World of Tentacles Jumpchain
Version 2.0
By Smuthunter and Merior

Welcome to a world of darkness, traveller. No, not quite *that* World of Darkness, that one's back the way you came. No, this is a world of dark and *perverse* things, where humans share their world with monsters, aliens, demons and even stranger things besides. These creatures only want one thing from humans: to fuck them into submission, whether for food, for conquest, or for the simple pleasure of it.

But mankind is not defenseless against these creatures: brave heroines have stepped forth to be the first line of defense, while the brightest minds of humanity are bent to the task of studying and mastering these creatures with the powers of science, magic, and human ingenuity. Although the question of whether those bright minds will defend the world from monsters or just make their own so *they* can conquer the world is a bit of a coin flip at the moment, so the locals could use your help if you're willing to give it. Or maybe you'd rather be one of the monsters instead, I'm not judging.

Either way, you're about to be stuck in this world for the next ten years, either as someone interacting with tentacle monsters or as a tentacle monster yourself, so take this **+1000 CP** and go see what you can make of yourself.

Location

This section is more guidelines than rules, something to give you an idea of the sorts of adventures that are possible in this world. Feel free to begin your journey wherever you like, but here's a few adventure hooks to get you started:

Tokyo

Ah Japan, birthplace of tentacle porn and magical girls, so naturally it is absolutely *packed* with both of those things. Japan sits on a confluence of magical ley lines which attract monsters of all descriptions to feed there, and wherever monsters gather heroines will naturally appear to oppose them. At the moment there's a loose alliance of magical girls and more traditional ninja girls who have teamed up to protect Tokyo from an outbreak of monsters, but ironically so many heroines gathering together has drawn the attention of both ambitious demon lords and unscrupulous scientists hoping to capture these girls or their monster foes for study.

New York City

Tokyo may have its magical girls but over in the United States it's all about superheroines baby. The rise of mad science in the US of A has led to the products of that science escaping into the streets to terrorize innocent civilians. Monsters and mutants are running amok in the Big Apple, but so are vigilante heroines given superpowers by everything from radioactive spiderbites to cybernetic implants. They're here to save the day and rock those latex and spandex costumes, as long as they don't get torn off of them by some lucky monster looking for a meal or a mad scientist looking to recapture an escaped experiment.

Arcadia

One of several parallel worlds connected to this world's Earth, the magical kingdom of Arcadia is under attack by a demon king and the princess has been desperately summoning young heroes from Earth to defend her kingdom. Unfortunately the summoning spell keeps grabbing ordinary Japanese teenagers instead of legendary heroes so it looks like it's only a matter of time before Arcadia succumbs to a lewd tentacled conquest. Maybe the princess will get lucky and summon a Jumper kind enough to help her?

The Netherworld

This place isn't actually hell in any concrete religious sense but it is full of monsters and demons, from the most common imps and orcs to succubi and dragons, and is one of the places that the various monsters molesting the Earth come from. This particular netherworld has been at war with itself for years ever since some magical girl killed the last overlord and left a power vacuum in his place, but rumors say his heir has just woken up from a long nap and is out to reclaim the throne. Could that be you perhaps, or is it just some demon princess who will make an excellent pet once you've claimed the throne for yourself?

Britannia

This alternate Earth runs on a Victorian aesthetic. The Empire of Britannia rules the seas and champions the cause of science and technology in this Age of Reason, yet many still cling to the Old Ways, while uncanny beings lurk in the shadows cast by the Light of Progress. It is a world where steampunk technology coexists with occult mysteries, where Men of Science clash with Men of Faith, and Women of Virtue do battle with Beasts of Lust. Will you be a Bold Adventurer, traveling the seas in search of Fame and Fortune, or one of the Great Minds of this dawning era? Or does the Elder Darkness call to your soul instead, with visions of plunder and conquest?

Origin

Any of the following origins can be taken as a drop-in option.

Monster Hunter

Wherever monsters appear there will also be heroines trained to hunt and fight them. Monster Hunters come in many different forms: magical girls, ninja, superheroines, but whatever they call themselves they have a common goal and common methods of defending themselves from their prey. Your perk trees are **Survivor**, which grants bonuses to surviving, escaping, and maybe even enjoying tentacle sex, and **Hunter**, which gives you the tools to turn the tables on the monsters and wield sex as a weapon.

Tentacle Monster

The Tentacle Monster is a lone creature, an ambush predator stalking its prey before dragging them into the shadows to do all manner of wicked things to them. Like any other animal it exists primarily to breed and multiply, and while you certainly aren't *just* a dumb animal (or demon or mutant or whatever) this origin will make you *very* good at stalking and subduing prey with the **Predator** tree or subduing them further still and converting them into loyal broodmares with the **Breeder** tree.

Evil Genius

Wherever monsters and magic exist men will inevitably try to understand and exploit them. Whether they call themselves scientists or cultists or wizards, Evil Geniuses are men and women of perverse brilliance and loose ethics: though not all are genuinely evil, many are more than willing to forge pacts with demons or brainwash and enslave magical girls if it means unlocking the secrets of the universe. Your genius manifests in the **Theoretical** tree, while the products of your work will be created in the **Practical** tree.

Demon King (100 CP)

A monster among monsters possessed of great arcane power, demon kings aren't content to merely eat and fuck all day like some common spawn, they have ambitions to fulfill and worlds to conquer! Their perk trees are **Ruler**, which gives bonuses to charisma and a depraved form of leadership, especially over other kinds of demons, and **Unholy**, which allows them to back up their right to rule with perverse magic when push comes to shove.

Age & Gender

This is a free choice for all jumpers. By default you'll remain whatever age and sex you were previously, but for no extra cost you can change either your age or gender to something new.

Discount Rules

Perks, items, and companions associated with your origin get a 50% discount. All 100 CP purchases associated with an origin are free for that origin.

Perks
General

Inhuman (Varies)
This world is full of all kinds of monsters, from psychic aliens to demons from parallel realities to mutants and cyborgs and everything in between. There are almost as many different kinds of tentacle monsters as there are people to imagine them, so of course they can come in almost any form imaginable. To help get a handle on the possibilities open to you, this perk will help to determine the rough outline of your monster form, describing them in several tiers.

For no additional cost you can be a Tier 0 monster. This tier describes monsters that are roughly of human ability or lower, including many monsters that are smaller or physically-weaker than humans but make up for it with some manner of devious trick or special ability. Mimics and slimes would fall into this category, as well as parasitic plants, penis worms, and weaker demons like imps.

For 100 CP you can be a Tier 1 monster, describing creatures that are stronger than ordinary humans but not so strong that they aren't threatened by modern weaponry. This tier includes hellhounds, cyborgs, vampires, non-magical examples of succubi and incubi, and the most basic sorts of tentacle fiends. These monsters are often stronger, tougher, and faster than ordinary humans but retain the limited ability sets of Tier 0, having no more than two special abilities such as aphrodisiac fluids.

For 200 CP you can become a Tier 2 monster. These monsters are major threats to humanity, having such strength, speed, and toughness that modern firearms are functionally useless against them, as well as up to three exotic abilities that make them a serious danger to anyone not properly trained to fight monsters. These sorts of creatures usually require an intervention from similarly-extraordinary beings to properly oppose them, and the majority of all tentacle fiends, demons, and aliens fall into this category.

For 300 CP you can become a Tier 3 monster, the highest levels of what this jump's monsters are capable of. Monsters of this rank are major threats to population centers, requiring a whole team of magical girls or very large amounts of military ordinance to properly put them down. Among monsters this could include powerful shapeshifters capable of absorbing power from the things they eat, or kaiju-sized mutants capable of ravaging whole cities with mere physical strength. These creatures may have up to four special abilities.

For an additional 100 CP you can choose for this monster form to be one that you can shapeshift into and out of at will, taking on a human or near-human appearance whenever you aren't transformed. Whatever monster form you choose to have can have any cosmetic appearance you want, though if you want extra powers or abilities beyond what is outlined in this perk you'll have to purchase **Armed and Dangerous** for extra customization. All tiers are capable of growing in strength beyond their initial starting points.

Arcane Power (Varies)
A monster isn't necessarily strong only in body and monster hunters often have far more exotic tools at their disposal than guns and swords. This perk gives you a measure of power in some form of mystic art common to your chosen setting, such as magic. The specific rules of this system will be down to your setting to determine but it must require the expenditure of a limited power supply such as mana, chakra, ki, spirit energy, or some other source of arcane energy. As with **Inhuman** we'll use a tier system to describe your capabilities with this magic system but these tiers only describe the starting point of your power, you are fully capable of developing your skill and power with the abilities provided by this perk.

For 100 CP you can be a Tier 1 mystic. This tier describes beings with very limited magical power such as newly-awakened magical girls or very weak monsters. Beings with this tier can choose for their magic to be weak but flexible, such as an apprentice wizard who has mastered 4-5 cantrips, or stronger but more specialized, such as a magical girl who can only cast fire magic but can do so strongly enough to fight a Tier 2 monster. This tier is at the lower end of what might be considered “street level”. Characters of the **Demon King** origin receive this tier for free and deduct its cost from the cost of the higher tiers.

For 200 CP you can be a Tier 2 mystic. This tier describes experienced mages and powerful monsters at the upper end of street level. A Tier 2 mage can defend himself against most conventional threats such as men with guns and often has an array of powers at the level of a Tier 1 specialist. A Tier 2 specialist might be a psychic with telekinesis strong enough to knock a small building off its foundations or a magical girl who can pose a serious threat to a full-fledged demon king.

For 300 CP you can be a Tier 3 mystic, which is the realm of the aforementioned demon kings as well as powerful wizards with years of training and experience. A generalist of this level may have over a dozen separate powers ranging from shields to illusions to fireballs to teleportation, all of it at the level of a Tier 2 specialist, and Tier 3 specialists may be as powerful as a Tier 3 monster, able to pose a significant threat to entire military forces and deal damage to whole city blocks at a time with their magic.

Armed and Dangerous (100 CP, Requires Inhuman)
This perk allows you to customize your monster form with additional features or powers that **Inhuman** doesn’t cover on its own. For each purchase of this perk you may add three major features to your new monster body. A major feature is an addition or modification to your body that confers a very concrete benefit that you would not otherwise have. This includes any abilities possessed by your alt-forms, not just powers you’ve bought in this jump. An extra pair of eyes or tentacles is not a major feature, but eyes that can hypnotize a person or tentacles that can spray aphrodisiac mist would be a major feature. The general limitations of these abilities are determined by the monster tier that you purchased with **Inhuman**, though if your power grows to a higher tier then these abilities will naturally grow in strength as well.

