Vampire Crusaders 0.1

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Introduction:

Welcome, Jumper, to a world not so different from our own. At an unknown time and place, a massive meteorite from space—later named the Abyss—crashed into the Earth. After the impact, strange waves began to emanate from it. These waves fundamentally changed some of the humans in this world.

Those affected by the Abyss were transformed, gaining superhuman physiques, immortality, incredible regenerative abilities, shapeshifting powers, and the ability to drink blood. These beings became known as Vampires.

All vampires now exist under the rule of a single progenitor—the Mother Vampire, the Vampire Queen. Under her command, they were tasked with dominating humanity.

It did not take long for them to succeed. Humanity was quickly defeated, and the survivors were placed into human ranches known as Colonies.

Yet humanity has not fully yielded.

There remains one bastion of resistance on Avalon Island. There, heroines have awakened to special powers capable of fighting the vampires. These warriors are known as Vampire Crusaders. They possess the power to transform into powerful forms, signified by their white uniforms marked with a cross. When their power activates, blue flames erupt somewhere from their bodies—perhaps their eyes, their hands, or items symbolizing their transformation.

Regardless of who you are, you will begin your journey two days before Kudo Liquaria infiltrates Avalon Island in search of his missing sister, Elfina Liquaria. She was once the leader of Human Colony 214, a settlement destroyed after a human rebellion just days before she traveled to Avalon Island.

And so, before your story begins, you receive 1000 CP to start your journey in this world.

Starting Location:

Here, you will decide where and when you begin in this world. Roll 1d6 to determine your starting point.

1. Human Colony 214
You begin in the remains of Human Colony 214, located somewhere in the Far East. This colony was once ruled by Elfina Liquaria, but it was destroyed during a human rebellion. Now the ruins are filled with scattered human resistance fighters who are preparing to begin a new revolution against the vampires.

2. Human Colony 034
One of the oldest human colonies, located somewhere in Europe, likely within the Mediterranean region. The human blood produced here is considered some of the highest quality, thanks to generations of selective breeding. Because of this, the colony is heavily guarded. Somewhere nearby lies the castle of the Mother Vampire, making this area both politically and strategically important.

3. Human Colony 069
Located in South Africa, this colony holds the largest population of human cattle in the world. It specializes in breeding humans to be shipped across vampire territories to serve as blood sources or for other tasks the vampires require. The colony's ruler is currently absent, as she is away suppressing a major human rebellion in Colony 666, leaving the colony in a somewhat unstable state.

4. Avalon Island
Humanity's last true bastion of resistance. Avalon Island is protected by the powerful heroines known as the Vampire Crusaders. The island is largely self-sufficient and remains outside direct vampire control. However, vampires sometimes infiltrate the island and must hide their true nature, disguising themselves as humans to avoid detection.

5–6. Free Choice
You may start anywhere in this world that makes sense within the setting.

Origin:

Here, you will decide your Origin. You may freely choose your sex. Roll 1d20 + 18 to determine your age.

Vampire Crusader
You are one of the many heroines in this world who possess the ability to transform and protect humanity from the threat of total vampire domination.

As a Vampire Crusader, you wield powers fueled by your will and your desire to defend humanity. When you transform, you take on a powerful combat form marked by a white uniform bearing the symbol of the cross. Blue flames may erupt from parts of your body—such as your eyes, hands, or equipment—symbolizing the activation of your power. Your abilities and fighting style often resemble those historically associated with holy warriors, drawing inspiration from figures like nuns, knights, and paladins who fought for humanity's protection.

Vampire
You are one of the many vampires who now rule this world. To you, humanity is little more than cattle, existing to feed and serve your kind. Thanks to the power granted by the Abyss, you possess superhuman abilities far beyond those of ordinary humans—immortality, regeneration, shapeshifting, and a powerful body capable of overwhelming most enemies.

All vampires ultimately fall under the authority of the Mother Vampire, the queen of your kind. Whether out of loyalty, ambition, or simple acceptance of the natural order, you serve within the hierarchy she created as vampires seek to maintain their dominance over humanity.

