that works on or targets only one sex/gender can be redirected to target a different sex/gender using this perk. The effects of this perk are not limited to male and female. You want futa, neuter, whatever? You got it.

Magical Girl Perks

Eye Catching (-100 CP)
Like the other members of the team, you are really cute. This is sure to help you out getting romantic attention. When you are in costume, this effect is magnified such that the moment you appear on the scene, all eyes will be on you. Monsters, villains, and other foes will focus their full attention on you to the exclusion of any other possible targets in the area until you've been dealt with. If they want to harm anyone else, they'll have to go through you first.

Dino Strength (-200 CP)
It seems you're not entirely human. Like Kurara, you've been genetically spliced with dinosaur DNA, granting you superhuman strength. You have total control over your strength and are able to effortlessly hold back enough to knock out an opponent without causing them any lasting harm, assuming you were able to knock them out in the first place. Unless you take the Mating Cycle drawback, you won't have the same issues Kurara has to deal with each month.

Psychic Powers (-400 CP)
Like Shion, you have been gifted with potent and flexible telekinetic powers. The applications of these powers are limited only by your imagination and the time you are willing to put in practicing with them. You start off with enough power to restrain a normal human and the ability to perform a basic attack lashing out with the full force of your telekinetic powers to strike an enemy.

DNA Analysis (-600 CP)
Seri is going to be so happy you purchased this so she won't have to be the one to do this vital job every time. When any creature's DNA or equivalent ends up inside your body, you are able to instantly determine everything there is to know about that creature's biology, abilities, strengths, and weaknesses. You may transmit this data to any appropriate device on your person in any format you choose to make it easier to share what you've learned with your allies.

Scientist Perks

Stylish Invention (-100 CP)
Magical Girls don't go into battle in utilitarian body armor and wielding practical weapons. Without sparkly transformation sequences and fancy costumes, what's even the point? Luckily for any team you end up supporting, you have an almost supernatural sense of style, and can effortlessly get the exact visual result you were looking for out of anything you create. Costumes will fit perfectly even if you were just eyeballing the measurements, light shows and other special effects you add in will always look exactly how you imagined in action, and any creatures you may create will come out looking exactly the way you wanted them to. This will not interfere with any functionality of your creations.

Trusted Mentor (-200 CP)
Little girls trust you to an unnatural degree, seeing you as an inspirational figure to look up to. You are particularly capable of convincing young girls to push past their hesitancy to do something they find unpleasant, difficult, frightening, disgusting, or even morally abhorrent. No matter how smart or capable they may otherwise be, it never takes more than a few sentences to convince them to defer to your wisdom and do what you say. Fortunately for them, by deferring to your judgment, they are also shielded from any lasting psychological damage for anything that happens when they are acting under your direction. They may feel guilty, disgusted, afraid, or just really sore in the moment and immediate aftermath, but they understand and accept that whatever it was had to be done and they'll be back to their normal selves in no time.

Master Geneticist (-400 CP)
Maybe you want to create your own Magical Girl from scratch like the Professor did with Kurara. Maybe you feel like the team needs a cute mascot. Maybe you want to try your hand at whipping up your own Lust Monsters. Whatever you intend to do with it, you are now an absolute master of genetic manipulation, able to create custom life forms with traits from any genetic source or equivalent data you might have on hand. This has more in common with comic book super science than it does with anything resembling real world biology, allowing you to do things like giving your creation the strength of an elephant without making them the size of an elephant or splicing in some bird DNA to let your creations fly without bothering to add wings.

Tailored Virus (-600 CP)
Knowledge is power, and this ability is perhaps the ultimate manifestation of that saying. As you learn more about a foe, you are able to rapidly work out ways to tune your abilities and those of your allies to better take advantage of your foe's weaknesses. With enough data about the target, this can even let you and your allies bypass any resistances or immunities they might have.

Lust Monster Perks

Tentacle Kaiju (-100 CP)
Lust Monsters are all enormous tentacled monstrosities, which now includes you. You will receive all the instincts you need in order to use this body as adeptly as your original, and will experience no body dysmorphia. When you are unobserved, this form can be customized and repeatedly re-customized as many times as you like as long as the result is an enormous tentacle monster. After this jump, you may treat this as an alt form, and may continue to make changes to its appearance whenever you are not in this form or are unobserved.

