Submission Sailor Moon Jumpchain
Version 2.0

Welcome to the world of Black Dog's *Submission Sailor Moon* h-doujin series. It's been a pretty wild time to be living in this world's Japan for the last few years. Tokyo has been invaded by monsters every year like clockwork since about 1995, and every year the Sailor Senshi beat them back and restore peace to the world. But the likes of Queen Beryl and Sailor Galaxia have come and gone and these days the only threats our heroines face are leftover youma, mere table scraps from previous battles.

That's all about to change though. There's a new dark lord on the block with a new evil scheme to bring the Senshi to their knees, both figuratively *and* literally. Maraviolantes, his five dark generals, and his army of genetically-modified youma, the penisilians (yes, really), are out to drain the energy from nubile young teenagers through sex, and the Senshi are going to have their work cut out stopping the evil king of cock from taking over the world… when they're not *also* getting perved on by horny old men, perverts on the trains, and occasionally even each other. You're about to spend ten years in this perverse little fantasy, so take this **+1000 CP** and have some fun with it!

Origins

All origins can be taken as a drop-in option.

Bystander (+300 CP)

What's with all these strange men hunting youma with baseball bats and how do they keep showing up right when the Senshi need a hand? You may not have the raw magical power of a Senshi or a youma but that doesn't mean you can't help the girls out from the sidelines, and maybe get your dick wet while you're at it.

Senshi

The stars of the show, it's everyone's favorite sailor-suited heroines! They're in for a rough time ahead but they'll pull through with the power of love and justice, just like usual. You're a new girl on the block, perhaps a Senshi of a distant star system or one of the moons of the solar system, but you're no less formidable in battle than any of the veterans you'll encounter here.

Youma

The OG monsters of the week, now with a great new rapey flavor! You're not just any random minion but a leader of your kind, whether as one of the generals or lieutenants of Maraviolantes or perhaps even a dark lord in your own right. With your dark magic and lustful appetites you'll be able to bring the Senshi to their knees and take over the world! For real this time!

Age & Gender

Characters of the Senshi origin can be age 16 or older. Bystander is 18 or older, and Youma has no age restrictions. Any origin can freely choose to be any gender they want: male, female, futanari, etc. Senshi are not restricted to being female but any male Senshi will have a female or futanari transformation, much like the Sailor Starlights. Perk and item text will tend to favor one gender over the others based on what gender that origin predominantly represents, but all purchases will work regardless of gender.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

Porn Logic (free)

This is a hentai doujin, and you know what that means. The fans didn't come here for a realistic treatise on the hazards of promiscuous sex so we'll use narrative causality to handwave all of those away. Unwanted pregnancies and social diseases just won't happen for you or your sexual partners, and they won't even worry about the possibility of them.

Bystander

DILF / MILF (100 CP)
Most people wither as they get older, losing their health and succumbing to frailty and impotence in old age. But you hit the jackpot on the genetic lottery: not only are you handsome and virile but you age like fine wine, only becoming even more handsome and dignified with age and never losing the vitality of your youth even in middle age or your twilight years. You're also immune to the usual frailties and illnesses of old age, especially impotence or menopause. While you aren't exactly immortal it's deeply unlikely that you'll ever die of old age; you're almost certain to set records for oldest living human and you'll continue to look great and feel great all the while.

Pretty Fly for an Old Guy (100 CP)
These kids today with their new-fangled magical girls don't know how good they've got it. Back in your day you had to hunt monsters with a stick! Usually a broken stick! And you did a pretty good job of it too! You're a surprisingly deft hand with melee and thrown weapons, both real ones like swords and daggers and improvised ones like baseball bats or magical roses. Despite any appearances to the contrary you're also in great shape, strong and athletic enough to go spelunking in monster dens or make it *really* hurt when you club a youma upside the head. You don't even need to work out to stay in shape, allowing you to keep all of your gains even when you're retired and taking it easy for a few decades.

One Size Fits All (100 CP)
If these monsters and old men have one thing going for them then it's probably their impressive girth. No, not the beer bellies, the stuff they keep packed away for a special occasion. You've got a big fat cock, the kind of tool whose girth inspires envy in other men and awe in any woman who gets to see it up close and personal. Even better, your cock always feels like it's exactly the right fit for your partners, large enough to fill them to the brim but not enough to be harmful or unpleasant. Girls with this perk can choose to gain a cock of their own or become able to comfortably take insertions of any size. Of course any tool is only as good as the man wielding it: the rest of your body is just as virile and energetic as your cock is, and you can easily last for hours in the bedroom without running out of steam. Refractory period? What's that?

Sneaky Bastard (200 CP)
If the bad guys can sneak around and do dirty underhanded things to poor innocent girls then you can give them a taste of their own medicine! You're incredibly stealthy, moving with abnormal quiet, blending in with your surroundings, and leaving much less of a trail than you normally would. If you have magic you can even cast spells silently, removing the flash and sound that might give you away. What's more, if you can get the drop on your enemies your surprise attacks are devastatingly effective. You can easily defeat weaker enemies with a single silent blow or throw a large group into complete disarray with a well-timed distraction. Even stronger enemies like Dark Generals should be wary of you, because even if you're not strong enough to kill them you can always find ways to deal a crippling blow and seriously weaken them.

Fortune Favors the Bold (200 CP)
Being a secondary character in a world that runs on porn logic has its advantages, not the least of which are all the chances to get your dick wet that fall into your lap seemingly by random chance. A youma might have to go out hunting for his victims, but with this perk opportunities to have sex with attractive members of your preferred gender will come to you all on their own, whether it's that old fantasy of the delivery man meeting lonely housewives who are down to fuck, your daughter's hot friends having sleepovers at your house every other week, or just the odd random encounter with famous heroines in various states of undress and vulnerability. You'll still have to put in some work in order to take advantage of these opportunities, but you'll find that things go your way much more easily whenever you do.

Seduction of the Innocent (200 CP)
Most other guys your age have problems connecting with the younger generation, which is probably part of the reason why they aren't getting their dicks wet with hot teenagers all the time like you are. You seem strangely charming to anyone who's younger than you, like a favorite uncle they trust unconditionally or a more mature boyfriend who makes their heart skip a beat. This affords you a great deal of influence over children and teenagers, helping you to mentor and guide them and ensuring that any lessons you impart are taken to heart… or helping you to lead them astray, lowering their inhibitions and seducing them into all kinds of bad decisions, like spending a night that they'll never forget with you. Even breaking this trust isn't the end for you as you find it easy to gain that trust back, though your young paramours may start to think of you as the mischievous or perverted uncle instead of the favorite.