Perks:

Perks that belong to your chosen Origin are discounted. Any 100 CP Perk from your Origin is free.

General

Triangle Beauty[Free]
Just like many characters in this world, you have an appearance that turns heads. You start with a minimum attractiveness of 8/10 and have the freedom to choose any body shape you prefer. Given the hentai game influences of this setting, you can select a body type ranging from a petite figure, akin to to the artificial human Aria , to a more voluptuous form with large, head-sized breasts, similar to Elfina Liquaria the traitor Crusader Prime. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away.

Hentai Beauty [Free/100CP]
In this world, beauty is an almost universal trait among its inhabitants, particularly the women. Nearly every girl you encounter possesses a striking allure, with their appearance effortlessly reaching a minimum of 7 out of 10 in terms of attractiveness. Their features are perfectly balanced, radiating charm and elegance, while their physiques are sculpted to embody the pinnacle of sensuality and appeal. This extraordinary level of beauty is a natural standard here, requiring no additional cost. However, should you desire to carry this exceptional allure with you into future worlds, it would require an investment of 100 CP to maintain such captivating looks and proportions beyond this realm.

This is a Hentai series after all… [Free/100CP]
You are in a Hentai and you will be stripped naked a lot. That's just how it is, because for some reason, any damage you take will be 100% absorbed by your clothes, eventually breaking them as if to reflect your status in a visually sexy manner. Because of this, as long as you are here being naked or partially naked in public won't bother you as much, and the taboo of being naked has been lifted from society's norms. You will get some perverted (or judging) stares from people but nothing more. If you want to bring this perk to future worlds a payment of 100CP will be needed.

Clean Body [100 CP]
No matter how dirty or grimy you become, your body naturally rejects any filth. Whether you're covered in mud, blood, or worse, your skin will cleanse itself within minutes of being removed from the source of the mess. Your hair, clothes, and appearance will always return to their pristine state without any effort on your part. You'll remain dazzling, fresh, and immaculate no matter what horrors you face, ensuring you always look fabulous, even after the most intense battles or struggles.

Common Sense [100 CP]
Unlike many magical girls in this universe, you possess the rare gift of common sense. You can think rationally, make logical decisions, and avoid the reckless emotional outbursts that often plague others. This makes you far less likely to fall into traps, be fooled by obvious deceptions, or make rash decisions in the heat of battle. Your clear-headedness is an invaluable asset, allowing you to maintain control even in chaotic situations. You are the calm in the storm, the voice of reason, and the strategist others look to for guidance.

Durable Body [200 CP]
Your body is far more resilient than that of an ordinary human. You possess incredible elasticity and durability, allowing you to endure far greater punishment without succumbing to pain or injury. Whether it's blows, falls, or magical attacks, you can withstand it all with minimal damage. In addition, your body heals much faster, ensuring you recover quickly from any injuries without leaving scars. Where others would falter or fall, you remain standing, a testament to your unbreakable endurance.

Efficient Body [200 CP]
Your body's ability to absorb nutrients is unparalleled. No matter how depleted you are, a single meal can restore your strength and vitality to full capacity. You can derive sustenance from even the simplest or most unappetizing food sources, ensuring you never suffer from malnutrition or weakness. This efficiency means you are always operating at peak performance, with a body optimized for endurance, power, and recovery.

Matriarchy [200 CP]
Due to the unique origins of this world, you now have the option to shape future worlds you journey through into ones where leadership and organizational power are predominantly held by women. With this feature enabled, 90% of leaders and members within major organizations, governments, and groups will be female, reflecting a society where women dominate both the societal and hierarchical structures. You can toggle this feature on or off at the start of each jump, allowing you full control over how gender roles are represented in your ongoing adventures.

Around the Block [400 CP]
Add six years to your current age, making you a seasoned veteran in the realm of magic and combat. You've seen it all—battles, betrayals, victories, and losses—and your experience makes you one of the most formidable forces on the battlefield. Your magical abilities are refined to perfection, your strategies honed through countless encounters. With age comes wisdom, and you are now a true master of your craft, feared by enemies and respected by allies.

