

Jump by /u/TacticalSonnet

Welcome to *Mood Boobs*, the short film by Rolfe Kanefsky. This story focuses on Amanda, a small-chested woman who can't seem to attract the attention of her workplace crush. If only she had a figure that fit her feelings! Unbeknownst to her, a cat-sitting job and chance encounter with a magic crystal is about to give her *exactly* what she asked for. Soon, Amanda will have her hands full dealing with her accidental wish. All that's left is for *you* to decide what role you'll play in this erotic escapade!

Location & Jump Duration.

You begin in Los Angeles, circa 2006. Your benefactor has dropped you off at a cozy little cafe down the street from Jake's apartment complex. Amanda will soon walk by on her way to Jake's place.

A Jump based on a short-film has an appropriately reduced timescale. Unlike your usual decade-long duration, you will spend one year in this mostly mundane world, barring any Drawbacks you take.

Age & Gender

Your age is set to 27. Your gender is tied to your origin, with Jakes and Steves starting as male, while Amandas and Gwens start as female. *You can instead choose to randomize both for +100cp.*

Roll **1d4** for your gender; 1-2 is male, 3-4 is female. Roll **2d8 + 10** for your age.

Origins

Jake: You are a bystander in this world, though your contributions to coming events shouldn't be underestimated. Perhaps you are absent from this story, like the *real* Jake. Perhaps you've decided to come home early and will be more involved with the unfolding adventure. Either way, you determine what effect you'll have on the people around you. *This origin may serve as the Drop-In option for Jumpers who want a fresh start.*

Amanda: You are the main character of this story, though that's more by accident than by intent. What started as a simple favor for your friend has ballooned into a situation you never could have expected. I'm sure everything will work out in the end, though.

Gwen: You are the truest kind of friend; helpful, supportive, and more than willing to make jokes at your pal's expense. You were just going about your day when your friend gave you a call. They didn't give you many details, but it sounded urgent, and they said they need your help. Now you're headed over to your mutual friend's apartment to see what the fuss is about. I mean, what's the weirdest thing that could happen?

Steve: The world is filled with Steves; confident, attractive people who know how to cash in their genetic lottery ticket and make the most out of their life. Whether you're a rising star at the office or a native of the local nightlife, you don't do things quietly. I'm sure you have at least a few secret admirers out there.

Perks

Perks that match your Background can be bought at half price. Perks that match your Background and cost 100cp can be taken for free.

Jake Perks:

[100] Artist: Share your creativity with the world! With this purchase, you gain both talent and training in a single artistic discipline. This defaults to filmmaking, but you could choose to be a writer, musician, painter, or another kind of artist. Your skill is enough to earn a living off of, and if cultivated would only grow into something truly special. Repeat purchases of this perk can either compound existing skill or grant talents in new artistic fields.

[200] Trash or Treasure: You have an eye for authenticity! You can verify items with a glance, discerning details about their nature and history. You'd be great at appraising valuables, but it works even better when the target of your gaze is imbued with supernatural properties. Like the *Identify* spell from your favorite tabletop game, this ability will reveal the perks, limitations, and even harmful effects associated with a given object.

[400] Director of Photography: How are you getting those angles? I thought this house was empty. This purchase grants you the ability to observe nearby people and places without being physically present. Simply close your eyes, concentrate, and you can project your viewpoint to a nearby location. Normally, this would only extend to a few hundred feet in any direction (granted, this power isn't blocked by walls, so there's still a lot of freedom there). However, when observing people or places you're familiar with, your range extends greatly. You could check in on your new friend from across town, or keep an eye on your home from across the world. The more familiar you are with the target, the further away you can be and still observe them. Your viewpoint is only as perceptive as you are, so unless you can see through walls or detect magic with a glance, it will only be as powerful as your best movie camera.

[600] Fiction Finder: What are the chances you'd find a genuine magic crystal? For you, pretty likely. By expending only a modest attempt searching, you can find real items of genuine power in the world around you. Finding a magic wishing stone may be as easy as sorting through Ebay listings, while digging up a magic sword may be as straightforward as walking through the woods. Even in worlds without magic or fantastic artifacts, you still manage to come across valuable windfalls and treasures with only minor effort. You may deactivate this "magnetism" at will. After all, some artifacts may be better left lost.