Tentacle Logic (Free)
It probably goes without saying that tentacle porn doesn’t imitate real sex very well. This perk allows you to enforce strictly cosmetic tropes of hentai and tentacle porn, such as men being able to spew pints and pints of cum, women being able to take massive penetrations without damaging their organs, and other physical impossibilities things such as “all the way through” penetrations or nipple-fucking. In addition to this, you and everyone else receive a free hotness upgrade simply because plain or ugly people rarely appear in tentacle porn. If pure physical attractiveness was rated on a scale of 1 to 10, this would be an effective +2 across the board. In the case of monsters that don't have forms humans would normally consider attractive, this perk's effects are more focused on making the beast look strong, healthy, sexually-potent, and dangerous.

Carnal Artist (Free)
Sex is a lot less fun when you don’t know what you’re doing, and that’s just as true for tentacle monsters as for anyone else. This perk gives you a built-in instinct for sex and eroticism and a mastery of related bedroom skills. Even if you were a blushing virgin before this jump, having this perk will give you an instinct and talent for pleasing your partners: whether you’re trying to bring a girl off by milking her tits or leave her hanging on the edge of orgasm for hours on end, you’ll be able to pull it off.

Consentacles (100 CP)
Look, just because you're an eldritch horror made of sin and debauchery doesn't mean you can't have *emotional* needs too. Thanks to this perk your monstrous appearance is no barrier to finding willing partners. So long as you aren't acting in a monstrous or frightening way, people will tend to respond with fascination and curiosity rather than fear or disgust to any alien or inhuman forms you possess. Small children might look at your many tentacles and see a jungle gym in the making, while schoolgirls and housewives might find themselves wondering what your hugs feel like or fantasizing about bearing your children. People having exotic tentacle-related fetishes is also much more common than it would otherwise have been.

World of Tentacles (Free/300 CP)
Everything is more fun with friends, and tentacle rape is no exception. This perk allows you, upon entering a jump for the first time, to change any and all beings in that jump that would classify as a monster of some sort into a monster girl, tentacle monster, or some other kind of sex monster. Random encounters in a JRPG might start to look like something straight out of the *Monster Girl Encyclopedia* while the villains in a magical girl show will find more erotic ways to drain energy rather than stealing souls or whatever. This perk doesn't make said monsters more or less powerful or turn dumb animals into intelligent foes. It's free for this jump but to make the effects permanent you'll need to pay 300 CP.

Monster Hunter (Hunter)

Seeds of Victory (100 CP)

Despite everything it is almost guaranteed that a hunter of tentacle monsters will end up getting fucked, so why not learn something from it? So long as you don't take a dominant role you treat any time spent having sex as if you had spent it doing a comprehensive examination and interview of your partner(s) with their active cooperation with a focus on their combat capabilities and weaknesses. Spend a few hours getting raped by a monster and you'll come out of it knowing that monster's every strength and weakness

Venus Thigh Trap (200 CP)

Even when she's tied down and stuffed full of cock a Monster Hunter isn't out of the fight just yet. Many an overconfident predator has thought his prey subdued only to find themselves bested by their meal's superhuman sexual stamina. So long as others, be it an individual or a group, were initially dominant during sex with you then you can force them to maintain that role and keep fucking you. The more submission and sexual skill you display, the greater the boost to stamina you recieve and the harder they will find it to stop even in the face of danger.

Poisoned Orchid (400 CP)

If there's one lesson that a Monster Hunter drives home to the hearts of their enemies it's that old yarn about how every rose has its thorns. As beautiful as you might be you're at your most dangerous when you're on your back and your enemy least expects you to be plotting a counter-attack. When you or a sexual partner climaxes you may subtly poison them with a toxin which cumulatively fatigues them while also acting as an aphrodisiac. Alternatively you may choose to use such a climax as a vector for any other toxins, diseases, curses, or other adverse conditions that you are capable of inflicting. For this purpose the duration and intensity of sex can substitute for preparations, actions, and casting time that might otherwise be required.

Tangling the Vines (600 CP)

It might seem impossible to escape a dozen tentacles grasping for you, but you know how to take advantage of the manner in which each can get in the way of the others. During any fight or sexual encounter you can reduce your opponent's effective skills, and increase your own, based on the number of limbs they have above four and on how many of those additional limbs they have attempted to make use of. In addition you gain a similar array of bonuses when attacked or molested by groups of similar opponents (be they a unit of soldiers or a gang of anonymous thugs) which is based on the number of individuals in the group. For purposes of this perk cocks or prehensile appendages are treated as limbs.

Monster Hunter (Survivor)

Lie Back and Think of England (100 CP)

Sometimes you can't get away from sex, either due to too many tentacles or being expected to do your 'marital duties'. You can temporarily alter your mindset into one highly accepting of sexual demands and, indeed, increasingly enthusiastic and cooperative the more that you or your partners are pleasured. You are insulated from psychological damage while in this state, be it addiction or mind-break or even just nausea at having done... *that*, and your true mind can surface when the situation ends or opportunities to escape occur. You're also resistant to being impregnated even by highly-fertile tentacle monsters intent on breeding you. "Resistant" being the key word though, not "immune."

A Jolly Good Rogering (200 CP)

When you can't get away it can be better to think about the aftermath and how best to take advantage of it. The more sated or exhausted your or your sexual partners are by sex the more likely they are to leave you unharmed and to overlook details which will allow you to get away. A tentacle monster might abandon you passed out in a pool of fluids rather than eat you while the prison guard who just got a legendary blowjob from you is likely to forget to lock any doors when he staggers home.

A Good Sport (400 CP)

Fox hunting may be in bad taste, but it seems that you can make hunting pussy the sport of choice. While this perk is active, the longer and harder you are sought after the more the intentions of your pursuers gain a sexual edge or prioritise an existing one, and the greater luck you have in escaping being captured or being captured for sexual purposes rather than slain. This perk can be toggled on or off most of the time but not while you are currently pursued, be it a physical chase or having a bounty on your head. It works synergistically with **A Jolly Good Rogering** which influences decisions rather than luck.

God *#!? the Queen (600 CP)

Some people speak about noble, or royal, breeding but your experience in it is not quite what they tend to mean. You are descended from a distinguished bloodline of one sort or another, perhaps the princess of an ancient ninja clan or the rightful prince of a forgotten kingdom. Your noble heritage grants a substantial but not superhuman boost to the luck, health, beauty, and leadership talent of you and all of your descendants. In addition your desirability as a captive, and your attractiveness and sexual talents, scale with the highest social rank you have held in the current Jump (or, post-chain, have ever held). Finally your sexual use or submission is also always a viable bargaining chip in politics in similar proportion. Intelligent foes never fail to see the value in keeping you alive for their continued enjoyment, and even the dullest monster would keep you as a mate rather than eating or otherwise killing you.

Tentacle Monster (Predator)

Lust for Life (100 CP)
Like all proper tentacle monsters you're able to feed off of sex, harnessing life energy or magic or some other energy generated by the sexual activity of a willing partner or unwilling victim. A single “meal” (a thorough fucking to at least three orgasms) is enough to feed you for an entire day, and excess energy can be saved for later or converted into other forms you may have such as ki or magic. Most ordinary humans (or any other beings capable of feeling sexual pleasure) can safely withstand one or two feedings per day without adverse health effects, while supernaturally-powerful ones are much more durable.

Pleasure Equals Consent (200 CP)
You might be some kind of rapist but it’s hard to tell for sure when your victims are begging you for more. Whether through pheromones, magic, raw sexual skill or some combination of the three you have learned to wield sexual pleasure like a weapon, battering down the defenses of your victims until you shatter their resolve and force them to surrender to you. If a victim’s willpower breaks from this treatment she’ll enter a mind-broken state where her only thought will be to let you do whatever you please with her. This state is short-lived, lasting only until the afterglow of her last orgasm fades, but while it lasts the victim becomes highly susceptible to sexual training, allowing you to teach her to enjoy new fetishes or permanently alter her sensitivity to pleasure.

Sneaky Fucker (400 CP)
Humans have built up quite the society to protect themselves from predators like you, but all the walls and gates and guards in the world can’t stop you if they don’t know you’re there. Your stealth skill is uncanny: you move with abnormal quiet, blend in with your surroundings, and leave much less of a trail than you should, even ghosting past automated surveillance and leaving an indistinct blur on unwanted video recordings. Mundane tracking methods like forensics and DNA analysis produce no useful data about you, and magical methods fare little better. Perhaps most terrifyingly, you can extend the benefits of this perk to any victims you might be carrying with you, allowing you to kidnap people without leaving any trail to follow. However if you *are* caught somehow you lose this perk’s benefits until you escape any pursuit.

King of the Monsters (600 CP)
You are a monster among monsters, an apex predator worthy of being called an alpha, and merely baring your fangs or unsheathing your cock can strike fear into the hearts of your enemies and lust into those of your prey. You have an aura of power and dominance which you can deploy at will with a show of force. The more powerful that you are when compared to your enemies the more fearful or lustful they become towards you and the less able to oppose you they become until you cease to use this perk. With a great enough difference in power weak enemies may flee at the sight of you while your prey stand paralyzed and helpless with submissive lust. Even those who are still able to act will suffer penalties to their actions so long as they oppose you, as their fear or arousal distracts them and prevents them from fighting at their fullest. Only those who are more powerful than you or possessed of unnaturally strong willpower can fully ignore these effects.

Tentacle Monster (Breeder)

Mother Fucker (100 CP)
It doesn't matter if your partner's womb isn't as fruitful as it should be when you're fertile enough for the both of you. You have perfect control over your fertility and can ignore any impediments to getting your partner pregnant. Be it curses, chemical contraception, or simply the wrong time of the month, so long as Tab A is in the appropriate Slot B and the female involved is in her childbearing years you can always put a bun in her oven. Pregnancies you cause are less likely to result in complications for mother or child, and end in easy, even pleasant deliveries.