Always Captured [600 CP]
Whether in an SFW or NSFW setting, you are someone the enemy is always eager to capture. In an SFW context, this may tie into plot-driven events where your capture serves a greater narrative purpose. In an NSFW universe, the implications are more obvious, and your capture will often lead to compromising situations. Despite this, you possess an indomitable spirit—no matter the torture or suffering you endure, you will never break. Any wounds inflicted will heal completely without scarring. Within a month of capture, you will always find a way to escape, using your cunning, resilience, and determination to reclaim your freedom.

Vampire Crusader

Magical Transformation [Free for Vampire Crusader / 200 CP for Others]
As this is a magical girl–centered world, you possess a spectacular transformation sequence. Radiant light envelops your body while a dramatic theme song plays in the background as you transform. During this sequence your clothing and hairstyle change into a new combat outfit of your own design. You may choose any style, armor pieces, accessories, or aesthetic you wish, even if it would not normally be something a Vampire Crusader would wear in this world. Regardless of how elaborate or impractical the outfit might appear, it will never hinder your ability to fight, ensuring that your transformation provides both style and battlefield practicality.

But if you want to know for Vampire Crusaders, this transformation is fueled by your will and your determination to defend humanity. Your transformed form typically resembles the traditional attire of a Crusader, appearing as a white uniform marked with the symbol of the cross. When your power activates, blue flames erupt from somewhere on your body, symbolizing the awakening of your strength. The location of these flames may vary depending on the individual, appearing from the eyes, hands, weapon, or another part of the body, but each Crusader will have a single consistent point where these flames manifest whenever their power is active.

Beyond the visual transformation, your body undergoes significant physical enhancement. While transformed, your strength, agility, and speed rise to peak human levels, allowing you to fight effectively against supernatural threats. In addition, your transformed state possesses an identity-jamming effect that protects your secret identity. Any attempts to identify you through observation, recordings, or other methods while you are transformed will become distorted or obscured, making it extremely difficult for others to determine who you truly are behind the transformation.

Holy Scriptures [100 CP]
You have memorized the sacred texts of the Church, and through their recitation you are able to channel their power against creatures of darkness. By speaking these scriptures aloud, you can weaken vampires within your immediate vicinity, dulling their strength and making it harder for them to fully utilize their supernatural abilities. With time and concentration, you can also use these sacred verses to establish consecrated ground. These holy zones strengthen healing abilities and enhance the effectiveness of divine or holy-aligned magic within the area, making them valuable sanctuaries for allies and dangerous places for creatures aligned with darkness.

Crusader Fighting Style [100 CP]
As a Crusader, you have been trained in a combat style designed specifically to battle supernatural enemies such as vampires and demons. You are highly skilled in the use of one primary weapon style. Choose between firearms, swords, or Hammers. Your chosen style is refined for fighting creatures with superhuman strength, speed, and regeneration. This training emphasizes precision, mobility, and exploiting supernatural weaknesses, allowing you to remain effective even when facing enemies far stronger than ordinary humans.

Healing Specialist [200 CP]
Your skill in healing is exceptional, surpassing that of most practitioners. Whether through healing magic, spiritual purification, or advanced medical knowledge, you are capable of restoring injuries with remarkable speed and efficiency. Your expertise is not limited to magical healing alone. You possess a deep understanding of medical treatment, spiritual cleansing, and recovery techniques, allowing you to remove certain curses, poisons, and lingering corruptive energies.

To Find a Friend [200 CP]
Despite your role as one of humanity's defenders, your heart still longs for companionship and understanding. Once per month, circumstances will naturally lead you to meet someone who is unusually open-minded and willing to accept you for who you are, regardless of your strange nature, unusual powers, or artificial origins.

Sealing Technique [400 CP]
Your divine miracles now grant you the ability to seal supernatural beings, particularly vampires, into physical objects. Through ritual, prayer, and magical binding, you can imprison defeated enemies within items such as weapons, talismans, relics, or other suitable vessels.