Amanda Perks:

[100] Unpleasant Sensations: Having your body twisted and warped in a matter of seconds sounds like it could be an incredibly painful experience. It's a good thing your wish's wording makes the ride *much* more enjoyable. You are now much more sensitive to pleasure, and powers that painfully affect or alter your body will now feel trivial or even enjoyable instead. You can still feel pain, and you'll still know when your body's in danger of harm, it's just that your capacity for pleasure has expanded *significantly.* You can dial this perk up or down, limiting the pleasure to a warm, passive bliss or ramping it up to leave you rolling through multiple climaxes. Even though you can endure much more of this pleasure than normal, you can still faint from overstimulation (even if that limit is much harder to reach now). Rest assured, though, that you'll be back on your feet in a few minutes. If there are hijinks abound, you might as well enjoy them.

[200] Nice Girl: You're friendly, in a girl-next-door kind of way. It's easy for you to make new friends, and sometimes being friends means doing favors for someone. Thankfully, your generosity never goes unrewarded. If you agree to help people out, they *will* make it up to you. This might mean returning a favor, granting you a unique opportunity, or simply deepening your relationship, but only the worst of your acquaintances will ever take advantage of your kindness.

[400] Just My Luck: For all that has happened to you over the last few days, you've actually been pretty fortunate. Fortunate to stumble onto real magic, fortunate that your accidental wish was more humorous than harmful, and fortunate that you had a friend who not only believed you, but was willing to help you out. With this purchase, you'll find you're much, MUCH luckier in your everyday life. Events seem to swerve towards simple conveniences and away from harmful accidents and unfortunate pitfalls, and you'll never have to worry about meeting a tragic end based on chance alone. This effect also tends to lead you towards interesting people, places, or situations, though you can toggle this "plot-magnet" effect off should you wish.

[600] Immutable Form: It's reassuring to know that at the end of the day, you'll still be *you*. This perk offers three benefits:

Firstly, your body has been fortified against alteration. Your physical form cannot be twisted, changed, or mutated by any power, mundane or supernatural, without your consent. Any changes you *do* allow won't harm or hinder you, so there's no need to worry about running that marathon, even if you've now got two watermelons stuck to your chest.

Second, your identity has been similarly safeguarded. You are a cosmic blank, immune to psychic mind control, magical possession, memory tampering, or any other force that would change who you are. With a mind and soul beyond corruption, never fear for your personhood.

Finally, you've gained a strange knack for holding onto any physical alterations or effects that you find agreeable. Even temporary modifications can be clung to as you "pause the expiration timer", so to speak. Just remember, if you choose to drop an expired effect, you'll have to return to the original source to get it back.

Gwen Perks:

[100] No Fucking Way!: You'd think that someone who just found out magic was real would be shocked, or frightened, or have lots of questions. Luckily, you don't have such hangups. When presented with strange or even supernatural effects and events, you just take it on the chin. You're quick to adapt to these phenomena, skipping over any irrational fears and getting right to how these changes may affect and benefit you. Whether you're facing wacky hijinks or an existential danger, you'll be able to face it with a calm head and a plucky attitude.

[200] Don't Get Creative: With this purchase, finding ways to get ahead is as easy as breathing. You're an opportunist at heart, using clever wording, loopholes, and any opportunity you come across to find the best possible outcome *for you*. You'd make an excellent lawyer, and might actually be able to outthink a wish-granting monkey's paw if given the chance. When it comes to your own selfish purposes, you can make out like a bandit when people give you a little wiggle room.

[400] Don't Do That: Just because *other* people have the powers doesn't mean you can't have some fun too. You have an uncanny knack for provoking and activating the abilities of others. This could mean manipulating an opponent's emotions so their powers flare unconsciously, or discovering the trigger phrase to your ally's mental programming. Even innate powers can be forcibly initiated; simply make physical contact with your target and will the power to activate. Just remember; you are NOT immune from consequences. If you push your friend's chest into expanding out of her shirt, you're still just as vulnerable to catching a button in the eye.