Stealth Kaiju (-200 CP)
You wouldn't think a massive monster taller than most buildings would be particularly stealthy, but somehow people manage to not notice your presence until they're within tentacle grabbing range as long as you don't attack them first. Once you are noticed by someone, the benefits of this perk immediately end and you cannot resume stealth mode until after you've managed to overcome or escape any pursuers by other means. Better make that first strike count.

Monster of the Week (-400 CP)
Even in a hentai series, being a monster going up against a team of Magical Girls almost always ends in the monster's defeat. Fortunately for you, your enemies have a bad habit of celebrating victory before they've managed to confirm the kill against you. If you play dead after taking damage from an enemy, you will have a chance to slink away to nurse your wounds with your foes none the wiser. No matter how many times you do this, they will never catch on and will keep falling for this trick.

What Doesn't Kill Me Makes Me Harder (-600 CP)
After fully healing from any form of damage, your resistance to that form of damage is increased to the point that you will be able to shrug off whatever it was that originally injured you. Over time, you can build up an impressive array of resistances which will make trying to find a weakness a challenge for all but the most creative and resourceful of foes.

Bystander Perks

Why Are You Changing Here? (-100 CP)
You have a peculiar knack for accidentally walking in on attractive girls changing their clothes. This will never lead you to places you aren't supposed to be like someone's bedroom or the wrong locker room, but it may lead you to walk in on someone undressing in a shared bathroom. However, this is most potent when they are changing someplace they shouldn't be such as an empty classroom or a phone booth.

Perfect Memory (-200 CP)
You wouldn't want to end up like Shouma who had his memory erased after the Chemical Sisters pinned him down and worked together to repeatedly make him cum. Fortunately, that isn't a risk for you anymore. Your memory is now perfect, with infinite storage, instant access, complete cross referencing, and of course, completely immune to any form of tampering. You will be aware of attempts at tampering and what specifically they were trying to do so you can play along if you so choose. This perfect memory is also fully retroactive, so any incidents like that you might have been made to forget are now available to you as well. Of course, given the prevalence of rape monsters running around, it isn't impossible you'll find that some parts of your time here are ones you would prefer to forget. To that end, you also have the ability to erase any memory you do not wish to have from your mind. You can later choose to restore any memories so erased if you end up changing your mind, or you can even set a condition or timer for them to be restored.

To Be Protected (-400)
You didn't come here to fight. The job of the heroes is to protect people like you. And so they shall. Whenever you are endangered in any way, any heroic types that would be inclined to help you if they knew you were in danger, will be drawn to your location by a kind of intuition. Whether they'll be able to succeed in saving you is up to them, but they will always arrive in time to try if it is at all possible for them to get there.

In The Middle of the Action (-600)
You came here to watch, and the best place to watch from is often not the safest place to be. After all, to be in position to see the tentacles slip inside a Magical Girl's panties, you'd have to get into tentacle grabbing range yourself. And going in for an even closer look might see you getting in the way of an attack meant for the monster. But now you don't need to worry about any of that. Whenever you start any event as a spectator, you can never be drawn into the action as long as you remain a spectator, no matter how close you get to the action. You will not end up as collateral damage to an attack and you will never end up either distracting or getting in anyone's way. As a side note, no one will ever blame you for not getting involved or for going in for a closer look. After all, who expects an innocent bystander to step in? Of course, the moment you take action to interfere in the outcome of whatever the event is, all protections this perk offers end immediately as far as that encounter is concerned.

Items

100 CP items are free to their origin. All other items are discounted 50% to their origin. You may import similar items at no additional cost, granting your item the abilities described.

Any properties will appear in an appropriate location in this jump. After this jump, any properties may function as warehouse attachments or be inserted into the world on a jump by jump basis.

Magical Girl Items

Chemical Change! (-100 CP)
You wouldn't be much of a Magical Girl without a costume. By calling out the words "Chemical Change", you can summon a very revealing Magical Girl outfit which replaces anything you may have been wearing before, with the exception of your underwear, which will remain visible through the transparent window in the front of the skirt. Calling out Chemical Change again will cause the costume to vanish and your previous clothes to return. The costume has a feature that will make it impossible for anyone to connect your identity while in costume to your identity out of costume, no matter how careless you or your teammates might otherwise be, like calling out one another's real names in the middle of a battle. You do need to be careful not to let anyone see you transform, since this identity protection feature does not work on anyone who sees the transformation happen.