White Knight (400 CP)
Swooping in to rescue a young heroine from certain doom has a way of making you seem dashing and heroic, and young ladies have always had a weakness for brave heroes like yourself. Never let it be said that there are no rewards for heroism! You have accurate instincts that tell you when and where your help is needed by people in danger, especially when those people are cute girls in need of a savior. Whenever you follow your instincts and save the day your gallantry will always be rewarded in some way, sometimes in material goods or an enduring gratitude but often in romantic or sexual ways, especially if this isn't your first time saving a particular girl from danger. Regardless, the greater the danger you face the greater the reward will become: save a girl from a monster and you might be rewarded with a kiss or a blowjob, but save the world for her and you could easily win her eternal love. You may choose to silence or fine-tune these instincts to respond only to certain people if you would prefer.

Family Man (400 CP)
As nice as they are you can't spend all of your time playing with the Senshi. It wouldn't do to ignore all the other women in your life who are just as thirsty for you as the heroines, whether it's your sexy wife or your beautiful daughters or the students you teach at school. Your appetites can't be constrained by silly ideas like monogamy and your partners know better than to expect it from you, but that doesn't stop them from loving all the naughty things you do to them. Polygamy and incest taboos simply aren't a thing anymore once your partners have had a taste of your talents in the bedroom. So long as you don't start neglecting her your wife won't mind if you have a few other wives or mistresses on the side, even if those mistresses are your own daughters. Any children you have never suffer birth defects or other side effects of incest.

The Devil Made Me Do It (400 CP)
All kinds of weirdness has been going on in Tokyo for the last few years. Strange behavior and outbursts from people possessed by demons seem to be more common every day, but you've found a way to use this to your advantage. Other people are surprisingly forgiving of perverse misbehavior on your part, and will do so given even the most outlandish excuse. Grope a cute schoolgirl's butt on a subway? Your hand slipped, it was an accident. Pin her to the wall and rape her in public? You were being possessed by a youma, it's not your fault. This makes your victims much less willing to resist you violently and heroines like the Senshi or mundane law enforcement give you the benefit of the doubt much more than they really should, only fidgeting weakly as you slide your hands under their uniforms. This also means your victims won't hold a grudge against you afterwards, after all it's not like *you* did anything bad to them. Try not to push your luck too far though: target the same girl a few times in a row and she might catch on.

Guardian (600 CP)
Aha! I knew there was something familiar about you! You've secretly been a reincarnated prince of the Moon Kingdom this whole time! In the blink of an eye you can transform into a superpowered alter ego like Tuxedo Mask or the Moonlight Knight. While transformed you gain physical abilities equal to any of the Senshi or a powerful youma, becoming tough enough to shrug off being hit by a truck and strong enough to lift and throw one. You can also cast a variety of spells such as illusions and teleportation, allowing you to support the more battle-focused Senshi from a distance. You can even conjure small objects such as roses, knives, or playing cards, and use them as deadly thrown weapons capable of being enchanted with simple magic, the perfect thing to help break the heroines out of traps or distract their enemies for a crucial moment.

A Matter of Experience (600 CP)
The Senshi may be legendary heroines but they're also teenage girls, and whatever they have in cosmic power they utterly lack in life experience. Now you on the other hand, you've got life experience in spades and the fruits of your wisdom will be extremely valuable to those innocent girls, though they'll be a lot less innocent by the time you're done mentoring them. You're an extremely talented teacher, able to condense many hours of mentoring into a fraction of that time and present your lessons in such a way that even the most challenging students learn as much from you as the best and brightest. If you wanted to be a career educator you'd be one of the best in the world… except for all the *highly* inappropriate relationships you'll be in with your students, as absorbing your lessons makes any students of your preferred gender develop strong feelings of all kinds for you, from an innocent schoolgirl crush to a carnal need for submission. Of course you can also give erotic lessons, introducing your students to new fetishes, training the sensitivity of their bodies, and turning them into slutty girls whose bodies and souls *yearn* for your cock.

It's For a Ritual! (600 CP)
Even in a world of magical girls and demons, never underestimate the power of a Shinto priest! Much like Rei's grandfather and his friends you've mastered a wide array of holy magics, from rituals that cleanse demons to the making of ofuda and sacred talismans. These are sacred magical arts that heal, protect, bless, and cleanse or seal evil rather than the curses or elemental magics that a youma or a Senshi might employ. However your rituals have a strange quirk to them in that they become much more powerful when employed in lewd ways. For instance you can cleanse a girl of evil spirits with a normal purification ritual or you can make her actively repel and burn demons that try to lay hands on her with a ritual that involves rubbing a sacred aphrodisiac lotion into every inch of her body. What's more, by employing these rituals with other kinds of magic you might have you can add sacred power to any other magical spell or effect you might know, turning even ordinary elemental magic into sacred demon-slaying magic. You can also choose to employ non-Shinto rituals if you'd rather be powered by some other religion instead.

Senshi

Sailor Soldier (Free/Restricted to Senshi)
Like every other Senshi you carry the power of a planetary guardian and can transform into a sailor-suited heroine, even if your untransformed state is some other gender. While you are transformed you become much stronger, faster, and tougher than an ordinary human, enough that you could leap several stories in a single bound or fight powerful monsters hand-to-hand. You also wield an element of magic aligned with your planet of choice and can cast spells using that power. At first you will know only a handful of spells, but with time you will grow stronger and more flexible until you gain complete mastery over your element.

In the Name of the Moon! (100 CP)
People might give you a hard time for all the corny speeches you give but there is actually a point to it. When monsters or other enemies are attacking you can grab their attention immediately and keep it locked on to you by calling out a challenge to them. By throwing down this gauntlet you can force your enemies to fight you before attending to any other business they might have, though stronger enemies like dark generals can ignore this effect if you're too weak for them to bother with. You can even grab the attention of multiple enemies at once with this perk. Just be sure not to get in over your head, alright?

Another Day Another Dick (100 CP)
Sure getting raped is humiliating and all but is it worse than all the times you've died to save the world? You have a battle-hardened mentality, and things that would traumatize a normal person like spending your teenage years fighting monsters for the fate of the world just slides right off of you instead of sticking around and making you miserable long after the fact. Even in the worst case scenario you could laugh off being raped or almost killed and be back to normal after a good night's sleep. Better still, you can share this perk's effects with your friends so long as you're there to help them deal with their own issues.

Dirty Girl (100 CP)
Just because you've volunteered to be magical rape bait for a decade doesn't mean you have to have a bad time, because now even the most selfish lover or brutal rapist will somehow end up adjusting their pace to match your preferences. They're not necessarily being considerate lovers or anything, they might just want to feel smug and superior about it when they make you cum, but they will *always* show you a great time if you're in the mood to let them have their way with you. What they do *after* that is still up to them though, so try not to fall for someone who wants to use you to take over the world or something.

Bikini Mode (200 CP)
A lesser-known feature of the Senshi uniform is its ability to enter a low-coverage mode for conserving and recovering energy. When you're low on magical or spiritual power you can detonate your Senshi uniform (or any other transformation you might have) in a burst of power that can wipe out whole crowds of monsters in an instant. The tradeoff is that it leaves you in an exposed scantily-clad state with very poor magical defenses until you can recover your energy, though that energy will recover at a highly accelerated rate for as long as you're willing to remain exposed.