[600] With A Snap: Now *this* is something special. You have the ability to alter people's bodies, including your own, with the snap of your fingers. There are only three limits to this power; you can only affect one person at a time, you need a specific idea for your target, and you need a clear picture of the change you want to create. You couldn't cause some random person in another state to grow a few feet taller, but you could bump up your friend's cup size from across the street. I can't promise your targets won't notice the changes, but short of their own powers they'll be hard-pressed to stop you. *See the Notes section for more details.*

Steve Perks:

[100] Day Job: Someone's gotta pay the bills around here. You've got the education and training to make you competent in a mundane profession of your choice, along with an employment opportunity if you choose. While it defaults to a career in marketing, this perk could also make you an excellent mechanic, accountant, or other everyday professional. This job starts with a modest income, but there is lots of room for growth if you put the work in. Whether you're working for the firm or a bakery, you can always better your career on merit alone.

[200] Smooth: You're a master of all things affectionate; a paramour of unparalleled proportions! Flirtations and innuendo are your weapons to wield, letting you spark interest and even arousal with only your words. Even the more physical side of love comes easy to you. That said, you're no neanderthal. You are caring, attentive, and great at making others feel comfortable. You can give your partner exactly what they need, whether it be a snuggle after a tough day or an outlet for all their pent-up energy. Few could ask for better company than you.

[400] Himbo Energy: Your effect on people has nothing to do with magic; your passive charisma alone will draw eyes wherever you go. Whether you're strolling down the street or through the office, you're likely to turn heads and melt hearts all the same. You can tweak this effect to turn you into a walking ray-of-sunshine, a stunning sexpot, or anything in between. Needless to say, you could always turn these reactions to your advantage. From showing off your chest to get free drinks at the club to sliding into the good graces of your coworkers, you could leverage this aura for all sorts of things.

[600] Hunk: You've got a nice body. Nice in a glistening kind of way. Through hard work or supernatural spell, you've attained an incredible physical form. With rippling muscles and a perfectly sculpted physique, even people who wouldn't think of you as their type will consider you a catch. This body won't diminish with age or deteriorate with poor diet. As long as you eat enough calories, your build will never be any less impressive. Not even heavy exertion will detract from your fantastic appearance.

Now this figure isn't just for show. Your carefully-honed anatomy has put you on the level of most olympic athletes. If you trained to your full potential, you'd be flat-out superhuman. What's more, your endurance is absolutely inhuman. No matter the work, going from exhausted to refreshed will only take a few minutes rest. Stand proud as a prime example of your species!

Of course, the *best* athletes embody teamwork as much as strength and vigor. You have the strange ability to elevate the bodies of others to your level. Whether this be through a supernatural transformation or a montage at the gym is up to you, but no matter how you accomplish it, you won't stand alone when you stand at the apex of the human body's capabilities. *See the Notes section for additional details.*

Items

Items that match your Background can be bought at half price. Items that match your Background and cost 100cp can be taken for free.

Jake Items:

[100] One Million Dollars: Maybe *your* selfish wish went through. It would explain how you can afford all those online impulse buys. This fortune comes as a lump sum, is completely tax-free and legitimate, and won't be questioned by financial institutions. These funds will replenish (but not stack) at the start of each jump, or after 10 years pass, whichever comes first.

[200] Apartment 37: You know what the truly unrealistic part of this movie is? Affordable housing! This modest dwelling is comfortable, well-located, and offers decent privacy for an apartment block. Your utility costs and even cleaning services are included in your lease. This apartment isn't immune to damage, but at least Jumpchan's renters insurance will cover the repairs.

[400] Workspace: Artists can't create from nothing; they need resources. This professional space is perfectly suited and stocked to facilitate all of your artistic endeavors. In its default setting, it will take the form of a film studio equipped with high-quality cameras, sound equipment, and lighting fixtures. Should you prefer a more traditional workshop, this could be an art room or crafting shed packed with canvases, clay, and anything else you could need to pursue your artistic visions unabated. Heck, you could even opt for a garage and machine shop if you were more mechanically inclined. Best of all, you can always find plenty of resources here, whether they be paints, wood scraps, or even blank DVDs. Never let your means stop you from being the creator you always wanted to be!