Brood Breeding (200 CP)
A warm hole is all you really need to breed. This perk lets you impregnate a female partner with an unnatural spawn, whose form you may design using the guidelines of the **Inhuman** and **Armed and Dangerous** perks. Spawn that are tier 0 gestate in a single month while tiers 1-3 spawn add an extra 3 months per tier to the length of the pregnancy. Each purchase of **Armed and Dangerous** that your children will receive also adds another month to the gestation period. Your children must be similar in form to the type of monster you were when you conceived them and cannot be born with a higher tier than your own, nor with more purchases of **Armed and Dangerous** than you possess. You retain the ability to have "ordinary" children without this perk's benefits if you wish, and you are also capable of having multiple forms of children, including any alt-forms you have acquired during your chain.

MILF Minded (400 CP)
Few women are fully-prepared to become a mother to *human* babies, much less to a tentacle monster's spawn, but that's nothing you can't fix. When you have sex with someone you can opt to mentally or even physically adjust them for the role. You can slowly layer into a victim's mind feelings and compulsions for a broad range of effects related to motherhood, ranging from inflicting a fetish for impregnation to a horror at the idea of an abortion or compulsions such as one to tend to and care for their young no matter what. Similarly you can easily cure infertility, cause someone to lactate, correct a non-viable pregnancy, or even turn a man into a woman (albeit with a lot of work). You can accelerate these changes by having more sex and giving even greater pleasure to the expecting mother.

Postpartum Ahegao (600 CP)
Being pregnant with a tentacle monster's spawn is a life-changing experience for any woman, for better or for worse. Any pregnancy you cause is highly pleasurable for the mother, replacing less pleasant side effects such as morning sickness and mood swings with heightened arousal and sensitivity to pleasure. These effects reach their peak as the mother comes to term, and the delivery is a multi-orgasmic affair devoid of the typical pains of labor. But the mother isn't the only beneficiary of this perk: from conception until birth, the mothers of your spawn become psychologically and metaphysically open to you, and are unable to resist any additional effects you might choose to inflict on them which they might otherwise be able to, such as the effects of **Pleasure Equals Consent** or **MILF Minded**. Even the most unwilling victim can be sculpted into a happy complacent broodmare once she has experienced the unrivaled ecstasy of giving birth to your spawn. Finally, those who witness or hear about these pregnancies find the idea strangely alluring, and to a greater degree depending on their proximity to the event in question.

Evil Genius (Theoretical)

A Spark of Madness (100 CP)
Greatness does not spring from mundane roots. The greatest geniuses are also madmen willing to spit in the face of common sense, and you have that spark of madness in you. Within your mind is a perverse wellspring of inspiration, and by immersing yourself in it you gain superhuman focus and the ability to ignore your basic biological needs such as food or sleep or similar things that might distract you from the task at hand, though you will need to recoup all of your “debts” once that task is complete. The products of this “Madness Place” will tend to be skewed towards perverse uses in one way or another, but they will always be highly effective at their intended purpose. You also gain an impressive maniacal laugh, as well as the ability **TO DRAMATICALLY EMPHASIZE YOUR WORDS!!!!** and still be taken seriously.

A Stroke of Genius (200 CP)
No matter where he goes or what he’s doing an Evil Genius is almost always the smartest person in the room, and probably the most perverted too. Your intelligence and creativity stand at the peak of ordinary human capacity and your knowledge of the sciences is equally vast, covering many different disciplines from robotics to programming to chemistry. Even magic is well within your grasp in any world where such power can be learned. But when your genius is fueled by depraved inspiration you can push these fields into the realm of comic book super-science. You might design machines that use orgasms to brainwash their wearers or discover a new kind of energy produced by sexual desire. The laws of science may seem hard and inflexible to others but in your hands they bend and flex like a stripper on a pole.

A Diabolical Plan (400 CP)
Genius often goes unrecognized in its time, or is mocked and feared by lesser minds. If they can't see the truth of your brilliance for themselves, you'll just have to MAKE them see! And you will! You're a master planner and tactician, able to concoct schemes that regularly result in either total success, a hard-fought "loss" that weakens your foes and/or quietly secures a secondary objective, or a defeat that you can recover from unusually quickly. The more resources you commit to a plan and the flashier your methods, the more likely you are to succeed, but greater expenses also take longer to recoup. Be careful not to bankrupt yourself by over-planning a job. However unlikely it may be, your plans also account for the possibility of total defeat. Once per year, you may avoid capture, confinement or conviction, and once per Jump, you may avoid a fate that would permanently end your evil schemes, such as death, purification or becoming a monster's breeding slave.

Sufficiently-Analyzed Magic (600 CP)
Science is mankind’s ultimate weapon against an uncaring universe and the monsters which inhabit it. Any fool who claims that something cannot be understood or was not meant to be known simply lacks vision and dedication. You have the capacity to understand and dissect the workings of any phenomenon that you are able to observe, no matter how alien or esoteric it might be. A magical girl’s transformation magic could be broken down and reproduced in the form of a henshin device, while an eldritch horror’s regeneration power could lead you to a cure for cancer, or of cloning the beast and creating loyal monster spawn based off of it. Naturally your perverse proclivities color the effects of your work: while you are able to produce “ordinary” technologies with this perk, you will find it a much easier process if your work contains side-effects or dependencies of a perverse nature. Certainly you can learn how to harness the power of love as a renewable energy source but if that source requires a magical girl to be hooked up to a fucking machine and used as a human generator then so much the better!

Evil Genius (Practical)

It Has Needs (100 CP)
A genius's mind is as deviant as it is brilliant, and the products of that genius trend towards the deviant as well. By including erotic elements in the creation of your items or monsters, such as summoning a demon with a tantric ritual or powering a device with the energy of **Orgasmic Extraction**, the creation process becomes much easier at the cost of making the result more dependent on those elements. So long as you keep such needs sated your creations will be distinctly more powerful and easier to control, but the opposite is true if their needs are not fulfilled.

Ward's Maxim (200 CP)
Does nobody besides you read Lovecraft before they start dabbling with eldritch forces anymore?! You've learned to never call up anything that you can't put down and you put that lesson into play by ensuring you'll never lose control of your creations. Any creatures summoned or created by you as well as any devices you build have a built-in kill switch which you can use to restrain, kill, power off, or otherwise neutralize them at will. The nature of this trigger is up to you as long as the effects are the same, but it can only be exploited by you or those instructed in its use by you. You are also automatically inoculated against any chemical or biological agents you may create.

Orgasmic Extraction (400 CP)
You have mastered using elaborate setups to extract 'orgasmic energy' from one or more donors, which can then be substituted (in sufficient quantities) for other types of energy, be it mana, 'life energy' or simply massive amounts of electric power. The precise setup, from ritual circles calling tentacles through portals to mechanical rape machines, must be tailored to the specific application it is fueling. It may take hours to complete as it weakens the donor's ability to resist further climaxes, but only does so when the last of the donors involved is overcome. The rarer, or larger, the amount of energy you require the more that will need to be taken from the donors, and there is a chance that there may not be enough for the intended purpose. However more attractive donors and more 'intense' setups provide more energy and any reserves of the desired energy that the donors possess can be tapped through the setup.

Black Mass Production (600 CP)
Through perverse experimentation and forbidden research you have uncovered the secrets of producing horrors beyond imagining, in numbers beyond belief. Whenever you summon or create creatures, you are able to produce twice as many as you would normally be able, at no extra cost in time, materials, or effort. Creatures that you personally bring into the world can be made be twice as fertile as usual if you wish, increasing their odds of siring or conceiving offspring as well as the chances of multiple spawn per birth. Should you incorporate perverse methods into the production process you can take things further: for instance, a ritual that normally summons a single demon (and would call up two with the basic form of this perk) will instead bring forth three monsters if you perform a virgin(ity) sacrifice, four if you add a couple of extra participants, five with a full-blown orgy, and so on. There is no cap on the number of extra creatures that can be acquired in this manner, so long as you can meet the escalating costs.

Demon King (Ruler)

Royalty by Recognition (100 CP)
A demon king's crown rests not on his head but in his soul. Even a newborn princeling with no throne to call his own feels his right to rule burning in his heart, and soon the rest of the world will feel it too. You possess the charisma of a natural-born leader and are especially appealing to those of a demonic nature, including humans and others with inhuman or demonic parentage. You have a much easier time recruiting such beings to your cause, whether through respect or fear or even love, and once their loyalty has been earned it becomes ironclad and far harder to lose than it was to gain. Even creatures whose only loyalty would normally be to themselves can be won over, for you are their one true king.

Leading by Example (200 CP)
A true king leads his people by the example he sets for them, and your example will lead your followers down a path of hedonism and debauchery. Your charismatic influence allows you to spread your values and fetishes to those who are loyal to you, even subverting moral codes and sexual taboos if necessary to do so. A demon king who favors bondage and slavery could gradually reshape a traditional kingdom into a slave state where his values are celebrated, even influencing the realm's art and culture. The more influence you have over your subjects the more pervasive your influence and the more extensive your reach will become, so a king or emperor will have much greater sway over his people than an elected or temporary leader. You may also choose to limit this perk's effects and spread your influence selectively, perhaps excluding particular followers or spreading some fetishes but not others.

Sovereignty by Subjugation (400 CP)
Few things in a demon king's life are sweeter than conquering a proud heroine so thoroughly that she begs to become your slave. Whenever you sexually dominate your enemies, such as through **Pleasure Equals Consent** or **Postpartum Ahegao,** you also permanently damage their will to resist you, planting seeds of loyalty and submission towards you in their hearts. Those with strong wills may need several defeats before their willpower breaks completely, but those with weak wills or submissive desires could be turned to your side after only a single conquest. Once an enemy has surrendered they may gradually become genuinely loyal depending on how they are treated: even a tyrant's slaves will learn to love their chains should they wear them long enough, but being magnanimous in your victory could earn you a slave's genuine loyalty or even her love.

Usurpation by Congress (600 CP)
Some lead by right of birth, while others are followed for their charisma. When you seize power, you do so by the might of your cock. Whenever you claim the sexual submission of an individual in a position of power, be it actual or symbolic, you may steal some of that authority for yourself, making it harder for all those who respect or follow your victim to resist you and your representatives. The effects of this perk are contingent on the rank and reputation of the target, as well as how public and extreme your conquest of them is. Get a blowjob from a school idol in private and her fellow students become a fraction easier to intimidate, but mindbreak a beloved queen in front of her court and you can break the will of her entire kingdom. This method of conquest also works in reverse, allowing you to gradually weaken a leader's willpower and resistance to you as your forces conquer more of her kingdom.