Take Me Instead (200 CP)
How noble and self-sacrificing of you, offering yourself to suffer in place of a friend. When things seem hopeless and the villains have the upper hand you can offer yourself to an enemy to help someone else escape a bad situation. Whether it's a blackmailer who wants to exploit your friends for money or a youma who wants to drain all their energy you can offer yourself as a substitute and will almost always be taken up on the offer. They'll even keep their word about letting your friends off the hook. In fact the only time this perk won't work is if the villain is after something very specific, like a plot device that you don't have.

No Consequences Ever (200 CP)
For all the time that they spend on their backs the Senshi never seem to get pregnant, nor do they ever lose the tightness and purity of a virgin no matter how many times they get raped, at least if the youma can be believed. Maybe it's got something to do with being a magical girl? Either way, you're immune to the logical consequences of having tons of sex: your body will never become numb to pleasure or worn out by constant use, and any pregnancies you might have will happen only with your consent, never by accident. In fact, you seem tougher and more resistant to abuse in general; you remain in peak physical condition no matter how much you slack off or overeat or suchlike, and you can take a beating and just 'walk off' any non-critical injuries like an 80s action hero and come back ready for more.

Rape Bait (400 CP)
Those perfect breasts, that firm ass, those legs so long and smooth, is it any wonder why men lust over you when you're a vision of perfect beauty? You're incredibly attractive for someone of your gender and while you might not appreciate all of the attention this will bring you at the very least you can exploit it for all it's worth. Enemies you face will now be much more interested in capturing and raping you rather than simply killing you, and you'll find that your foes are a lot less competent when they're thinking with their dicks. Monsters will try to take you alive rather than killing you quickly, groups will start fighting each other for the right to go first, and demon kings will put off destroying the world for a few more hours so they can rape you first. You can selectively toggle this perk's effects if you'd rather do things the traditional way.

Mountain-Trained (400 CP)
The Senshi aren't really normal girls even outside of the whole magical girl transformation thing. Ami's a genius, Haruka and Michiru are celebrities, and the less said about Chibi-Usa the better. But Makoto trained in the mountains with her grandfather to learn martial arts, and boy did she ever learn them. Like Mako you've got formal martial arts training near the peak of what ordinary humans are capable of, and you can combo your magic together with your training to unleash powerful magical martial arts attacks. You can even use some of this power when you're not transformed, allowing you to take your enemies by surprise when they think you're just a helpless little girl. And best of all, you have a gift for beating people unconscious without doing any more permanent damage to them than you intended to.

Girls Love (400 CP)
The power of love isn't just for Usagi and Mamoru to enjoy: the other Senshi all love their moon princess too, whether romantically or otherwise. There's just something about her that makes Usagi easy to love, and whatever that something is you've got it too. Making new friends is so easy you can almost do it by accident just being nice and supportive of those around you, and putting real effort in will make the kinds of friendships that last a lifetime. If you choose you can have your efforts forge equally-powerful bonds of love instead, either of the platonic or romantic variety, and those who love you do so unconditionally, even if you surround yourself with a vast harem of lovers or choose only one of them as your "real" partner.

The New Millennium (600 CP, requires Sailor Soldier)
These Senshi may be a lot lewder than the original ones but when the chips are down they're still the guardians of the universe and any monster foolish enough to underestimate them deserves the beatdown they're about to get. Your Senshi transformation has been massively upgraded into the new Millennium form, and has become an order of magnitude more powerful than an ordinary Senshi. In this state you are capable of channelling enough magical power to wipe out whole scores of youma at a time and can fly at high speeds. Additionally, you can fold other powers you've obtained as a Jumper into this transformation, turning them into a part of your Senshi transformation and granting them a similar power boost at the cost of making them unavailable when you're not transformed.

Love Conquers All (600 CP)
These new youma may have the power of rape on their side but so what? Love and justice can overcome anything, even the power of tentacles! Your already-impressive magical strength grows greater still when fueled by the power of love: whether you're fighting to free your loved ones from a monster or you're the only thing standing between them and a terrible fate, your physical and magical abilities rise dramatically, as much as doubling your power in moments of crisis that threaten those you love. But when you're able to pool your strength with your loved ones the total power that you all have access to rises further still, multiplying the sum of all your powers by another level for each person who adds their power to yours.

Back from the Brink (600 CP)
Even when all seems lost and the Senshi have been defeated for real this time it never seems to stick. They're the heroines after all, and even in hentai they don't lose for long. Once a year you gain a second wind when pushed to the brink of defeat. Fatal wounds miraculously close up, your energy skyrockets back to full, and any curses or impairments on you are completely undone, allowing you one more chance to face your enemies at your full power. Alternatively, you may sacrifice this second wind to generate a plot contrivance of some sort, such as an ally showing up in the nick of time to deliver a much-needed power-up, or reviving a fallen ally with a kiss of true love. You have broad flexibility in determining what this boon might be but it cannot be something that defeats your enemies for you or generates a long-term power boost that you would not otherwise have had access to.

Youma

Sex Demon (Free/Restricted to Youma)
The latest breed of youma is different from any the Senshi have ever fought before. Rather than hunting for heart crystals or rainbow jewels, monsters like you can drain life energy or magical power through sex by bringing your victims to orgasm, crippling them with pleasure and leaving them too exhausted to fight back. Those with especially large energy reserves may require multiple orgasms to drain completely, but even the strongest foes lose a *significant* chunk of their energy if you make them yours. Drained energy can be used to replenish your own reserves of any similar type of energy, such as ki or magic. All youma naturally have some ability to use this power to enhance their bodies and to power their magical abilities, usually simple spells of a sexual nature.

What a Girl Wants (100 CP)
Not all sexual predators are created equal. Any idiot can be a rapist but youma feed as much on pleasure as on life energy and they have a vested interest in their prey enjoying themselves. Much like any youma you have the instincts of an incubus, a natural talent for coaxing indescribable ecstasy from your partners whether they want it or not. A single night spent with you can haunt your victims with pleasant dreams for weeks afterward and those who join you willingly will often be ruined for other men by your incredible skill. After the first few unwanted orgasms your victims can get so drunk on pleasure that they'll become willing participants in their own ravishing, if only until the afterglow vanishes and rational thought returns to them.

Monster Mashup (100 CP)
Only the weakest youma lack the ability to take a human form of some sort, the better to blend in and stalk their prey among their own kind. You are one of these shapeshifter youma, having both a human form and a monster form and the ability to transform between them at will. You can freely design your monster form around a particular theme if you wish (though it can gain no special powers from this perk), from having only minor cosmetic changes to your human form to something more alien like a tentacled plant monster or even something as bizarre as a sentient hollowed-out kigurumi costume. Alternatively, you can mix and match components of any alt-forms you have to create your monster form.