[600] Wishing Stone: How could such a simple-looking hunk of quartz cause so much trouble? The instructions are simple; hold crystal in palm of hand, then make a wish. Only one wish per person. Keep out of reach of children. You'll know it's worked if the crystal glows pink.

Now don't get *too* excited; the Infinity Gauntlet this ain't. You couldn't warp the whole world, change history, or grant yourself cosmic powers. But on the other hand, you don't have to worry about any clever genies or monkey's paws from twisting your wishes. What you wish for is what you get, so think carefully about your wording! Unlike the canon stone, this crystal will eventually reset, allowing those who had previously made wishes to make more. *See the Notes section for additional details.*

Amanda Items:

[100] Borrowed Clothes: You've already gone through three shirts today. Luckily you're not in danger of running out. This dresser contains a wide selection of clothes that will fit your current physical form, no matter what it may be. These clothes can still be ripped and torn, but any garments returned to the dresser will be repaired overnight. Not all of these clothes will match your personal style, in fact it may look like you borrowed your friend's wardrobe, but quantity should make up for quality.

[200] Mailbox: You never know what will come in the mail! This secure mailbox is a great way for family, friends, and other important individuals to reach out to you. Even when you travel to future worlds, your contacts will have no trouble getting a hold of you via snail-mail. This mailbox automatically filters out scams and junkmail leaving you only with the good stuff. And I *do* mean good stuff. Every now and then, you'll receive a bonus surprise along with your normal mail. This won't be anything as world-changing as a wishing stone, but gifts, interesting items, and small amounts of money have a way of winding up inside. It also comes with outgoing service, letting you send mail and parcels to anyone in current or past worlds. Don't forget to write.

[400] Support: Even if you never needed a bra *before*, recent events have encouraged you to be prepared. This is no simple undergarment; this unassuming piece of clothing can adapt to fill any need, no matter the size, shape, or quirkiness of your body. It could become a wetsuit if you decide to do some diving, or a thick parka if you find yourself in a blizzard, or even a stretchy shirt should your boobs grow bigger than your torso. It can only offer mundane benefits, but that includes specialized garments like bulletproof vests and medieval breastplates. Best of all, any attempt to divine this garment's nature will only reveal it to be a mundane article of clothing.

[600] Spare Key: This simple key might not seem like much, but the relationship it represents shouldn't be underestimated. This token will grant you access to a single residence or personal home in each jump you visit. Maybe you're just cat-sitting, or perhaps you're friends with the owner, but they've given you the run of the place while they're not home. The only stipulation is that it must be possible for you to be on friendly terms with the owner. You can use their resources or crash on their couch, just don't wear out your welcome by causing any damage. This can't get you into restricted facilities, like the Pentagon, but it would give you permission to visit the Batcave or another fantastic domicile.

Gwen Items:

[100] Slim Jeans: These pants go with everything! With pockets that can fit everything you need, a surprisingly stretchy fit, and adjustable length, these self-cleaning jeans always accentuate your best features. Depending on the day's temperature and your preference, this garment can adjust its length and style to form full-length bell bottoms, contemporary capris, cut-off shorts and even daisy dukes.

[200] Interesting Friends: Man, it's a good thing you're friends with Amanda. Otherwise, you never would have gotten incredible supernatural powers! Rather than grant you a physical item, this purchase gives you an opportunity. Every time you enter a new setting, you may pick one person. You are now a close friend of theirs, and have an appropriate backstory to match. This doesn't grant any powers on its own, though getting pulled into their adventures may have its own effects.

[400] Bathroom: Sometimes, you just need some alone time. This seemingly normal lavatory bears an unusual boon; any occupants within these walls cannot be overheard or spied on by any means. People may see you walk in, and can wait for you outside, but what you do in here can't be directly observed by any force. Now you have the perfect for making a secret wish to screw with your friend! This doesn't have to be a bathroom, and the effect can be imported onto any one (small) room in later jumps, but rest assured knowing you have an *utterly* private space.