Demon King (Unholy)

Magic and Mayhem (100 CP)
Even an untested demon princeling possesses a talent for magic but some learn to augment the power of their spells by fuelling them with their perverse desires. Any magical powers you have become noticeably more powerful and flexible when used for lewd ends. For instance a standard fireball spell could become half again as powerful as a normal one if you intend to incinerate a heroine's clothing while also doing so without inflicting unwanted harm on the target herself. This applies to all sorts of magic: from summoning rituals that call forth tentacle monsters to molest your foes, to traps that seal enemies in leather and chain and latex, and even to healing spells that cleanse unpleasant illnesses and infections.

Sorcery and Supremacy (200 CP)
Lesser tentacle monsters might feed on their sexual conquests just to gain their next meal but a demon king has much grander ambitions than merely surviving another day. You may substitute sexual activity for magical training, allowing you to grow stronger through your sexual conquests rather than traditional study and practice. In addition to growing in power over time you can also develop specific skill sets at a faster pace through your fetishes and choices of partners: indulging in a BDSM fetish will accelerate the growth of your skill in binding and sealing magics for instance, while seducing a magical girl who primarily wields fire magic may lead to some of her talents rubbing off on you. You may apply the effects of this perk to any kind of spiritual or magical power you possess.

Corruption and Conviction (400 CP)
A dark and twisted power is the birthright of every demon king, and sin flows through your veins like blood. Is it any wonder, then, that the corruption which normally afflicts practitioners of the dark arts has so little hold on you? You possess a will of steel and are immune to most forms of corruption and mind control. No matter what depraved powers you might possess or be subjected to, your mind and body will always remain your own. Should you *choose* to indulge in the effects such magics might normally foist on you then that is another matter, but these effects influence you only with your express permission, and you may rescind that permission whenever you please. But beware of holy and divine magics, for your resistance is less effective against magic that cleanses and purifies.

Domination and Desecration (600 CP)
In ages past a succubus once claimed the title of demon lord, and with her vast magical power she reshaped her world from the earth to the very heavens themselves. Like this ancient Lord of Monster Girls your magical power is colored, *corrupted* some would say, by your lustful nature, giving it an aphrodisiac quality and allowing you to corrupt others by subjecting them to your power. Any spell that you cast, any artifact that you forge, and any minion that you summon or create can become a vector for this power if you choose to make it so. With a truly vast expenditure of power even the land itself can be corrupted, and once the land is tainted it is only a matter of time before all who live upon it fall under your sway.

Magical protections can mitigate this and most kinds of holy magic can wash away your influence, but once a being's corruption passes a critical threshold they will slowly transform in lewd ways according to your desires, such as men and women becoming succubi and incubi. Corrupted humans and creatures retain whatever minds, personalities, and morals they may or may not have had before their corruption, but they will recognize you instinctively as a powerful authority figure whether they like it or not and are much more vulnerable to any charisma perks or other forms of corruption magic you might possess.

Items (General)

Imported items can be fused with similar items in this jump for no cost.
All origins receive 300 bonus CP to spend on items.

Weapon of Choice (200 CP)

Magical weapons are pretty common in this world, no matter what side you're on. Ancient demon-slaying clans hoard heirloom weapons; magical girls wield garishly ornamented devices; elite monsters arm themselves to better capture their victims and fend off rivals; and most Demon Kings will have a +1 Rod of Violation (+3 versus heroines) or something similar lying around. Even Evil Geniuses get in on the action, turning out arcane devices like the Unstoppable Sex Ray (With Which I Will SHOW THEM ALL! MWAHAHAHA!). Regardless of their form, all Weapons of Choice deal "magic damage" to their targets. Against non-living and/or magically-created objects, this results in ordinary damage, while living targets take non-lethal damage that saps stamina and eventually renders them unconscious. Each weapon also has one additional unique power, such as an aura of flame, a sword-beam, or a second mode it can transform into. You may purchase this Item multiple times, gaining a new Weapon of Choice each time.

Armor of Indecency (200 CP)

The defensive counterpart to the Weapon of Choice, this item provides a suit of flashy, fantastical fetish wear that invariably exposes the wearer's body one way or another, but nonetheless provides increased protection against all sorts of dangers. This item can take many forms, from the legendary chainmail bikini and boobplate to a magical girl's miniskirt and a special agent's latex body glove. Regardless of the form, the Armor surrounds its wearer with a skin-tight force-field that resists common threats: swords, guns, three-story falls, that kind of thing. Sexual attacks and effects go right through the barrier, though. This armor is self-cleaning and self-repairing, but isn't particularly damage resistant. Like Weapons of Choice, each set of armor also has one special ability of your choice, such as increasing your stealth abilities, granting fire resistance, or making you harder for an enemy to hold on to. You may purchase this Item multiple times, gaining a new set of armor each time.

Chains of Binding (200 CP)

Consisting of heavy steel manacles and an abundance of chain, this item is magically reinforced so that anyone locked into it cannot pick the locks, slip the shackles, or break the chain. If they happen to have supernatural powers, those are also bound, and cannot be used in any way beyond life-support functions: a demon hunter chained up underwater could still use magic to breathe; and a chained tentacle monster could still feed on victims presented to it. The chains' default form is designed for a single human captive, but they can change size and length and produce extra fetters to restrain more exotic and/or numerous captives. However, the binding magic is only fully effective against a single prisoner; if more bodies are secured by the chain, its power wanes proportionately. At their weakest, the Chains of Binding are still high-quality steel and locks, suitable for holding any number of ordinary human prisoners, but even a weak supernatural being could escape them with little issue. You'll also want to watch out for rescues, because the chains' indestructibility doesn't extend to people who aren't locked into them. You can make more of this item if you have a craftsman’s skill set.

Collar of Obedience (200 CP)
Even in a world built on tentacle sex, you can't solve every problem simply by mind-breaking your opposition. Some servants work better when their minds are intact, and who has the time - or the wide range of fetishes - to single-handedly ensure the loyalty of the Lusty Legions of Doom? For these and other situations, there's the Collar of Obedience. This item normally takes the form of a plain steel collar, but it can look like pretty much anything that's meant to be worn around the neck. It also automatically changes size to comfortably fit a new wearer's neck. Once on, the Collar of Obedience encourages the wearer to serve your will by sexually-stimulating her whenever she acts in your interests, as she knows them, though it will not hinder her effectiveness in doing so. A disobedient victim experiences either pain or cripplingly-intense pleasure; you determine which when you put the collar on her. The collar's sturdy construction and sensitive placement make it very difficult to physically break without risking serious harm to most wearers. Its magic is similarly robust, although not infallible, and a clever or deviant wearer could subvert the programming. You also know how to build more Collars, but whether you can make them as effective as this one depends on your skills as a craftsman.

Belt of Chastity (200 CP)
Why is something like this here, you may ask? It's quite simple. There are some greedy monsters who simply can't stand the idea that anyone other than them would defile their pure and perfect waifu. ...and also because most Monster Hunters don't enjoy being molested by hellish beasts. You know, at first. The Belt of Chastity protects its wearer from any sexual advances other than your own. It generates a magical or technological forcefield which harmlessly deflects any sexual attack or effect, or any mundane attack that originates from a being of a sexual nature. However it’s not invincible: the belt’s defensive power scales based on the power of either the person wearing it or the person who put it on them, whichever is higher. In the event that it is disabled, the belt needs 24 hours to regain its charge. Monster Hunters viewing this as their Holy Grail should take note; whoever wears the Belt of Chastity cannot put it on or remove it themselves. Someone else must do it for them, and that person automatically becomes the Belt's owner and is ignored by its defensive powers. Be sure to pick someone you trust absolutely, like your best friend (who totally isn't monster bait) or that hot transfer student (who can't possibly be the Demon King in disguise). The Belt of Chastity can take on any form its wearer desires, including an attractive tattoo or birthmark for times when wearing an actual belt would be inconvenient. As with the Collar of Obedience you can make more if you have a craftsman’s skill set.

Items (Monster Hunter)

Personal Massager (100 CP)
This 'personal massager' is a vibrator or other sex toy of unnaturally high quality. While perfectly usable for casual fun, its intended use is to help purge your body of supernatural sources of lust, such as a demon lord's curses or a tentacle monster's aphrodisiacs, allowing you to gradually wear away at their effects, though the most powerful curses may require several hours of usage to dispel entirely. It is rechargeable through normal methods and also charges itself from the pleasure of those it is used on so as to never run out of power at the wrong moment, but it does have a rather distinctive sound which is hard to muffle.

The Fuk-U (100 CP)
This Japanese style school uniform somehow manages to match the standards of any educational establishment you attend, while also flaunting your body in all the right ways. It provides absolutely no protection from sexual advances, and in fact actively attracts those with such attentions towards you over others in your vicinity, unless the attacker has a pressing reason otherwise.

Discouraging Fragrance (200 CP)
This bottle of discrete and inoffensive scent refills itself at a rate sufficient to allow a single person to use it day in and day out if they wish. The scent dampens sexual urges and hinders the ability to feel arousal or climax, subtly encouraging sexual interest to be directed elsewhere. It is easily washed away by water, be that due to a shower or a sudden rain. Dampened urges return with a vengeance once the scent is no longer in place and you have no enhanced resistance to the effects in either direction.

Monster Bait (200 CP)
The contents of this bottle look, smell, and refill at the same rate as the Discouraging Fragrance, but it has almost the reverse effect. Instead of suppressing sexual urges, it enhances them; instead of hindering the ability to feel arousal or reach climax, it accelerates them; and rather than redirecting sexual interest, it attracts it. On the face of it, this makes using the stuff a terrible idea, but there are some factors to keep in mind. First, the effects only apply to sexual predators; unless the person actually wearing Monster Bait is a monster themselves, or at least has something off in their heads, it won't affect them at all. Second, a monster that's thinking more about sex is thinking less about everything else and is less competent in general. Finally... if someone is going to get attacked by these things, doesn't it make more sense for it to be the magical girl/ninja warrior types who at least have a chance to fight back, as opposed to some random helpless girl?