Urban Legend (100 CP)
Even after so many years of monster invasions most humans still can't defend themselves from monster attacks. The Senshi can fight you, sure, but the police and military barely even seem to realize that you exist even in this age of cell phone cameras and social media. You move like a phantom through society, leaving normal humans unaware of your existence until you choose to reveal yourself. Cameras simply don't record you without your consent and any records you would rather not leave behind quickly decay with time, leaving no trace of you for normal humans like law enforcement or the military to track down. *Magical* humans are another story however.

Pleasure Slaves (200 CP)
Even youma fall in love sometimes, but they don't really do the dating and romance thing like humans do. Why bother when you can just sweep your conquests off their feet and ravish them until they fall for you? You're able to use pleasure and dominance to seduce your victims, gradually conquering their hearts until eventually they submit to you just as eagerly as if you'd romanced them the traditional way. While it takes time to train your pets to be obedient it gets easier as you go; after the first few conquests they'll begin to *want* to be dominated, struggling to fight their best and even subconsciously holding back more and more of their full strength. Eventually they'll reach a state where you can easily seduce them into submitting to you for good, turning them into your eager sex slaves. Be warned though, sufficient abuse or neglect can still turn your slaves against you, as can other villainous deeds you may commit.

Dirty Rotten Scoundrels (200 CP)
It's a youma's prerogative to play dirty tricks on the Senshi, and one of the favorite tricks of this new batch of demons is to take hostages to gain some much-needed leverage over their enemies. You're an expert at these underhanded tactics, an expert kidnapper who can snatch people off the street in broad daylight without anything seeming amiss to those around you, or silently ghost your way into a target's home to steal them away in the middle of the night without leaving a trace of your presence. Once you have your target they'll find it very difficult to escape if you put even the bare minimum of effort into restraining them Lastly, the more leverage you have over your enemies the more willing they'll be to play along with you. Heroines like the Senshi might normally try to free your hostages, but if you've taken family members or teammates or large numbers of ordinary civilians they're much more likely to give in without resistance.

Poison of Love (200 CP)
The newest breeds of youma are genetically-engineered to be the perfect sexual predators. Part of this is an arsenal of chemical weapons that are effective even against magical girls like the Senshi, letting them weaken their foes and bring their phenomenal strength down to something an ordinary monster might be able to contend with. The inside of your body is now a potent chemical weapons lab capable of producing three different types of poisons at once. Your cum or saliva can be turned into a potent aphrodisiac or an addictive drug or a paralytic agent that can sap the strength from whoever ingests it, but you can produce other types of chemicals as well. It takes about 24 hours to reconfigure your body to make different kinds of poison or to neutralize any poisons that you no longer want. If you have access to other kinds of toxins from other jumps you can produce those internally by the same mechanism as well. You can also create antidotes to your own toxins, though I can't imagine why you'd want to do so.

Cage of Flesh (400 CP)
A youma's tentacles are his most reliable tools for capturing and subduing prey, especially superpowered girls like the Senshi. Not many humans know how to defend themselves against half-a-dozen limbs trying to capture them all at once, or how to wriggle free once they've been caught. You're exceptionally skilled at splitting your attention between many different tentacles or other limbs, especially when grappling and pinning or ravishing your victims. Not only are you effectively a one man gang bang able to fight and fuck several girls simultaneously with no loss in performance, but whenever you use more than two limbs to fight or restrain any single person you become almost exponentially more difficult to avoid and escape for each additional pair of limbs used, your sheer dexterity and coordination making it more and more difficult for your victims to track them and prevent one from slipping past their defenses. Mastery of leverage also makes your limbs much stronger once they've successfully grappled a victim, enough so that even weak youma can keep a grip on a struggling Sailor Senshi once you have her in your grasp.

Spawn of Chaos (400 CP)
A youma's body is much more malleable than a human's flesh and blood, and more powerful youma often have more advanced skill at controlling and shaping the raw material of their bodies than common mooks. You can freely reshape parts of your body, turning hands into claws or swords, sprouting tentacles at will, and altering your appearance freely. Reshaping your body in this way requires you to invest some of your magical energy into it, subtracting from your available maximum until you return to your true form, and the more extensive the change the more energy is needed to maintain it. Apart from altering your appearance you can also hulk out into a powered up form, split yourself into multiple bodies, or even assume a single energy form like fire or lightning if you have magical power on par with a Dark General, allowing you to do things like turn your body into electricity and travel through the power system like Electricus if you had an enormous amount of energy to spare.

Monster of the Week (400 CP)
In the old days youma had unique themes based on what they were made out of, from bat monsters with sonic scream attacks to car monsters that shot their tires at people. You've got some of that old-fashioned magic in you and you're able to use many kinds of sexual magic based on whatever your theme might be. Choose a single fetish such as BDSM or mind control as your theme: any form of magical powers related to your fetish becomes much stronger and easier to use for you, and you gain an assortment of magical powers based on your fetish. For instance if you were a bondage youma you might be able to conjure all kinds of magical restraints, controlling them freely and restraining a victim's magic or other abilities along with their bodies. At minimum these spells are a match for the basic elemental spells that the Senshi use but the more narrowly you define your fetish the stronger your related magic becomes.

Dark General (600 CP)
The days of Beryl and Galaxia may be long gone but the world will never be completely rid of youma with vast ambitions and a hunger for power. You are one such youma, possessed of immense willpower and charisma fit for a demon king as well as a measure of tactical prowess, the skills of a natural leader. Your raw force of personality attracts those of feeble willpower to your side, and you're able to exert enormous influence over them once they become your followers, leading by example and corrupting them into loyal minions. You could recruit ordinary youma or even humans and by leading them gradually turn them into an army of sex demons and deviants like yourself, though you're also able to rein in their worst impulses enough to ensure they're able to function as competent minions. With your leadership you could forge a perfectly functional dark empire out of sex demons and their slaves. Those of stronger wills can also be corrupted so long as your raw magical power is substantially greater than theirs, though you can choose not to taint specific followers with your influence if you would prefer, or to taint them only in specific ways.

Demon Sorcerer (600 CP)
Youma are creatures born from Chaos and magic, and the greatest of their number, like yourself, have immense talent for the arcane arts. A Senshi's magic might be the power of a planet given form but yours is the power to dominate and enslave the universe, bending even the laws of physics with your iron will. While your spells lack the raw power of the Senshi you have far more flexibility in your magical arsenal, from simple energy blasts to flight and teleportation to curses and seals and much more. This is to say nothing of all the more perverse uses for your magical power, such as brainwashing ordinary men into lustful beasts. What's more, your demonic nature allows you to use lust as a medium for magical power: not only do your own spells become more powerful the more lustful you become, but your enemies also become less resistant to your magic as their own ardor grows. A Sailor Senshi or other beings resistant to magic might normally shrug off a curse but bring them to orgasm a few times and you'll rip through their defenses like wet paper and turn their bodies into playthings for your spells.