[600] Wheels: Sometimes you need to get somewhere fast. This stunning sports car seems supernaturally quick, letting you get to where you're needed with haste. This vehicle speeds up with urgency, so it might go slightly faster to reach the store before it closes, but would (metaphorically) fly across town in the event of an emergency. It's not the fastest method of transportation, and it can only go where a car could normally go, but seems to get you from point A to point B as quickly as necessary, whether that's across town or across the country.

Steve Items:

[100] Business Formal: Any fashion-forward office worker needs an ace up their sleeve. This power suit can be dressed up or down, making you the most stylish employee at the office regardless of dress policy. This outfit is appealing enough to wow clients at business lunches, but comfortable enough to last you through long hours. These clothes repair and clean themselves at the end of the day, letting you stay smart-looking every day.

[200] Convenient Call: Strange, a phone this modern doesn't belong in 2006. Thankfully, this cell phone features the amenities of a cutting edge smartphone with the durability of an old Nokia. In addition to common features like messaging and a caller ID, this phone has an incredible address book, capable of letting you reach any public number. Call that cute girl from the cubicle on your right, even if you wouldn't normally know where to find her info. Always charged and always connected, you'll never be out of reach again.

[400] Jumper Gym Membership: A body like this requires constant upkeep. This purchase makes you a VIP member of a highly-exclusive fitness club, equipped with top-of-the-line equipment and facilities. You can find personal trainers, enrichment classes, and even spa facilities in addition to your typical gym fare. These facilities scale with you, ensuring that no matter how private you choose to be or how powerful you get, you'll always have support and other enthusiasts to train on your level.

[600] Nightclub: Never miss out on nighttime entertainment again! This trendy venue is family business, not only ensuring that you always have access to one of the hottest spots in town, but netting you a fair amount of passive income in the process. Thanks to a staff of loyal followers, you can be as involved or removed from day-to-day operations as you wish. In future worlds, this property will adapt to fit the setting. In a land of fantasy, this might become a high-end tavern or brothel, while taking it to a science fiction world might transform it into an intergalactic watering hole. No matter where you go, you'll always have a place to dance, grab drinks, and enjoy a night out.

Companions

[Free] Devil Spawn: Despite the cruel moniker this tabby has earned, this cat is actually quite calm, well-trained, and very friendly. Even odder, this little fella is not only a pretty good judge of character, but seems completely nonplussed with any supernatural weirdness. Should you choose to bring this furry companion with you on your journey, you'll also receive a steady supply of food, litter, and anything else needed to care for them.

[100] Custom Companion: What good are wacky adventures if you don't have anyone to share them with? This purchase grants you either one custom companion or the ability to import an existing companion. Whatever your choice, your companion receives a free origin and the discounts that accompany it, as well as 500cp to spend on perks and items. Custom Companions cannot take drawbacks or buy the **Wishing Stone** item.

[200] Canon Companion: We only see two named characters. Four if you include the ones given lip service. But if you really want someone from this world to join you on your cosmic adventure, I won't stop you. With each purchase, you can bring either Jake, Amanda, Gwen, or Steve along for the ride. Each companion receives their matching Origin and full perk tree, as well as 400cp to spend on other perks and items.

Drawbacks

*Should you complete your jump with a drawback active, you will receive a corresponding **reward** befitting your extra challenges.*

[+0] Jump Duration Toggle: Maybe this world isn't interesting enough for you. After all, the original story of this setting lasts less than 72 hours. Instead of spending one year in a mostly mundane world, you can choose to only stay for only three days. This is enough to participate in the story, have a little fun, and then bow out before you overstay your welcome. ***Activating this toggle disables all other drawbacks.***

[+0] Character Insert Toggle: Instead of entering this world as a brand new character, you can instead begin as the canon character that matches your Origin. This doesn't necessarily grant any of their abilities, merely the opportunity to walk their path.