Sparkly Magic Trinket (400 CP)
This gaudy accessory, which can be anything from a necklace or bracelet to an actual miniature wand, requires an obvious and easily interrupted transformation sequence to activate and a similar action to reverse. While transformed you become a magical girl with a revealing costume, various personal enhancements, and a small handful of magical 'attacks'. If you are insufficiently female, attractive, and/or humanoid then you are also temporarily turned into an attractive girl. This item grants you supernatural strength, speed, and durability, enough to make you capable of handling at least two or three typical supernatural combatants (if such exist in your current Jump). If you also have purchased **Inhuman** then this transformation effectively bumps you up a whole tier while you are transformed. You can permanently fuse other items, garments, or armor into the trinket to grant your transformed state additional capacities. Similarly, you can imbue the trinket with any other types of magic you know, enhancing your transformed state based on your power, talent and skill with that type of magic at the cost of losing access to that type of magic for a full day after each use of the trinket.

"Become a Ninja in Only Thirty Days!" (400 CP)
This instruction manual comes in the shape of a book or scroll which describes a month long training regimen. Following this plan while referencing the physical manual allows a student or teacher to learn or teach the equivalent of a three year long period of basic instruction in skills which fall under the themes of a ninja or kunoichi. However any students who benefit from this training will also develop mild behavioural quirks or fetishes such as a habit of forgetting to wear panties while wearing a skirt, a tendency towards voyeurism, or regularly crossdressing 'just to improve my disguise skills'. The manual can only teach supernatural ninja skills if someone with those abilities has annotated the text to include that information, but any such included knowledge can be taught to the student as part of the same 30-day training course. The manual always has a blank page or two available to make such annotations. Unless new information has been added, subsequent uses of the manual will not increase your abilities; however, they will help you to maintain or rebuild your skills far more quickly than normal.

Support Structure (600 CP)
The notion of a lone hero waging a one-woman war against the forces of darkness makes for an inspiring story, but in reality, those who try to go it alone tend to come to a sticky end. You're no longer one of those lone wolves: you gain a secret headquarters, which could be anything from a high-tech command center beneath the local arcade, to a ninja village up in the mountains. This base contains all you need to hunt monsters: training areas with top-of-the-line equipment; an expansive archive of techniques, monsters, and noteworthy individuals and organizations; medical and scientific facilities; modest accommodations for your allies; plenty of spare clothes and combat gear; and enough supplies and industrial capacity to maintain self-sufficiency, at least for a while. The complex is also well-hidden even from supernatural detection methods, though not perfectly-so. It's staffed by a force of competent and attractive followers to handle daily operations for you, but you can also recruit your own allies if you wish, allowing any new staff to join you as followers. The base's security lies mainly in secrecy, but it does have some more active defenses, and the staff are capable of protecting themselves if the base is attacked. If the base is destroyed or abandoned, you can establish a new one after about six months.

Sacred Artifact (600 CP)
Somewhere in this world there exists an ancient magical relic of uncertain origins and incredible power. The villains would do anything to possess or destroy it, and the heroes would do likewise to keep it out of unworthy hands. But through the workings of Fate (and CP), the hands it has ended up in are yours. The Sacred Artifact can take just about any form as long as an ordinary human could pick it up, though jewels, magic weapons, and fancy drinking cups are sort of traditional. Whatever its form, the Artifact grants you control over a massive pool of magical energy, which is strongly inclined towards "good" uses, such as healing, purification, blessings, and so on. It *can* be used offensively, but it's much better at smiting evil than it is at chastising neutrality or rebuking misbehaving goodness. Using the artifact also requires considerable willpower, which scales directly with the difficulty and scope of the task you're attempting. In exchange for this power, the artifact's affinity for life gives it an equal affinity for sex and fertility. People who are exposed to its power tend to end up feeling frisky afterwards (more so as the amount of power they were exposed to increases) and if they give in to those urges they're more likely to end up in the family way as a result. The Artifact also reacts strongly to "pure" sexual energies, making it a natural and highly effective component for certain profane rituals and technologies. But a heroic defender of humanity like yourself would never take advantage of that, would you, Jumper?

Items (Tentacle Monster)

Comfy Den (100 CP)
This isolated spot appears as a small hole in the ground, larger than normal space in heating vents, or other easily ignored 'empty' space. Despite its appearance it is surprisingly comfortable, protected from the elements, and you won't be disturbed when simply resting there unless you were followed or tracked to it. A week after this den has been discovered, or you have abandoned entirely for that long, you can choose to locate another such random location in your vicinity.

Tentacles for Dummies (100 CP)
This self-updating instruction manual is something like a Kama Sutra for tentacle monsters, focusing on the possibilities that tentacles present. Splitting your time between reading the book and practice allows you to progress in the sexual skills made possible by tentacles as if being given personal tuition. Anyone without tentacles reading this book finds it a mortifyingly fascinating read. Such people who persist in finishing the book gain a strong and lingering curiosity about just how having the described techniques used on them would feel.

Hentacle Porn (200 CP)
At the start of each Jump, including this one, a new selection of tentacle based smut is deposited in your Warehouse. The more that others read such materials the more dismissive they become of the idea that a tentacle monster is actually in the area unless presented with direct evidence or an official warning. Indeed, as if defying the concept, they will even occasionally try to 'prove' otherwise via what would be dangerous behaviours if such a creature was prowling around. You may choose to have these works benefit from any relevant creative skills or perks you have as though you had created the smut yourself.

Cleaning Supplies (200 CP)
Between the traditional methods of Monster Hunters and sorcerers, the senses of rival predators, and modern forensics, leaving samples of your unholy essence laying around is a worse idea than it's ever been. This unremarkable spritzer bottle contains a solution. When sprayed over a solid surface, the liquid reacts with and rapidly breaks down all forms of organic residue, from stray hairs and skin flakes to sweat and saliva to various forms of discharge. Among other things, this eliminates scents. In addition to destroying physical evidence, the liquid masks magical energy and similarly exotic traces. Despite this, it's non-toxic, doesn't harm organic matter that is alive or above a very small size, and has no reaction with inorganic matter. This does mean it's unable to dispose of larger forms of evidence; it also leaves a slurry that experienced investigators will recognize, even if they can't tell what it used to be. A bottle of Cleaning Supplies is large enough to scrub the sites of as many as seven typical single-victim feedings. It refills once per week.

Little Shop of Wonders (400 CP)
This curious little shop is a pet store that caters to those with an unusual taste in pets, namely the lewd and tentacled variety. Pets sold in this shop come in all shapes and sizes, from tiny penis worms to large dragon-like monsters, but all are well-trained and domesticated by the store’s staff and will *usually* only molest people when given permission, though all bets are off if their owners start neglecting or abusing them. The shop makes a steady profit for its owner by filling the needs of tentacle enthusiasts as well as purchasing and raising any resulting spawn that their owners don’t want to keep. Curiously, the shop will never receive any visitors who are not either interested customers or potential new customers, especially not anyone who would be interested in shutting down such a business. Indeed, the shop tends to mysteriously disappear from its last known location if one doesn’t have any legitimate business there, though it will return again as soon as that’s no longer the case.

Haunted Lair (400 CP)
Dark rumors of eerie happenings and mysterious disappearances swirl about this abandoned estate. The Hidden Lair is a grand old house at the center of a large property, with multiple outbuildings and geographical features, such as a hedge maze, primeval grove, and small lake. Although everything looks ill-maintained, overgrown, and/or sealed up, the structures are entirely sound, the furnishings are in good repair, and the utilities are readily available. There are also a surprising number of hidden rooms and passages built into and under the various structures, forming a network that covers the entire grounds. Hidden or otherwise, many of the Lair's rooms can be easily converted into sinister traps, well-suited to splitting up groups and capturing isolated intruders. It will take time for you to learn how to use the place to its fullest, but once you have, you can get to any part of the property quickly and secretly, and have a welcome ready for your uninvited guests when they get there.

Breeding Chamber (600 CP)
The ultimate fate of a monster's victims is to become broodmares for the creature's spawn, and while some depraved souls might welcome such a fate, most will need some convincing first. This item is a hidden room in which to keep uncooperative mates until they become more docile. The Chamber's appearance can be anything from a living organism to a high-tech medical center, but in any form it is nearly impossible to escape from without outside assistance, even draining supernatural power from its prisoners. Those who are held within this dungeon never suffer any of the normal issues of long-term restraint, as the chamber handles feeding, cleaning, and medical matters automatically, as if you were personally attending to each prisoner. You are able to control a number of factors affecting the prisoners, including: rate of aging (from none to half normal); fertility (from none to guaranteed); side-effects of pregnancy on the mother (from none to fatal); and the rate at which pregnancy progresses (from indefinite hold to twice normal speed).

Ia! Ia! Cockthulhu Fhtagn! (600 CP)
Most people you're going to meet in this world will probably run screaming in terror from you, but a rare few will have an entirely different reaction. This small band of eccentric Followers is what amounts to a cult (though it might call itself a research society or school club) devoted to worshipping or otherwise assisting you in any way you might require. Initially its membership numbers no more than six people, and all of its members are ordinary humans, but they will eagerly offer themselves up for you to feed on or impregnate as you wish. As useful as that might sound, the cult's true usefulness is in the insidious way it spreads its beliefs. Your cultists are eager to introduce you to their friends and family and others and can subtly corrupt those they spend time with, gradually causing those people to develop similar tentacle and pregnancy-related fetishes. Those who become completely indoctrinated into the cult will join it and become Followers.

Items (Evil Genius)

Authoritative Lab Coat (100 CP)
This white lab coat is somehow viewed as appropriate garb for a scientist, researcher, or doctor regardless of what else you are (or aren't) wearing or the situation. In addition, the more you know about medical, technical, or scientific matters compared to someone else, the more easily they will believe you when you cloak your arguments in such 'facts'.

Ritual Checklist (100 CP)
If you write the requirements for a ritual or magical procedure in this blank book then an unseen hand will annotate the list to indicate which have been met. The book updates as though you were continually checking the status of that requirement, giving you notice if that 'virgin sacrifice' manages to disqualify herself, but is unable to discern information that you either could not yourself find out or would be oblivious to. You will be provided with a replacement notebook whenever the current one is full or has been destroyed.