Once sealed, the bound entity becomes a source of supernatural power for the object. A vampire sealed within a weapon may enhance its lethality or grant it special properties, while one bound into a talisman could provide protective or supportive effects. These imprisoned beings cannot escape without deliberate interference or the destruction of the vessel that contains them.

Mana Burst [400 CP]
Once per day, you may enter a powerful state known as Mana Burst Mode. When activated, the blue flames that mark your power erupt with far greater intensity as you unleash a massive surge of magical energy from your entire reserve. For five minutes, your magical and physical abilities increase dramatically.

Your strength, speed, and magical output are greatly enhanced, and any spells or attacks you perform during this time carry overwhelming force. In this state, you become a devastating combatant capable of overwhelming powerful enemies and turning the tide of battle through sheer magical output. However, releasing such a large amount of power in a short period places significant strain on your body. When Mana Burst ends, you will enter a temporary state of exhaustion, leaving you weakened and vulnerable until you have had time to recover your strength and magical reserves.

Sainthood [600 CP]
Your combat prowess and devotion have reached such extraordinary heights that even the Mother Vampire herself has acknowledged your strength, granting you the revered title of Saint.

Any wound you inflict upon a vampire now carries a terrible consequence. Even the slightest injury becomes a festering mark of holy power that cannot be healed through regeneration or supernatural recovery. The damage lingers within their body like divine poison, slowly worsening and resisting even the most powerful vampiric healing abilities. Against lesser demonic creatures, your mere presence radiates a suffocating aura of holiness, forcing them to recoil or hesitate before approaching you.

Your blood has also become infused with potent holy energy. By anointing weapons with your blood, you can permanently bless them with powerful anti-demonic properties. Even ordinary weapons—such as swords, bullets, or arrows—become effective tools for slaying supernatural enemies once blessed in this way. Through this ability, you can arm allies and transform otherwise mundane fighters into capable hunters of vampires and demons.

Angelhood [600 CP]
It seems that God's miracles have fully manifested within you. You have awakened the divine nature of an angel.

With this transformation, you can conjure lances of pure celestial light. These radiant weapons are manifestations of divine wrath, capable of piercing even the strongest supernatural defenses. When they strike vampires or demonic creatures, the wounds they leave behind burn with purifying energy, continuing to smolder with holy power that resists regeneration and weakens the afflicted foe.A radiant halo now appears above your head, marking your ascension. This halo continuously radiates divine energy that strengthens those who stand beside you. Allies within your presence experience improved stamina, clarity of mind, and accelerated recovery from injuries. At the same time, this holy aura acts as a terrible burden to vampires and other creatures of darkness. Their strength falters, their illusions become easier to see through, and their supernatural abilities are noticeably weakened while they remain near you.

Completing your ascension, a pair of magnificent angelic wings manifests upon your back. These wings grant you the power of flight and reinforce the divine authority that surrounds you, marking you as a true warrior of heavenly power and a living enemy of demonic forces.



Vampire

Vampire [Free for Vampire / 200 CP for Others]
Vampires were once ordinary humans who were transformed by the mysterious waves that spread from the Abyss after its impact with the Earth. These waves altered their bodies and souls, creating a new species defined by their deep connection to magical blood. Blood is not merely sustenance for your kind but a source of immense supernatural power. By consuming it, you strengthen your already formidable abilities and maintain the vitality that separates vampires from mortal humans.

Your body possesses extraordinary resilience and adaptability. Your blood carries powerful magical properties that enhance your abilities and allow you to channel supernatural energy through blood-based magic. By draining blood or life energy from others, you can sustain yourself and temporarily empower your physical and magical capabilities.

Your regenerative ability is among your most dangerous traits. Wounds that would be fatal to ordinary beings can heal rapidly, and even severe damage such as lost limbs can eventually be restored unless the injury was caused by specific anti-vampire powers or sacred effects designed to disrupt your regeneration. In addition to this physical superiority, you possess a natural talent for magic, particularly forms associated with blood manipulation, mist, and other supernatural manifestations.