Wrist Communicator (-200 CP)
This fancy wristband has all the functionality of a fully functional Smartphone, with video chat being its default mode for making and receiving calls. Yours never needs to worry about running out of power, has unlimited storage, cannot be traced, and can connect to any communication device in this or future worlds. And, of course, you don't need to pay anything to use any of its features, so that's nice too.

Crimeputer (-400 CP)
One of the hardest parts of getting established as a superhero is finding monsters to fight, crimes to thwart, and disasters to rescue people from. The Professor handles dispatch for the Chemical Sisters, but if you're working independently or just want to keep up the good work in future worlds, this large computer is just what you need. It monitors news reports, police radio bands, and a multitude of other data streams and compiles that data using a set of sophisticated algorithms to determine when there is a situation where you can step in and save the day. The algorithms take into account how quickly you would be able to get on the scene if you hurried as well as whether your particular abilities would be well suited for actually helping with the situation. If you have the Wrist Communicator, you can have the Crimeputer send you an alert whenever it detects such a situation.

Scientist Items

Isolated Laboratory (-100 CP)
This small building, located outside any major settlements and fully equipped with the latest scientific equipment, is the perfect place to pursue your interests that violate the laws of Man and God without having to worry about any interruptions or discovery. No one you do not invite will ever find this place, and should you choose to disinvite someone, they will never be able to find their way back here once they leave.

Restraint Tank (-200 CP)
As long as it is provided an uninterrupted source of power, this fluid filled tank is capable of safely restraining any creature placed inside, regardless of its abilities. While restrained, the subject is rendered unconscious and all of their bodily needs are taken care of. No matter how long the subject is kept in this tank, they will not experience any ill effects from their time spent unconscious inside the tank, such as bed sores or muscle atrophy. Once turned off or unplugged, the tank will automatically open and release its occupant, who will immediately wake. Also included with this item are the blueprints to build more such restraint tanks in case you need more than one at a time.

DNA Archive (-400 CP)
Where did the Professor even get the dinosaur DNA he used to make Kurara? Maybe he borrowed it from you, given that you are now in possession of a database containing the complete genetic sequences of every species that has ever lived. This database will automatically update to include the genetic sequences or equivalent for any species that may exist in future jumps and comes with the same for any worlds you may have visited previously, including your original world.

Lust Monster Items

Hidden Lair (-100 CP)
When you tower over the treetops, most normal apartments are going to feel more than a bit cramped. Fortunately, you have an underground lair that adapts itself to be perfectly comfortable for you regardless of what form you may take. This lair has a number of hidden entrances throughout the city, allowing you to emerge seemingly out of nowhere and slink away to safety if something goes wrong. In future jumps, these hidden entrances will be located throughout a city sized area of your choice.

Regenerative Pool (-200 CP)
Located within your lair, or within any appropriate property of your choice, is a relaxing hot spring. Soaking in its waters will not only relax your body and mind, but it will also vastly accelerate your healing process. A week of soaking in this pool is enough to fully recover from any injury you may have suffered short of death.

Reincarnation Egg (-400 CP)
When you get into fights with Magical Girls on the regular, death is always a risk, so having some insurance is probably a good idea. That's where this large egg comes in. Should you ever die, the egg will hatch, and you will be reborn through it. Your new body will be in perfect condition, and all energy pools and the like will be fully replenished, however, any items or equipment that were on your old body will need to be retrieved by other means. Best to keep this someplace safe.

Bystander Items

Living Arrangements (-100 CP)
You have a small apartment conveniently located in town. The rent and utilities are handled for you and you also receive a small cost of living stipend to handle food, clothing, and other basic necessities.

School Papers (-200 CP)
If you are of school age, or just look it, you may present these papers to the front desk of a suitable school and the staff there will enroll you in classes, no questions asked. If you don't look like you're of school age, presenting these papers to the front desk will instead result in them giving you a job as a teacher at the school. In either case, if the school you present the papers to is one where the main characters of a given jump attend, you will be assigned to their class.