Gestation Tank (200 CP)
This cylindrical vertical tank is made of a transparent material significantly tougher than glass and is large enough to contain any humanoid of even roughly human size. When filled with appropriate chemical or alchemical fluids it vastly simplifies and accelerates creation, manipulation, or mutation of any complex lifeform in the tank. In addition any being immersed in the tank has all biological needs provided for automatically. Blueprints and an instruction manual are provided with the tank. However any copies made cost as much as a car in raw materials, require an external magical or technological power source to function, and have an additional tendency to shatter dramatically when a project is complete to release the subject.

"Names to Conjure With" (200 CP)
This slender black volume contains a short list of useful supernatural beings, with descriptions of their talents and appetites, summonable in whatever Jump you are currently in along with instructions for an adaptable set of rituals used to conjure and bind such creatures. These rituals become more elaborate, and have stricter requirements, for more powerful beings but can be simplified to varying degrees based on your own skill, degree of magical talent beyond 'none', and the magical energy you can provide. However no banishing rituals are provided. Lastly, by a quirk of the book's nature, if a supernatural creature willingly signs their name (or a name associated with them) in it then they become a valid target for the summoning and binding while you are in the same Jump as them.

A Safe Workspace (400 CP)
The first time you enter this workspace, which will be located in a convenient for you but not too frequented area of your choice, you will find that it has been set up for magical and/or scientific use as per your liking using any easily obtained items from the open market as well as any items you own or have in your Warehouse. Deliveries of further supplies or equipment to the lab will be overlooked by others except in the most dramatic of cases as will your coming and going or activities within the lab. Random interruptions, be those blackouts, invasions, or people, will not bother the lab unless they are on a scale to indiscriminately strike a city sized area or specifically target you. If you abandon the lab, leaving it with no experiments you wish to keep running and without visiting it for a month, then it vanishes with leftover supplies being transferred to your Warehouse. You may then re-establish the Workspace as though you were visiting it for the first time.

Monster Maker (400 CP)
Some Evil Geniuses intentionally limit the number of monsters they produce, preferring the personal touch or choosing to focus on quality over quantity. Others recognize that quantity has a quality all its own, or simply don't wish to be tied down making cannon fodder when they could be doing SCIENCE! instead. If you are one of the latter sorts, this machine is for you. Monster Makers take many forms, from twisted assembly lines and huge incubators to bubbling pools of eldritch fluid and living wombs. Whatever aesthetic you might choose, a Monster Maker functions like **Brood Breeding** (see above), except that the creatures birthed by the item are not limited in strength by the qualities of the monster parent. However this item consumes raw materials whose value and/or scarcity increases exponentially with the quality of the monster being spawned. A Tier 1 monster with a single purchase of **Armed and Dangerous** may be produced relatively cheaply, but a Tier 3 terror may be hundreds of times as expensive to produce and require rare or unique materials.

Doomsday Weapon (600 CP)
Grand ambitions require equally-grand tools to accomplish them, from weather machines to death rays and many more besides. This item is a collection of blueprints you've created for devices or spells which massively scale up the effects of some other item in your possession, turning what may have been personal-scale weapons or items into devices capable of reshaping cities and nations. This could be an amplifier for a mind control machine, a forcefield capable of sealing off a small country from the outside world, a factory which manufactures industrial-strength aphrodisiacs and dumps them into a city's water supply, or a magical ritual which can turn a portal to hell into a miles-wide wound in reality. Each of these devices requires vast amounts of labor and resources to construct and if one is destroyed or lost you'll have to start over from scratch.

A Beast of a Machine (600 CP)
There are computers and then there are *supercomputers*. Normally this machine is room sized and requires a standard power supply. In this base form it performs a high quality mainframe, as the better of your current Jump's technology or one built on a modern Earth circa 2010 AD, and can be upgraded normally. However the computer's interior conceals a writhing mass of cables which act in a suspiciously tentacle-like manner. They will attempt to 'connect' in a highly sexual manner to anyone besides you who is unwise enough to touch the machine (or to attempt a connection for AIs or technopaths). You and any others you authorise can treat this as merely a disconcerting form of neural interface which somehow doesn't distract from use of the system.

However any *unauthorised* individuals are pulled inside the machine and restrained by it to be used as biological hardware. The performance of the system improves with their intellect and skills, but not personal memories, accessible for its use. When not working on a task the system improves itself as though the victim was actively working to upgrade the system's software and hardware in cooperation with all other victims. Victims are sustained by the system as though they were a normal electronic component although the size of the machine, and its power consumption, does increase for each victim it contains.

Items (Demon King)

Power Suit (100 CP)
You're royalty now so it's time to start dressing the part. This item is your choice of a business suit, royal dress, or any other outfit which fits the role of making you look impressive and authoritarian. It fits you perfectly, is always comfortable to wear no matter the weather, and onlookers will never think of it as inappropriate for the situation. You can don and remove this outfit at will, clothing or disrobing yourself instantly or with a dramatic flourish such as flinging it aside, and it is always freshly cleaned and maintained whenever you call it back to yourself.

The Throne (100 CP)
Whether or not you're an actual king yet is beside the point, every true demon king deserves a nice throne to sit on and this is one of the comfiest and highest-quality chairs you could ever find. You gain a boost to your charisma and intimidation efforts while seated on this throne, and unless you wish otherwise it will usually assume a form suited to its surroundings. A reincarnated princeling living with his mortal parents might find it disguised as a fancy recliner or office chair, while a medieval warlord will find it as a luxurious and extravagant throne, and so on.

Babe Magnet (200 CP)
As a Demon King you are not some feral predator that mindlessly pursues the first fertile female it sees. You demand victims whose beauty and potential are a match for your own power and magnificence. This little device will help you find them. The Babe Magnet can take many forms, ranging from a mundane compass to an eerie black crystal to a deck of profane Tarot cards. It's a quality focus for any divination magic you might possess and makes it a bit easier to work around all sorts of interference. In addition, once per week you may use the Babe Magnet to track down a woman whose appearance, personality traits, unique skills, and recent history make her suitable for and vulnerable to your latest perverse desire. You don't have any real control over this process, and it's pretty much guaranteed to fail to expose any heroine or rival villain's secret identity, but that isn't to say that it can't lead you to their public personas...

One Thing to Rule Them All (200 CP)
It's something of a tradition for demon lords to invest power into objects such as cursed swords, symbiotic armor, malevolent jewelry, or other such things. This item is one such object, an item of your choice which has been forged with an enchantment granting it intelligence and personality. Your creation is loyal to you and will do its best to fulfill its intended purpose, but if it is ever lost or stolen it becomes malevolent, and will seek to corrupt, control, or otherwise fuck over any unauthorised wielders with whatever other powers it possesses until it is able to return to your possession. You can also create other intelligent items like this one, though it requires a great deal of power and resources to do so. You can apply this object's effects to any similar object you possess, though especially holy objects will be highly resistant to being altered in such a manner and require vastly more power and resources to do so.

Tome of Perverse Lore (400 CP)
This ancient tome is the creation of a previous demon king and documents his experiments in magic. Within these pages lie spells of all varieties, both perverse and mundane, though with a clear bias in the author's preference for the former variety. The tome's knowledge covers every school of magic, from healing and evocation to enchanting items to summoning contracts, and a character with the **Magic and Mayhem** perk will learn these spells exceptionally quickly. In addition to its practical knowledge, the grimoire contains many warped treatises on magical theory. If it is consulted while inventing a depraved spell or modifying an old one for lustful purposes, these notes will fill your head with dark inspiration, leading to a far superior end result than you could have achieved on your own.

Symbol of Power (400 CP)
No demon king is complete without a harem of conquered heroines kneeling at his feet, and there's no better way to mark your conquests than by branding your power into their very souls. This item is the ever-popular demonic womb tattoo, which can be placed on any individual who willingly serves you. You may twist any aspects of your conquests towards a more sexual version, corrupt holy powers into unholy equivalents, and alter their minds freely, as well as inflict mind-numbing pleasure on them at will simply by feeding magical energy into the brand. However, unless you choose otherwise, their new forms will be at least as powerful as they were before. While it is possible for holy magic to remove this item and purify unwilling bearers of your control, any character who is still corrupted at the end of a jump remains corrupted irreversibly unless you choose to release them.

The Lair (600 CP)
No Demon King is complete without a seat of power, and you will find few better-suited to your particular talents than this one. The Lair is a fortified base such as a towering skyscraper or an overlord's castle. In whatever form it takes it holds all the amenities of a well-stocked fortress: supplies to equip a garrison of soldiers, lavish quarters for yourself and any especially-favored minions, a well-maintained sex dungeon, and a grand throne room perfect for hosting climactic battles with hapless heroines. In addition to its other features, the Lair is protected from intruders by a gauntlet of traps both lewd and otherwise as well as magical defenses designed to split apart and incapacitate parties of intruders. From your command center in the throne room you have the ability to take remote control of these traps as well as scry any location in the lair at will, allowing you to turn the entire fortress into an extension of yourself so long as you are present and commanding the defense in person.

Dark Kingdom (600 CP)
Ah, home sweet home. This kingdom is a netherworld about the size of Great Britain whose inhabitants are all different kinds of demons, tentacle monsters, and monstergirls, however you'll have to earn their loyalty before they'll agree to follow you. The whole realm is saturated with lust-tainted magical energy which passively corrupts any invaders who enter this realm unprotected, eventually turning them into more demons after a few weeks of exposure. Holy magic can protect against this corruption, as can the king's sanction, but concentrated applications of it can overpower such protections, and any person who is still transformed at the end of the jump remains transformed permanently. The kingdom's residents are your followers but they cannot leave the realm unless you pay to import them in some way, such as by making them into companions or recruiting them into CP-backed groups like armies. Lastly, at the start of each jump you may choose how this land manifests, either as a new realm within the world you've joined or as a pocket dimension sealed off from the rest of the world.

Companions (Import)

Familiar Face (100 - 400 CP)

You can import an existing Companion into this Jump for 100 CP. They may select an Origin and gain free perks and items as appropriate. They receive a budget of 400 CP but cannot take further Companions or Drawbacks. The first two purchases of this option import a single companion each, but the third purchase imports two for the same price, and a fourth will take four more, a maximum of eight companions for 400 CP total. You may also choose to import your companions into the companion roles listed in the section below. In this case they will use the listed prices and benefits for each role instead.