Another One Bites the Dust (600 CP)
Your enemies have the power of love and friendship on their side so why do they keep losing to you and getting raped again and again? It's because deep down they want your cock almost as badly as you want to give it to them. You have a powerful aura of dominance which presses down on your enemies like the girth of a cock across their faces, striking fear into the hearts of your inferiors and a deep aching lust into those of your preferred gender. Merely being in your presence makes panties grow moist, nipples tighten, and legs wobble uncertainly, weakening your foes and sapping their strength depending on how attracted they are to you. Those who draw strength or resolve from love and friendship or other sentimental values are especially affected: instead of a heroic second wind or last minute power-up all they can think is how amazing it'd feel to give up and allow themselves to be conquered. You can also choose to suppress this aura's effects if you prefer not to be surrounded by horny sluts at all hours of the day.

Items

Bystander

Little Slugger (100 CP)
Whether you're spelunking through a youma den or protecting the peace of the neighborhood there's few better weapons than a good old-fashioned baseball bat. ...I mean, aside from guns and magic and stuff, but this is Japan so you'll have to make due with what you've got. This trusty bludgeoning implement is solid and sturdy and makes a very satisfying CRACK when you club some unsuspecting youma over the head with it. This particular bat is oddly effective against monsters too, causing a lot more pain and potentially leaving them stunned or knocked out a lot longer than an ordinary hunk of wood should do. Maybe it's got some magic in it?

Drinker's Choice (100 CP)
Real men drink real beer, the kind that could give a bear a hangover and doesn't taste like watered-down piss. This is the good stuff, a regenerating six-pack of beer, bottle of wine, flask of whiskey, or whatever your alcoholic drink of choice is. To you this is just an ordinary drink, if one of unusually high quality and functionally limitless quantity, but to anyone else it's abnormally potent: not only can just a few sips get an inexperienced drinker thoroughly hammered (though with no risk of alcohol poisoning or hangovers), but they always become sleepy, horny, or friendly drunks depending on what would be most convenient for you, and remain so for several hours. Plenty of time to get up to all kinds of naughty mischief!

Adult Toy Collection (200 CP)
You may not have tentacles like those youma guys but you've still got plenty of ways to spice things up in the bedroom. This item is a huge package of sex toys of all varieties; dildos, plugs, vibrators, harnesses, condoms, ropes and gags, the works. Everything included except the disposable stuff is self-cleaning and self-maintaining, and you always have this item's contents on your person at your convenience; condoms materialize in your wallet when needed, a gag and ropes just happen to be in your backpack, and so on. While there's nothing magical or high-tech in this lewd treasure chest, just things that would be available in a modern setting, if you find or create more exotic sex toys in other settings you can add them to this item and confer its benefits to them.

Home Sweet Home (200 CP)
Situated in a nice neighborhood that coincidentally happens to have a lot of fine-looking and available tail living in it, this wholesome-looking single-family dwelling masterfully camouflages the potential depravity lurking within. Comfortably appointed with all the trimmings and a nice roomy basement, this house also has the curious property of going overlooked even when it shouldn't. Enemies and other such busybodies can't seem to find it unless you carelessly lead them right to the doorstep, and sounds coming from within (such as, oh, a young woman shrieking in ecstasy) go mysteriously unheard unless you actually wanted people to take notice. As a final bonus, the house is fully paid for with all taxes and fees covered on an ongoing basis, and all the upkeep discreetly takes care of itself as needed.

Dark Academy (400 CP)
A school for gifted youngsters, this private school is under your personal direction as the dean or director, though you can choose to be a teacher instead if you'd prefer. Though the school appears normal on the outside, it hides a dark secret: many of the students who attend here are victims of youma attacks who've had their bodies awakened to unspeakable pleasures and need help controlling their new desires. And by this I mean they need someone like you to give them an extremely thorough sexual education, and you're able to do so to entire classes of impressionable young girls (or boys, if that's your preference) with those skills you'd normally use for one-on-one coaching, no additional men required.

Love Hotel (400 CP)
This five-star hotel looks like a classy joint from the outside but inside it's a love hotel, the best friend of Japanese men looking for a one-night stand everywhere. Like any other business of this sort it's a highly discrete locale, especially because you're the owner and you call the shots, but unlike similar businesses this one is actually quite classy and could pass for an ordinary high-class hotel. Aside from raking in a good amount of income from the hotel's other guests you have exclusive access to the hotel's penthouse suite, a ritzy and expansive home almost like a small mansion all by itself. And just like any good love hotel this place always seems to be conveniently right around the corner whenever you need it.

Golden Crystal (600 CP)
Wait a minute, what's this doing here? The Golden Crystal is supposed to be off in Elysium with Pegasus but here it is anyways. The Golden Crystal has the power to turn dreams into reality, which is a fancy way of saying that it grants a metric ton of magical power, enough that even a non-magical person could equal a Senshi and a Senshi or someone else on their level could become Sailor Moon's equal, and it responds to its wielder's desires. In the hands of a youma or a pervy old man, their impure hearts would allow them to cast very powerful erotic spells of all sorts, using the wielder's fetishes to boost the power of his magic even further. Once the crystal has chosen a wielder it becomes part of their soul, like the Silver Crystal in Sailor Moon's possession, and it can only ever be taken from them if they give it up willingly.

Sacred Shrine (600 CP)
This shrine is a mostly-accurate replica of Hikawa Shrine, the unofficial home base of the Sailor Senshi. It's a nice quiet place to relax and unwind and the sacred ground surrounding the temple passively repels youma and other kinds of demons, so you're not likely to be attacked on the shrine grounds. In the event that some demon is dumb enough to pick a fight with you on your home turf, the shrine's magical nature can be tapped to augment your magical strength as long as you have any. Best of all, the shrine also passively attracts cute girls! It's a popular tourist destination as long as there aren't any demons lurking around so you'll meet cute girls and beautiful women from close by and far afield just by keeping the place well-maintained and open for worship.

Senshi

Unlimited Ice Cream (100 CP)
The perfect thing for shaking off a bad day on the job, this carton of ice cream comes in any flavor you want and replenishes itself every time you stick it back in the fridge. Of course there would normally be some obvious downsides to having that much ice cream around so it's a good thing that you'll never gain weight no matter how much of this item you indulge in. The one exception is if you're looking to fill out your curves a little, in which case you'll find that all those calories go straight to your hips, butt, thighs, breasts, or whatever else you have that you think needs a little extra zing.

Disguise Pen (100 CP)
An old Senshi standby for whenever saving the day depends on a really good disguise, the Disguise Pen is one of Sailor Moon's favorite tools and allows her to transform into various civilian outfits at will. These disguises are quite thorough, providing a full change of clothes, altering the user's apparent age or other physical traits, and even bestowing mundane skills to better suit any intended roles, though this will only last until the transformation is undone and the level of skill gained is only on the level of an average adult professional. Of course the potential uses for sexy cosplay and other "unofficial" uses for such a neat little tool should probably go without saying, just don't let Luna catch you abusing it.