School (-400 CP)
You are now the proud owner of Moegi Elementary School. In addition to providing all its students with a top quality education, this school attracts young girls with extraordinary abilities. In worlds without any supernatural elements, you will get natural geniuses showing up to your school. In worlds where supernatural abilities are more common, a few of the girls coming to your school will possess some of the most powerful abilities. Ideal for recruiting a team of heroes from if you were so inclined.

Companions

Companion Import (-50 CP each or -200 CP for 8)
Each Companion gets 600 CP to spend on Origins, Perks, and Items. Companions may not take Drawbacks.

Canon Companions (free)
If you can convince them to come along, you may take anyone from this world you wish as a companion.

Drawbacks

You may take as many drawbacks as you think you can handle for additional CP. Remember that drawbacks trump perks.

Self Insert (+0 CP)
You may replace a character who matches your origin.

Don't Just Stand There And Watch! (+100 CP)
I hope you're the self-reliant sort, because you aren't going to be able to count on any of your friends or allies when trouble starts. Whenever you are targeted by a foe in any way, your allies will not take any steps to intervene and assist you. They are free to do whatever they want to any foe that is not currently targeting you, and will be able to immediately step in the moment that foe is done with whatever it intended to do to you, but for any foe that is actively targeting you, they'll be able to do nothing but stand there and watch.

Dine and Dash (+100 CP)
The Chemical Sisters don't just fight giant monsters. When Lust Monsters aren't around causing trouble, they also help apprehend ordinary criminals, no matter how petty their crime may be. You will find that during your stay here, whenever you commit any crime, even if there's no way anyone should know about it, the Chemical Sisters will be called in to deal with you. Don't expect leniency from them if you're one of their allies. Being a hero means being held to a higher standard after all. There are three exceptions. Any crimes carried out under the Professor's orders are exempt from this. The Chemical Sisters get one day off a month for Kurara's maintenance, so on that day, you will not be targeted. Finally, should the Chemical Sisters be killed, they will obviously not be able to show up to deal with your criminal behavior.

Full Schedule (+200 CP)
The Chemical Sisters are some of the hardest working Magical Girls out there, to the point that they take only one day off a month, and that is only because Kurara has to undergo "maintenance" at the Professor's lab. For the duration of your stay, you will be just as busy as the Chemical Sisters in whatever your role is. Days off will only ever happen when they are strictly medically necessary, and never simply for the sake of rest and relaxation.

Clutz (+200 CP)
It's perfectly normal when your body is changing as much as yours is to be a little clumsy sometimes. In your case, however, it has the unfortunate tendency to show up when the negative consequences for you would be highest. A macguffin you are sent to retrieve might slip out of your grip, you might trip over a cable providing power to something important, or you might swallow when you meant to spit. This will never be something that can't be fixed, but it will cause hassle, aggravation, and possibly more than a little danger.

Timid (+300 CP)
You lack willpower and conviction, tending to go with the flow, and can be easily talked into or out of almost anything. If you don't want to be taken advantage of, you're going to need friends and allies you can trust to guide you away from bad influences. If you don't want to be taken advantage of…

Mating Cycle (+300 CP)
For one day each month, you will be transformed against your will. Physically, you will grow an extremely flexible reptilian tail as well as a fully functional penis if you didn't already have one. At the same time, a flood of sex hormones will compel you to seek out and mate with any female you see. If not physically restrained from doing so, you will force yourself on her. During this time, you will be possessed of unlimited sexual stamina, and will thus continue to rape your victim until physically pried off them or until the day is up and you transform back into your normal form. After the jump is over, you will be able to invoke this transformation in yourself at will with all the benefits and none of the down sides and be able to end the transformation at any time.

Ending Options

You've survived ten years. If you chose to take a non-Drop-In background, any memories you gained can still be accessed, but a mental filter is applied so they no longer effect your thoughts and actions. All drawbacks go away, and any lingering after effects from the mind effecting drawbacks are scrubbed away. That done, you have one last choice.

Go Home

You return to your original world the same moment you left with everything you've acquired.

Stay

You remain in this world for the rest of your life. Back in your original world, time resumes and those you've left behind will never know what happened to you.

Move On

This world isn't enough for you. You continue on to the next jump, bringing everything you've acquired along with you.

Notes

Thanks

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