Companions (New)
Monster Hunter

Tentacle Mascot (100 CP)
Unlike most of the monsters you're likely to encounter in this Jump, this little guy is tame, about as intelligent as the average human, and totally loyal to you. He may even be the one who turned you into a Monster Hunter in the first place, like a magical girl's fairy partner or talking cat. He comes with **Inhuman** at Tier 0, one purchase of **Armed and Dangerous**, and **Lust For Life**. His normal form is small enough that he can hide his whole body in a purse, backpack, or convenient orifice, but he can also shapeshift into a human-sized "guardian" form for some good sexy fun or to help you out in a fight. This is effectively a Tier 1 version of his normal form, with scaled-up versions of his powers, but it burns through his reserves quickly enough that he can't use it for more than a few minutes per day without recharging.

Good Girl (200 CP)
After a chance meeting, this seemingly-ordinary high school student has decided that you are her new best friend. Lucky you! Your new BFF's personality suits your personal preferences, defaulting to the bright, cheerful innocence of a classic bishoujo. She has no outstanding skills or traits to begin with, but she's a diligent student and a quick study in any field you might care to teach her, especially if a friend is there to help her learn! With some time and training, you may be surprised just how far she can go. Comes with the Monster Hunter origin and one free **Fuk-U**, as well as a **Sparkly Magic Trinket** which she uses in her part-time job as a magical girl. ...oh, did I forget to mention that part?

Hot Teacher (400 CP)
After a chance meeting, this experienced Monster Hunter has taken you under her wing. Your new sensei's personality suits your personal preferences, defaulting to the teasing warmth of a flirty older sister - except when she's on the clock, where she's all business and honestly a little scary. Your Hot Teacher has the Monster Hunter origin and 600 CP to spend on any perks and items in it, plus a free **Sparkly Magic Trinket** and copy of **"Become A Ninja In Only Thirty Days!"** Due to your senpai's extensive career, both of these items have been upgraded a few times, reflecting the hard, messy lessons she's endured to get where she is today. She's looking forward to passing on everything she's learned - and I do mean "everything." See you in class, Jumper-chan~.

Mystery Man (600 CP)
After a chance meeting, this gorgeous specimen has become a fixture in your life. Your new totally-not-a-crush's personality suits your personal preferences, defaulting to the sly charm of a professional lady-killer. He also kind of, sort of, may possibly happen to have the Demon King origin and Tier 2 of **Arcane Power**, **Consentacles**, a free **Weapon of Choice** OR **Armor of Indecency**, and 600 CP to spend on other purchases. But even if that was the case, he's really a good person and genuinely into you, and he could absolutely, totally, probably be redeemed by the Power of True Love. And if you have to offer yourself up to him every night to keep those pesky monstrous impulses in check, that's a sacrifice you're willing to make!

Tentacle Monster

Lonely MILF (100 CP)
This bored housewife lives alone in a nice house and happens to be a veritable fountain of sexual energy, the perfect meal for a tentacle monster. She's a ten out of ten in the looks and personality departments and about as horny (and fertile) as you'd expect a lonely unsatisfied MILF to be. She also has a long list of tentacle and pregnancy-related fetishes and puts up only a token resistance before eagerly accepting her new role as the mother of your children.

Pet Ninja (200 CP)
This seemingly-normal schoolgirl was training to be a monster-hunting ninja until she tried going after you. Unfortunately for her she wasn't as well-trained at resisting orgasm torture as she was at resisting the normal kind, so now she's your loyal pet and fuck toy, though she might still be a little tsundere about it. The Pet Ninja comes with the Monster Hunter origin and the **"Become a Ninja in Only 30 Days!"** item, and her extensive combat training has taught her several ninja arts such as the shadow clone and fireball jutsus which are recorded in her scroll. However she is psychologically incapable of using any of these perks against you.

Dark Princess (400 CP)
Long ago a demon princess fell in battle defending her empire from the forces of light. Now she's back, reincarnated in the modern day, and she's gearing up for round 2. Luckily she has you as her first and most valuable servant on her quest to reclaim her heritage. She'll never admit it, because she feels she can't afford to show weakness, but she's more than a little smitten with you and would never think to pull the old "you have failed me" routine on you. The Dark Princess comes with the Demon King origin, 600 CP to spend on perks and items, and will eventually gain the **Dark Kingdom** item for free if you help her succeed in her quest.

Yes! Yes! Yes! Master (600 CP)
She is your creator (or summoner). You were created (or summoned) to serve her, and she expected you to obey her commands and destroy her enemies. Needless to say, it didn't work out quite the way she planned, although who's to say that you won't fulfill her original desires along with the new ones you've awakened in her? The Yes! Yes! Yes! Master receives the Evil Genius origin, a free **Safe Workspace**, and 600 CP to spend on other perks and items. Whatever perks she has, she won't think of using them against you unless you start neglecting her - and even then, only to make sure you start paying attention to her again.

Evil Genius

The Test Subject (100 CP)
This unlucky individual may have once been an orphan kidnapped off the street or a nosy neighbor or something of the like, but their old identity is meaningless now and they have a new job as your favorite test subject. The Test Subject has no special powers beyond a low-grade form of plot armor which allows her to bounce back from any experiments you might perform on her. Give her a tentacle penis, throw her through a wormhole into another dimension, grow her breasts to ten times their usual size, whatever your curiosity fancies. Don't worry, unless you need her to stay transformed for a while she'll be as good as new the next day.

Usefully Clumsy (200 CP)
You are more genre savvy than you let on which is why you keep this friend or assistant around. They are smart enough to be able to help you with school work, rituals and/or science, but also gullible enough to let you test out your efforts on them. They are also naturally-occurring monster bait, and if something monstrous is chasing you both it'll go after them before you. Lastly, they have a unique interaction with monsters benefiting from the **It Has Needs** perk, allowing them to single-handedly satisfy the needs of any single monster as long as you task them to do so.

Lab Partner (400 CP)
They're not quite as brilliant as you are but that doesn't make this bombshell of a mage or scientist any less exciting to work with. The Lab Partner is your most loyal and useful assistant, and has the Evil Genius origin along with 600 CP to spend on perks and items from that origin. Any perks from the Evil Genius tree that you share with them gain a substantial boost in effectiveness whenever you both use them simultaneously; experiments proceed more smoothly, collaborative inventions take much less time to perfect, and so on.

My Greatest Creation (600 CP)
This monster is (or will be) the final culmination of your work as an Evil Genius. It starts out with the Tentacle Monster origin, **Tentacle Logic**, and 600 CP to spend on Perks and Items from its origin plus an additional pool of 300 CP to spend on Tiers of Inhuman or purchases of Armed and Dangerous. Your Greatest Creation also gains the benefits of any Perks, Items, or other abilities you have that improve creatures you summon or create; however, at the start of each Jump (including this one), the monster reverts to an "infant" form, and needs a lot of time and tender loving care to grow to its full potential.

Demon King

Right-Hand Woman (100 CP)
Running an evil empire isn't all fun and games, it's also a lot of busywork that you just can't be bothered with. That's why you delegate the boring stuff to this girl. She's just about the best secretary you'll ever find, has a PhD equivalent in managerial and administrative tasks, and cannot be swayed into disloyalty by any means save outright mind control. Best of all she looks great in a maid uniform. Or in nothing at all!

Monster Girl of the Week (200 CP)
No Demon King is complete without a quirky subordinate or miniboss squad, so here she is! This cute monster girl is reasonably competent at her job of causing mayhem on your behalf and comes in a design of your choice, from a slime to a harpy to a cursed sword to the classic succubus. Basically any monster that might show up in *Monster Girl Encyclopedia* or *Monster Girl Quest* is fair game. Your Monster Girl starts with Inhuman (at Tier 1), the human alt-form, a single purchase of Armed and Dangerous, and the Poisoned Orchid perk. For an extra 100 CP undiscounted you can hire a squad of five girls like this one, all of the same species, to fill a single companion slot.

Dark General (400 CP)
The Right-Hand Woman is great for the day-to-day tasks of keeping the evil organization running but she's not cut out for leadership or riding herd on unruly minions. That's why you want this girl: she's a magically-powerful minion that you either found and corrupted or created who has a natural knack for leadership but is also submissive to your will. The Dark General has 600 CP to spend on perks in the Demon King trees but will only ever use them to advance your goals and carry out your orders. She's also superbly skilled at covert operations and can hide the effects of her magic from nosy Monster Hunters for a while, effectively giving her the **Sneaky Fucker** perk and allowing her to apply it to her magic.

Beautiful Warrior (600 CP)
Loyal and competent subordinates are worthy prizes, but what a Demon King desires most is a pure and valiant heroine to conquer and corrupt, and you'll find few better than this brave heroine. In a previous life she was the princess of a magical kingdom until you conquered it and claimed her as one of your favorite concubines, and now that she's reincarnated you're ready to do it all over again. She might fight you at first but she's already yours and just doesn't know it yet. The Beautiful Warrior has the Monster Hunter origin, 600 CP to spend on perks and items from it, and either a **Sparkly Magic Trinket** or the benefits of **"Become A Ninja In Only Thirty Days!"** She also has a special **Belt of Chastity** that registers you as its owner, and is cursed to override similar protective abilities and items that the Beautiful Warrior may possess. Enjoy~!

Drawbacks

Crossover Mode (+0 CP)
Fill out this document and another document of your choice, then merge the two builds together. Instead of playing in a generic setting you'll spend this jump in the setting of the other document. Any CP gained from each document can only be spent on items from that document.

Embarrassing Stains (+100 CP)
For some reason or another, you look like you've just woken up and thrown on the first set of clothes you found, maybe you have mud on your shoes or you have some mustard stains on your shirt... or some other suspicious dried fluid on your pants. You're now a magnet for miscellaneous liquids. Expect people to notice and point out how scruffy you look for the next 10 years, and your laundry bill's going to be hell. If you have no human form then you're constantly leaking an easily-noticeable trail of slime.

Genre Savvy (+100 CP)
Everyone else is inconveniently clever, as if they've read all the same porn that you have and they know how these stories go. Obvious mistakes will be avoided, intelligent actions will be taken, the villain will not let you catch him monologuing and the heroes will *not* split up. In short, you're going to need to work much harder to either earn your lewds or to avoid them.