Scroll of Ofuda (200 CP)
Ofuda are paper talismans with prayers or incantations written on them which are used in exorcisms like those performed by Rei and her grandfather. Any evil creatures struck by these talismans will be stunned for a few minutes or even instantly killed if you are significantly more powerful than them, and they can be used by a Senshi even when not transformed. This item is a roll of such prayer strips, which you can keep concealed on your person and refreshes itself daily if you use them up. If you have some time to prepare them in advance they can even be infused by any spells you are familiar with, allowing you to cast a spell in advance and store it for later when you really need it.

A Girl's Best Friend (200 CP)
Look, sometimes you need to blow some steam off and you don't have a boyfriend handy to help out with that and you probably don't want to go out hunting for some monster to do who-knows-what to you. That's where this little guy comes in, a well-used sex toy (or a collection of them) of some description which has given you a lot of self-loving. Unlike common toys you could find in a store this one is exceptionally useful for getting over the effects of monster attacks, like aphrodisiacs or mind control or even the manipulation some of the "nicer" youma employ to try to seduce their partners. Using this toy on yourself helps to clear your head of those sorts of erotic distractions, though for the strongest ones you'll have to use it a *lot* to get rid of them completely.

Talisman (400 CP)
A rare accessory mostly possessed by the Outer Senshi, this weapon is similar in nature to the talismans that once guarded the seal on the Holy Grail, or the Silence Glaive wielded by Sailor Saturn. Yours is a unique magical weapon which is part of your Senshi transformation, if you have one, and which you can summon to your hand at will when needed. It mainly amplifies the effects of your magic and allows you to cast powerful magical spells outside your Senshi element by using it as a focus, though it's very useful as a weapon too. A sword might let you throw blades of energy while a mirror could aid divination magic. You can customize this artifact's form and function as long as it remains similar in scope to the other talismans like the Space Sword or Deep Aqua Mirror.

Secret Base (400 CP)
Though they use Hikawa Shrine more often, the Senshi's actual secret base is the hidden room under the local arcade. This is a similar sort of secret base, a hidden location large and well-furnished enough for a whole team of Senshi to crash for the night. This place is off the radar of all your enemies and it's a great place to lie low if you've just had an unsettling defeat or just want to get away from ordinary schoolgirl life for a while. In addition to the furnishings of a large upscale apartment this place also has some old tech left over from the Moon Kingdom, like Ami's Mercury Computer, which can detect monsters and sources of magical energy across the whole city, though things that are very well-hidden can confuse its readings, telling you that something is out there but not where exactly.

Sailor Crystal (600 CP)
The crown jewel of a Senshi's power is her own soul, her Sailor Crystal. Much like the silver crystal Sailor Moon possesses you have an immensely powerful crystal in your possession that lends its power to your magic in times of dire need, though yours is not equal in strength to the one in Usagi's possession. When using this crystal your magic becomes almost exponentially more powerful but the crystal burns your life force as fuel in order to produce this extra power. The consequences of overusing your Sailor Crystal can be dire, potentially even causing your own death if pushed too far beyond your limits, but your success at any magical endeavor is all but guaranteed so long as you're willing to pay a price for your victory. Once per jump the crystal can also revive you from death, even one caused by its own effects, by responding to the love of your companions or other allies to heal your wounds and return you to life. Though if you don't have any friends or lovers present to help then you're out of luck.

Sealed Demon Yakanzuru (600 CP)
Sealed away under Hikawa Shrine is an ancient and powerful demon, not a youma but something born of Earth and contracted to serve a summoner who breaks the seal on its prison, a role which you have taken by purchasing this item. Yakanzuru is a shapeshifter, and while it seems to have a comical appearance at first glance its power is superior to an army of youma. It's capable of devouring hundreds of enemies at a time, hoovering them up like a demented vacuum cleaner into the bottomless abyss of its stomach, and it regenerates even from fatal wounds, being vulnerable only to powerful holy magic. However such power comes at a price: the demon's summoner must pay with their life force and flesh each time Yakanzuru is summoned, and it exacts a greater and greater toll depending on how much its power was used, though it's capable of making the experience exceptionally pleasant for an open-minded summoner. The demon won't kill its summoner under any circumstances, instead it merely eats them and will molest them within its vast stomach until its price has been paid, which may take only a few hours or as much as a few days before returning them to normal. In future jumps it may be taken as a companion, though using its power will still require you to pay its price as normal.

Youma

Tentacles on Demand (100 CP)
The perfect thing for when you need to tie up a struggling prisoner, this set of tentacles can be summoned out of most flat surfaces, allowing them to hang from the ceiling or rise up from the ground whenever you need a few extra pairs of limbs. The tentacles are about six to ten feet long and have all the strength and abilities that your own limbs do, like shapeshifting or spewing poison, but if they're damaged or destroyed you'll have to wait 24 hours to summon them again. You get six tentacles per purchase and can purchase this item multiple times to get additional tentacles, though Youma only get discounts on the first purchase.

Teacher's License (100 CP)
The perfect thing for blending in with ordinary humans: paperwork! This item is a folder of documentation supporting a fake personal history, useful to anyone who wants an "official" identity, for instance a youma who wants to infiltrate the human world in some capacity like being a gym teacher at a high school full of cuties. Your documents are robust enough to withstand close scrutiny by government officials or others who investigate your affairs, though they won't do anything to hide you from magical senses. Your identity updates itself each jump to give you an ordinary background, including any licenses or certifications that your perks or skills allow you to qualify you for, such as official medical licenses or college degrees.

Dark Mark (200 CP)
Some youma prefer a catch and release policy for their victims, letting them go and coming back for them later rather than locking them up. Tracking one girl in a city as big as Tokyo might sound tricky but you've got a secret weapon up your sleeve, a magical tattoo which acts as a tracking device, letting you sense a person's location from hundreds of miles away. It can take whatever form you like, from a black star to an inverted crescent moon to a tramp stamp, or even a lewd little heart right over their womb. You can apply your mark with a simple exertion of magical power if your target is magically-weak or exhausted and from then on will always know your target's location relative to your own. You can also hide the mark from sight if you'd rather your target or others not know it's there, and if you're skilled with magic you can also use it as an anchor for other kinds of lewd spells, making them much more potent against your target.

Kindred Spirits (200 CP)
The Senshi are so focused on fighting youma that they haven't really noticed how Earth is full of humans just as nasty as you are. You've acquired the services of several helpful like-minded assistants, humans willing to sell out their own planet just to get their dicks wet with a Senshi or any other girl you can help them get their hands on. They're all middle-aged men and while they're all *ordinary* men they're also strong and fit for their age and many of them have positions of power or influence in places you'll find useful, like teachers who work at the school your enemies attend or distant relatives of some importance who make good cooperative hostages. You'll meet new allies to fill this role in each jump of your chain.