[+100] Guys Want Hot, Not Nice: There's no two ways about it, Jumper; you're not very attractive. Maybe you've got a chest flatter than pancakes, or are more wimp than hunk, but you won't be grabbing the attention of anyone on looks alone. For the duration of the jump, any beauty booster and aesthetic perks you have are deactivated and your appearance becomes aggressively plain. Any bodily changes, makeup, or other attempts to improve your appearance will quickly fade, leaving you as unremarkable as before.

> **[Perk] Glamor On Demand:** After spending some time as a plain Jane, you can appreciate when it pays to go unnoticed. You can now control how your physical beauty is perceived. This won't *increase* your attractiveness on its own, but you could scale back even the most powerful of beauty perks, leaving you only "realistically beautiful" or even straight-up vanilla when the situation calls for it.

[+100/+200] Mood Boobs: Oh dear, it looks like a wayward wish has left you with the same temperamental tatas that gave Amanda so much grief, and unlike her melodramatic melons, yours can't be wished away. These knockers fluctuate in size and sensitivity according to mood. As comical as these cans sound, controlling your emotions and avoiding unexpected triggers will actually be quite challenging. If you take this drawback as a male, you can expect your Johnson to suffer from the same effects. No matter how good you are at controlling your emotions, expect at least a few embarrassing close calls every week.

But maybe you want a greater challenge. Maybe your wayward wish was a bit more ambitious. For twice the points, your entire body is prone to emotionally-based transformations. At any time, your body could change to look completely different. A bad bout of traffic could leave you as an angry redhead, while drinking too much might give a body built for partying. Become jealous enough of a person, and you may wind up looking like them! You could even go to bed a doubtful, waifish woman and wake up a confident, muscular man. The possibilities are as varied and confusing as the emotional spectrum itself. Get ready for a wild ride, Jumper.

[Perk] Mood Boobs: Living with this curse for a year has made you its master, giving you control of both your emotions and your body. Jumpers who took the first tier of this drawback have complete control over their sex characteristics. Where once you might have worried about wardrobe malfunctions, now you can put your tits away when you go jogging and still fill out that dress perfectly when you're done. Jumpers who took the second tier of this drawback have even more control, and can shape their appearance however they wish. *See the notes section for additional details.*

[+200] Last Laugh: Your friend likes to toy with you for their amusement. You're constantly the butt of their jokes or the rube left holding the bag while they have their fun. Given the strangeness of this world, these shenanigans can sometimes leave you dramatically (though never permanently) changed. While never outright harmful, this friend will be a constant strain on your patience and dignity during your stay here.

[Perk] "You're a Real Pal": Dealing with so much drama has made you an excellent judge of character. Your insight allows you to peel away the facades of those around you, revealing who's a rotten apple and who hides a heart of gold.

[+300] Hunted by Hyde: It seems you aren't the only one of Rolfe's characters running around. Warped by her grandfather's supernatural formula, the meek telemarketer Jacqueline Hyde has been transformed into a shape-shifting nightmare bent on accruing more power, no matter how many bodies she leaves behind. With the ability to reshape her body and warp any flesh she touches, Jacqueline is capable of producing or *being* anything from an unassuming bystander to an eldritch horror. And worst of all? She's coming for you.

Jacqueline has heard rumors of the wishing stone and now seeks to take it for herself. She believes *you* to be the current owner, and will do anything to take her prize. She starts in Jake's home town, and could find her way to his apartment in as little as a day. She'll soon pick up your trail, and will not stop until she finds you, claims her prize, and assimilates your body for herself. Wishing her away won't work, and any body-shaping powers you've picked up here will find no purchase on her. You'll have to find another way to deal with her.

[Item] Formula 56: This test tube of red, luminescent liquid seems to beckon all who look upon it. This is the Hyde Formula, and it allows the dramatic and rapid reshaping of the drinker. A mouthful would allow for small changes, such as gaining a few inches in height or slightly altering one's body shape. Consuming the whole vial would allow one to completely remake their body. Dramatic, inhuman changes & anatomy are possible, but body mass is limited to between 60-460 pounds. The vial you receive will refill once a day. As this is the final, perfected version, it is not addictive, and won't turn you into a shapeshifting hedonist maniac. No danger of split personalities either, thankfully.Any bodily changes are permanent, so undoing an alteration will require a second dose. A prodigy chemist or morally-gray scientist could likely reverse-engineer this formula, unlocking its secrets and production methods. What will *you* do with pure, bottled potential?