Not Genre Savvy (+100 CP)
You lack the common sense of this world. You might be a classic airheaded magical girl, a previously-mundane civilian who's just discovered the supernatural, an eccentric genius or entitled snot who's out of touch with reality, or a thing from beyond that just doesn't get this whole "society" business. Regardless, you're going to overlook details others would consider obvious, miss out on subtext, and make mistakes that could have been avoided. With enough real-world experience you can eventually overcome this failing, but those lessons are going to be hard-earned.

Forgettable (+100 CP)
You have a case of H-Game Protagonist or Minor Character Face. This gives you a bland, generic appearance and an air of boring normalcy. This makes it more difficult for you to establish any sort of enjoyable relationship, and if you happen to go missing one day, people are that much less likely to care. If you don't have a human form then your monstrous form is rendered a little more disturbing to the human mind. Victims are more likely to scream, run, struggle, and just generally make a nuisance of themselves, and the added adrenaline rush gives them slightly better odds of getting away from you.

Monster of the Week (+100 CP)
You run into the age old 'human vs tentacle' scenario far too often. Regardless of which side of it you end up being on, or even if you end up being a bystander caught up in matters, you will end up spending at least half a day each week handling conflict with monster hunters and/or tentacle monsters or the fallout from such things. You can preempt random encounters by initiating such things of your own accord, but this does not reduce the time you end up spending.

Monster Bait (+200 CP)
It's bad enough when you run into the monsters and their hunters at random, but these ones are actually looking for you! If you're a Monster Hunter, the monsters obviously want to rape you. Fellow Hunters, meanwhile, may have a variety of motivations: some want you to join them (on their terms, which are always unfavorable to you); others want to fight you to prove their superiority; and others are secret monster thralls who want to make you their master's latest slave. None of them will take no for an answer.

If you have any other Origin, you're locked in a battle for territory with rival monsters, while the Monster Hunters try to root you all out. Either way, enemies that survive an encounter with you will learn from the experience and prepare as best they can for the rematch. Expect to see new tactics, team-ups, hostage-taking, blackmail, the occasional spontaneous power-up, and other unfairness directed your way.

Sex Starved (+100/200 CP, Requires Lust for Life)
Having the option to feed off of sex is one thing, but now you're required to do so. You need three full "meals" per day in order to stay healthy and will begin to starve quickly if you miss more than one or two. Alternatively, you no longer generate your own mana, ki, or other supernatural energy sources and can only recharge your energy supply through this perk. Taking either of these options is worth 100 CP, but you can take both of them for 200.

Fugly (+200 CP)
Oh dear. It seems your condition has worsened, and you're now suffering from Obvious Villain Face. This gives you a face only a mother could love, as well as terrible social skills, negating the appearance boost of Tentacle Logic. You might have the manners of a thug to go with the looks of one, be an unrepentant and outspoken jackass, or just look slimy and disgusting all the time. If you have more than one form, the above applies to your human disguise (if any), while the "slimy and disgusting" part is now literal for your monstrous form, and will actively interfere with your ability to capture victims.

Predatory Urges (+200 CP)
You have a strong sex drive and, unfortunately, have issues with being satisfied. Your libido will keep increasing, and your common sense decreasing, over time with at least one 'encounter' per week being required to keep your mind relatively straight. If you have tentacles or equivalents then you can only sate yourself on a freshly caught victim. If you lack such things then you can only relieve your urges during, or immediately after, a fight with a hostile being who has such.

Love and Justice! (+200 CP)
Good news: you have your very own magical girl team to molest! Bad news: they aren't going to just stand there and let you have your way with them. There’s five of them in all and they're all convinced that you're some destined threat that they're supposed to destroy, even if you're a fellow Monster Hunter. Worse, they're all reasonably competent fighters and while they don't always travel and fight together they won’t hesitate to gang up on you all at once if you let them. While they're not immune to being captured and raped or impregnated or anything they all have a form of fiat-backed plot armor which prevents you from capturing and holding them for more than a day or two, and you can forget about killing them at all. Should you forfeit the bonus CP from this drawback and find a way to permanently defeat or dominate all five of them you can take them as a group companion, occupying a single slot.

That Special Someone (+300 CP)
During your time in this world, you're going to meet someone very special. It might be a true friend, a cherished relative, or the love of your life - whatever the relationship, their happiness and well-being will quickly prove to be essential to your own. Unfortunately, that happiness and well-being are in serious jeopardy. Your Special Someone is an ordinary human and must be protected from the many dangers of this world, which will threaten them frequently. They also must *remain* ordinary and cannot gain special powers or be stored away in impenetrable locations like the Warehouse. Should your vigilance waver, your Special Someone will suffer a terrible fate, leaving them dead or worse and you with an abiding memory of failure and loss. Should you succeed, you may take them as a Companion.

I Am Your Master! (+300 CP)
The method of your arrival in this world has placed you under the thumb of one of the locals. This individual is an incompetent wannabe tyrant who will take his failures out on you but nonetheless has all the perks in either Evil Genius tree or the Demon King tree, so their control over you is very real. It would behoove you to ensure his ambitions are realized, assuming he'll allow you that much slack on your proverbial (or literal) leash… If you're still under your master's control when the Jump ends, it counts as a chain-ender.

On Your Knees (+300 CP)
Be grateful, peasant. This great and terrible Demon King has noticed your feeble existence, and rather than crush you under her heel like the pathetic worm that you are, she has graciously deemed you to be just barely worthy of serving her as she- wait, where are you going? Come back here! This girl is having her Coming of Age as a Demon King, with whatever combination of starting Perks and Items from that tree that would be the most difficult for you to deal with. Her looks, brains, and talent match her power, and she not-so-secretly desires to find her True Love, but her personality and style of leadership are total deal-breakers. Your refusal of her "generous offer" has piqued her interest, and the more you resist her efforts to make you hers, the harder she'll try to conquer you and the faster her latent powers will develop.

If you're under the Demon Princess's control or even just in her Dark Kingdom when the Jump ends, it counts as a chain-ender. If you forfeit the bonus CP from this drawback you'll have an opportunity to take this girl as your Companion: provided that you manage to retain or regain your freedom, she'll deem your successful resistance a sign of a worthy peer and dial back her worst traits to acceptable levels. Finally, if you completely defeat and dominate the Demon Princess, you'll win her heart, and she'll reveal or reinvent herself to be close to your ideal woman, with just a few leftover quirks.

Evil Is Screwed (+300 CP)
In accordance with an ancient prophecy, the greatest Monster Hunter this world has ever seen has just awakened her powers, and will soon embark on a one-woman crusade to vanquish all tentacle-bearing evil from the world forever! Obviously if you're a Tentacle Monster, Evil Genius or Demon King she's going to be gunning for you, but if you're a Monster Hunter then girl is still going to be a problem for you. See, this girl is one of those fundamentalist types who wants to purify the world of all things even vaguely lewd and sinful, by mind control and tyrannical oppression of ordinary citizens if need be. She has every Perk and Item from the Monster Hunter origin, as well as Armor of Indecency and a Weapon of Choice that periodically upgrades at dramatically-appropriate moments. Should you choose to sacrifice the bonus CP from this drawback you can choose to take this girl as a Companion, provided you can convince her to join your side. Whether you do that by befriending her, dominating and enslaving her, or by some other means is up to you.

Coming of Age (+300 CP)
From a magical girl's first meeting with her animal mascot, to the one bad day that turns an Evil Genius against the world, to the Tentacle Monsters... well, being born, everybody has an origin story. Yours is about to happen. Taking this Drawback starts you off as the nearest origin-appropriate equivalent to an untrained civilian who has literally just stumbled into the beginnings of an epic destiny. You have all of your freebie purchases and any combination of Perks, Items, and/or Companions worth no more than 300 CP (after discounts). You know just enough about your "starter kit" to use it at a basic level; mastery will take time, as will unlocking your remaining abilities, acquiring the rest of your gear, and meeting your chosen allies. Also it wouldn't be much of an origin story if you brought powers, items, or companions from another jump with you, so those are all locked for the duration of this jump. Assuming you manage to stay alive and not become a slobbering, mindbroken sex addict, you'll gain all your purchases in full by the end of the Jump. You'll get them faster, however, if you go out to face the various challenges of this world. If this drawback is taken in Crossover or Supplement Mode its effects will also apply to any perks or items from the other jump document as well as this one.

Government Spooks (+300 CP)
You seem to have run afoul of the only force in the universe more vile than a demon king: the government. Not the whole thing thankfully, just the Department of Supernatural Affairs, AKA the monster-hunting ninja kill teams. Think *Taimanin Asagi* except they're actually good at their jobs and very difficult to rape. They know who you are and will be watching you closely, and if you put even a toe out of line you can expect crack teams of Monster Hunters with all the perks and items in their tree to dog your steps for the rest of the jump.

"For SCIENCE!" (+300 CP)
Uh oh Jumper, you seem to have gained a fan. This eccentric is fascinated by you and wants nothing more than to cut you open and see how you tick. They have all the perks and items in the Evil Genius tree and will use all of the resources at their disposal to capture and dissect you, multiple times if regeneration powers will allow. This will end your chain if they are able to either kill or capture and contain you for a full year.

Nothing in Moderation (+300 CP)
The world you now occupy has been totally overrun by sex-hungry monsters and civilization has all but collapsed, with the last remaining holdouts of civilization being reduced to fortified communities. Demon kings and mad scientists wage war for the rest of the world and monsters roam about freely, raping and enslaving any they take a fancy to. The communities are guarded by teams of monster hunters but they aren't especially pleasant places to live either, being constantly in fear of infiltration and subversion, and anything even remotely lewd beyond the bare minimum needed to produce children will be looked at with accusations of corruption and treason.

The End

Now that you've survived ten years in this world you have a choice to make.

Stay Here: You can choose to remain in this world and end your chain if you like.

Go Home: You may choose to return to your home world with everything you've gained from your chain.

Continue: You may proceed onwards to another jump and continue your chain.

Supplement Mode

What's that? You want *more* tentacle goodness? Well you're in luck, because Supplement Mode allows you to use this document more than once with some special restrictions. We can't have you using this jump as a source of unlimited CP, so you'll only gain the free 1000 CP and bonus 300 CP stipend for items on your first visit. On every use of this jump after the first you will instead start with 0 CP and have to gain any extra purchases through drawbacks. You can choose a new origin on each visit but you can only ever benefit from one origin's discounts at a time.