Secret Lair (400 CP)
Most monsters don't have the good fortune to be lords of their own dark kingdoms and have to make due with abandoned buildings if they want a place to stay. You're a lucky exception who's found a classy place like a haunted mansion or a dark lord's palace to call your own. Any neighbors you have will avoid nosing into your affairs, assuming that they even know you live there, but any curious cuties who come snooping around are in for a nasty surprise: the whole place is wired with sexy magical traps built to knock out and capture intruders, like bondage rope traps and aphrodisiac gas bombs. Anyone who falls into these traps can be safely stored in the lair's sex dungeon, which surpresses magical powers weaker than your own and is nearly impossible to escape without help. If you have a dark kingdom of your own you can also fuse this item with it, turning it into a magnificent dark fortress to rule your kingdom from.

Spawning Lair (400 CP)
Maraviolantes is something of a mad scientist and this is a replica of the lab where he creates his minions using a combination of dark magic and genetic engineering. Using these facilities you can create monster minions of your own using life energy as fuel. This by itself will create generic tentacle monsters or weak youma who obey you without question but by splicing genetic data from other creatures into your minions you can grant them special abilities and power-ups that make them more effective sexual predators. You might make a spider youma who can spew sticky webs strong enough to tie up a Senshi or a venomous snake youma with an aphrodisiac poison, though you can use non-animal sources if you happen to have them. It takes the life force of one ordinary human to make one ordinary mook-tier youma, twice that if you choose not to drain your victims to death, and much greater quantities if you want to make powerful minions like the generals that Maraviolantes employs, but there's no end to the minions you can create if you have a large enough source of life energy available.

Monster Mothership Yer-Anus (600 CP)
A secret weapon of the youma general Masterbems, Yer-Anus is a colossal spherical monster the size of a building capable of carrying over a thousand youma within his immense bulk. In Maraviolantes's forces he serves the role of an invasion ship, unleashing his cargo on an unsuspecting Tokyo. You possess a monster identical to this one in your army, as well as all of the lesser youma stored within him. Yer-Anus and his invasion force are all loyal to you and can be unleashed at will on your enemies, respawning any losses suffered between battles so long as the mothership is kept well-fed. The minions are all mook-tier combat youma but sheer numbers make them a force to be reckoned with, and Yer-Anus itself is strong enough to throw down with kaiju-sized monsters if needed. The mothership is also capable of shrinking down to the size of a hair accessory for easy carrying, and in addition to unleashing its army it can create hurricane-force winds to suck enemies into its stomach. Any foes who become trapped within Yer-Anus are at the mercy of his army unless they're strong enough to blast their way out of him.

Dark Kingdom (600 CP)
A hidden subterranean lair just like Beryl's old dark kingdom, this underground realm is the size of Tokyo and has room for millions of youma, though only a tiny fraction of that number reside here to start. Your kingdom is sealed off from normal space, accessible only by teleportation and a handful of hidden portals like caves and sewer systems, making it difficult (though not impossible) for ordinary humans to invade it. Any foes who manage to breach your magical defenses will find the whole place saturated with powerful dark magic, making invaders (and any unlucky prisoners) far more susceptible to the lustful attentions of you and your minions. Staying here too long gradually turns men into lustful beasts and women become even more vulnerable to being sexually dominated than they already are. Any permanent inhabitants of this realm are immune to this effect. This item may be imported into any similar large territory items, and doing so allows you to turn them into isolated but self-sufficient pocket dimensions as well as bestow the item's other effects on them.

Companions

Old Friends (100 CP)
You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 600 CP to spend on perks and items. They may not take additional companions nor can they take drawbacks to receive more CP. You can import a maximum of eight companions. Should you wish to import the full set of eight you can do so for half price, a total of 400 CP.

New Friends (100 CP)
Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 600 CP to spend on perks and items, though as with imports they cannot take drawbacks or purchase additional companions. Alternatively you may choose to create new companions from scratch for the same price and benefits.

Senshi Harem (Varies)
Well not *necessarily* the Senshi but be honest, they're practically a pre-made harem already and it would be a shame to split them up and leave some of them behind. This option allows you to roll several similar characters into a single group companion, such as several of the Senshi or a group of youma generals or maybe just a couple of your drinking buddies. It costs 100 CP to recruit two characters and you can gain up to six maximum for 300 CP, however this is a quantity over quality option: any companions purchased this way do not receive any origins or bonus CP as with the above option. You also still need to convince your erstwhile companions to join you as normal.

Drawbacks

Self-Insert (+0 CP)
You may choose to replace any major character in the plot of Submission Sailor Moon who shares your origin. A Bystander can be any non-magical human character or they may choose to replace Endymion if they have the **Guardian** perk. Senshi can replace any of the Inner Senshi, and a Youma can replace any monster in the series, including Dark Generals if the **Dark General** perk is taken. You do not receive extra power beyond what your perks provide if you do so, so don't get any funny ideas about replacing Hotaru just to get Sailor Saturn's planet-killing attack. These changes are retroactive.

I Can't Fap To This (+0 CP)
The Sailor Senshi have been lewded across more fanfics than you could shake a magical disguise pen at, so there's no need to confine yourself to Black Dog's particular interpretation unless you want to. By taking this toggle you may go to another fanfic or doujin or alternate continuity so long as it contains the basic elements of having the Sailor Senshi, youma, and a certain amount of porn logic. No crossovers, and despite how things might have worked in the story you still only have access to whatever options can be purchased in this document and whatever you bring with you from earlier jumps.

One Ugly Motherfucker (+100 CP)
It's a good thing for you that consent is often questionable around here, because barring some incredibly deviant tastes from prospective partners the *only* way you're ever going to get laid is to overpower them by force. You are now uglier than the southern end of a northbound youma, and in a world where beauty is commonly taken as a marker for goodness and purity that is a serious social handicap. You can expect to be shunned by anyone who isn't similarly ugly, though you'll at least be accepted by youma and other sorts of social rejects like gross overweight perverts.

Klutz (+100 CP)
Bad enough if you have to fight monsters or magical girls but do you also have to have two left feet while you're doing it? Like Usagi you've got problems staying coordinated, and you tend to trip over your own feet or drop things you're holding at inopportune moments, especially in combat or in other situations where it would be most inconvenient for you. You're basically a gawky teenager whose limbs always feel like they're a little bit longer or shorter than you expect them to be.

In the Name of the Moon! (+100 CP)
Sailor Moon gets some flak for her silly posing and speeches but you must be a fan of them or something because you're prone to all the same sorts of silly behavior even in tense situations. You don't have the slightest idea of what subtlety means: as soon as you see a problem you're compelled to run straight at it and call it out in the cheesiest way possible, not only ruining any element of surprise you might have but also giving your enemies a few seconds to take a cheap shot at you while you're running your mouth.