Notes

Import Rules: All properties purchased in this jump can be imported into future jumps, either onto physical properties you own or as attachments to your Warehouse. Instead of purchasing the items and properties above, you may also import a similar item or property to receive its special effects. Imported items must be similar in nature to the listed item.

Immutable Body: Supremely powerful forces (such as deities or powerful reality warpers) may temporarily overpower your body's protections, but even the strongest changes will never stick to you longer than a day, and will never cause more harm than some slight embarrassment. Your mind and soul, on the other hand, are *never* at risk of being changed unless you allow it, and such changes can be reverted at any time if you choose.

With a Snap: If you choose you can replace the "snapping" requirement with another small gesture or somatic component. This power works at range, though it is limited to line-of-sight.

You don't need any special knowledge of anatomy to cause a change, only a mental image of what you want the end result to look like. There also seem to be safety measures built into these powers, keeping you from accidentally killing someone with a well-meaning change and allowing your alterations to push the boundaries of realism. The square-cube law will never crush your friend under her own weight, you'll never overwhelm a guy's heart by enhancing his muscles, and even watermelon-sized breasts will stay unrealistically perky, should you wish. Even with this leniency, this power can still only create physiological changes, so no granting new powers unless they are tied to a person's biology. At first, you'll be limited to large, noticeable changes, but practice could grant you the skill and precision to alter people even on the smallest, subtlest level.

…anyone else completely *terrified* by this power's potential?

Hunk: This perk elevates one's physical form to nearly the peak of what their species is capable of. This won't give a human Captain America's serum-enhanced abilities, but it *would* get you close to Batman's "peak human", superhuman-by-our-standards physicality. The minor healing factor that gives the perk-holder their insane endurance can also decrease recovery times from injuries and sickness, but they'll still need to rely on medical care for most of their aid. This perk acts relative to the potential of a Jumper's species, always keeping them at the relative top of the ladder.

This perk's second ability allows the Jumper to imbue an individual with all of the effects of this perk, minus the ability to transform others. You may decide what process grants this power, from something as grounded as an intense workout routine to something as instantaneous as a magic touch, but the target will gain an attractive and physically impressive form all the same. This process is physically draining for both the Jumper and their target, bypassing their impressive endurance and exhausting them. Still, a determined perk-holder could transform as much as one individual a week if they were determined.

Wishing Stone: This stone resets at either the start of the next jump or after ten years have passed, whichever comes last. The source material doesn't establish many limits to what can be wished for, but Jump-chan has set some guidelines to keep your journey interesting. You can't wish for infinite CP or to be transported to a different jumpchain setting, and they'll be rather upset with you if you wish for complete invincibility or something equally unimaginative.

You *can*, however, spend your wish on a Jumpdoc item, perk, or power that you couldn't normally afford, although you must make your selection from the Jumpdoc of your current setting. Even still, there are more creative ways to use this power. And Jump-chan does *love* creativity…

Mood Boobs Drawback Rewards: The first tier of these drawback rewards grants Jumper complete control over their primary and secondary sex characteristics. This could be something as overt as genital size or body shape, or something as subtle as facial and body hair. There's a surprising amount of versatility here, and one could alter their appearance significantly by changing their height, build, and bone structure a little, but assuming a completely different appearance is beyond this power's scope.

The second tier of this reward, however, has far fewer limitations. So long as their final form is humanoid, a Jumper with this boon could alter any aspect of their features, from their sex and build to their eye and skin color. These changes only offer aesthetic benefits, so you couldn't cheat your way to super powers with this ability, but appearance can have a power all its own.

The source material is available in full online. You can view the entire 17-minute film on Youtube. Obviously NSFW.

Source Link [NSFW]:
https://www.youtube.com/watch?v=SVVxFM_rB1g&ab_channel=anzac87