Trouble Magnet (+200 CP)
Hey we haven't seen Naru around in a while, have we? I wonder what happened to her… well maybe you're about to find out! You attract trouble like honey attracts flies. Purely by bad luck you're constantly winding up in dangerous situations like monster battles and you'll need to find your own way out of them. You're under no obligation to fight these battles or resolve these situations, but you're guaranteed to get caught in the crossfire in one way or another no matter how much you try to avoid them. Expect to have these sorts of encounters no less than once a week for the entire duration of the jump.

Perverts Everywhere (+200 CP)
They're on the trains, they're in the schools, they're everywhere you look! Men in this world just can't seem to keep it in their pants no matter no matter how saintly they might appear at first. If you're female, prepare to have a hard time even leaving your house without getting catcalls and hands under your skirt, and don't go anywhere near public transit unless you're ready to be the guest of honor for a gangbang. If you're a man on the other hand almost every girl you meet is someone else's sloppy seconds and if you aren't careful you're liable to get cucked by some pervy old men at least a few times in your time here.

Runaway Libido (+200 CP)
There's a whole lot of sexy stuff going on in this world but you might get in a lot of trouble if you get too distracted. You're a nymphomaniac who has a hard time functioning if you haven't had sex recently, like an addict who hasn't had a fix. Every twenty four hours that you go without having sex makes life much more unpleasant for you in many ways, making you easily distracted by anything even vaguely sexual and severely debuffing your available power and combat performance. Go for too long without satisfying your needs and you'll find it almost impossible to defend yourself from a youma or an angry Senshi.

Moonlight Legend (+300 CP)
Remember how I said that the days of Beryl and Galaxia are long gone? Yeah, about that. Instead of starting this jump at some nebulous point after the anime when most of the bad guys have already been defeated you'll be starting right at the beginning of the story. From Beryl and Metallia to Sailor Galaxia to the other movie villains you're going to have a gauntlet of enemies to run before your time in this jump is over, and some of them are far more powerful than Maraviolantes and his rape monsters. Whether you're a Senshi, a youma, or just a concerned citizen you'll need to survive a whole ten years of the Earth being constantly attacked by demons and aliens of various types.

Naked Visit (+300 CP)
No, not naked as in *that*. Naked as in 'doesn't have your usual loadout'. That's right, all of those powers and supernatural abilities from the rest of your chain? Gone. Likewise for all your out-of-jump items and your Warehouse access are also sealed away for the next ten years. For the duration of this jump you're only going to have access to what you purchased here and your body mod. Further, you'll need to unlock the perks and items that you purchase through active efforts, starting with only the freebies of your origin and discovering or training up the rest of your purchases. Any that you fail to earn you will receive at the end of the jump as normal.

Priority Target (+300 CP)
Part of the reason why the Senshi were able to defeat so many enemies was by keeping their identities a closely-guarded secret so they could never be attacked at home. Unfortunately that's not an option to you because your identity is well-known to whoever would qualify most as your enemies. If you're a Senshi or an ally of theirs then Maraviolantes and other youma will know exactly who you and your companions are and where to find all of you, and the reverse is true for the Senshi if you're their enemy. Efforts to disguise yourself won't fool your foes for very long and those who can sense energy will be able to pick you out of a crowd with little effort. You also *must* be an enemy of one side or the other if you take this drawback, no staying neutral and getting free points out of it. If you're feeling especially bold you can take this drawback twice and become an enemy of both the Senshi *and* all other youma for the duration of the jump.

Scenario: Another One Bites the Dust

Normally the Senshi would triumph over Maraviolantes at the end of the Submission series and spend the rest of the jump cleaning up stray youma, but that didn't happen here. Instead the heroines have been defeated and Maraviolantes has taken over the world with the power of the Silver Crystal and his army of youma, crowning himself the new Dark Emperor of Earth. The world you will now be entering is the post-apocalyptic fallout of that ending: human civilization has fallen save for scattered resistance movements, and gangs of youma prowl the streets openly, abducting and raping any girls they please and killing any men who try to resist. The Inner Senshi, Sailor Saturn, and Luna and Artemis have all been captured and enslaved by Maraviolantes, who has taken the girls as prizes for his personal harem. Tuxedo Mask has been killed and Sailor Moon's spirit broken, so the chances of the Senshi managing to escape or defeat their captors without outside assistance are basically non-existent.

Technically all you need to do to clear this scenario is survive in this world for ten years and proceed on to your next jump, but it's still possible to save the Senshi or claim them as your own prizes should you wish to do so. Maraviolantes has used the power of the Silver Crystal to make himself and his minions many times more powerful than they would normally be and his army numbers in the billions now, but they are far from unbeatable, and there are still potential allies waiting in the wings. Though Saturn was captured and enslaved along with the Inner Senshi, Sailors Pluto, Uranus, and Neptune remain at large despite the best efforts of the Dark Empire to capture and enslave them, and some human resistance movements will recount stories of being saved from youma attacks by a young girl in a pink sailor uniform. Has Chibi-Usa travelled back in time again to protect her future or is this just some newcomer Senshi from outside the solar system? That's for you to discover.

Should you manage to defeat Maraviolantes and end his reign of terror you'll gain possession of both the captured Senshi and the Silver Crystal and gain one of two rewards for your hard work. You may either choose to take +400 bonus CP to spend exclusively on companions, allowing you to take a few of the Senshi as companions and power them up with additional CP, or you may choose to forfeit the bonus CP and take all of the Senshi you saved or recruited as a single group companion. You may also choose to use the Silver Crystal to reset the timeline the same way Usagi did in the first season anime finale. This will return the world to normal but also give you an opportunity to seduce or dominate the Senshi into submission rather than needing to take them as Mara's sloppy seconds.

Ten Years Later…

Move On

Stay Here

Go Home

Notes:

Power Levels
This doujin series is based on the Sailor Moon anime, not the manga, and the power levels on display here are vastly lower than the high points shown off in the later parts of the canon story. You won't be encountering the likes of Sailor Galaxia in this jump, barring any drawbacks to the contrary, but you also won't be able to gain nearly as much power as you could acquire in the canon Sailor Moon jump.

Bystander Age Measurement
The Bystander's perks measure age based on your current biological age in any given jump, with a soft cap of 100 years since that's roughly the maximum lifespan of ordinary humans in Sailor Moon. Being vastly older than this, like a 700 year old vampire or a billion year old xianxia protagonist, won't get you a vastly greater impact than a centenarian would have.

Priority Target
Options which allow you to seduce your enemies are inhibited by this option but not entirely disabled. It's still entirely possible to seduce the Senshi and take them as companions with this drawback, for instance, but they'll also never stop trying to oppose you, being utterly convinced of your wickedness no matter how hot under the collar they get for you.