You are also capable of taking to the skies, whether through the manifestation of wings or through supernatural levitation powered by your magic. Finally, your abilities are strongly tied to the presence of fresh blood. Whenever you are surrounded by it or have recently consumed it, all of your powers become noticeably stronger, further reinforcing the terrifying potential of a true vampire.

Nobility Etiquette [100 CP]
As a master of nobility etiquette, you move through the upper echelons of society with an air of superiority that is both captivating and intimidating. Your every gesture, from the slightest bow to the most eloquent speech, is executed with flawless precision, embodying the grandeur of a true vampire. You understand the power of a well-placed compliment or a withering glance, using your impeccable manners to charm rivals, intimidate lesser vampires, and impress mortals alike. Your presence commands respect and authority, allowing you to navigate the treacherous waters of political intrigue with the grace of a seasoned diplomat and the ruthlessness of a predator.

Expert Trapper [100 CP]
You can craft traps that are as deadly as they are creative, each one tailored to your specific needs. Whether you wish to capture your prey alive or ensure their swift demise, your traps are designed with lethal efficiency. Additionally, you can imbue your traps with special effects, such as those intended to violate females, allowing you to assert your dominance and satisfy your darker desires.

Armour and Weapon Destroyer [200 CP]
As a vampire, your magical and physical attacks can now be precisely focused to target the equipment of your enemies rather than their bodies. When facing Vampire Crusaders or other armed opponents, you can direct your attacks to destroy their weapons, armor, or protective gear. Though your foes remain physically unharmed, the destruction of their equipment leaves them weakened, disoriented, and less capable of defending themselves for hours afterward. This ability allows you to neutralize opponents efficiently without causing permanent injury, giving you a tactical advantage in combat while maintaining your lethal reputation.

Administration [200 CP]
As a vampire, you may be entrusted with overseeing a human colony. Your natural aptitude for leadership and strategy allows you to handle complex issues such as resource management, rebellions, internal politics, and rival vampire interference. Under your guidance, those under your control thrive, turning a struggling domain into a flourishing and well-organized territory. Your unmatched administrative skills ensure that your rule is respected and feared, establishing a stable base of power from which to project your influence.

To Submit [400 CP]
You possess an irresistible allure that leaves a lasting mark on those who experience your touch in moments of pleasure. Anyone you engage with in such ways will become deeply addicted to your presence, finding interactions with others wholly unsatisfying. Over time, this dependency grows, compelling them to seek only you for their desires. When they fully submit to you, a magical seal of ownership appears on their abdomen, symbolizing your absolute claim over their body and soul. For Succubi, this power is innate, underscoring their dominance and unparalleled influence over those who fall into their grasp.

No Weakness [400 CP]
You have ascended to the upper echelons of vampiric power, and as a result, you are now completely free from the common weaknesses that afflict lesser vampires. Garlic, holy water, crosses, silver, mirrors—the legends are many, but their effects on you are nonexistent. Sunlight no longer harms or even bothers you, holy symbols hold no sway, and no herb, ritual, or superstition can impede your abilities.

Furthermore, this invulnerability extends beyond this world. In any future setting, regardless of what race or form you take, you will not inherit the stereotypical “pop culture” weaknesses of that species.



Mother Vampire [600 CP]
You have ascended to the level of the Mother Vampire, standing among the most powerful of your kind. Every aspect of your nature strength, speed, endurance, regeneration, and mystical presence has been magnified to extraordinary levels. You are capable of facing dozens of lesser vampires or kin simultaneously and emerging victorious, your power unmatched in the known world.

You can suppress, dominate, or restrain lower vampires with nothing more than a glance, silencing their instincts and bending them to your will. Your command over lesser kin is effortless.

And As a Mother Vampire, you also have the ability to create and empower other vampires, each specialized to serve distinct roles within your domain. Your influence allows you to craft vampires stronger than standard types, each carrying unique abilities to fulfill combat, support, or strategic needs. These kin include:

- **Blood Knight –** a frontline warrior vampire with enhanced strength, speed, and durability, perfect for open combat and enforcing your will.

- **Shadow Stalker –** a stealth-oriented vampire capable of infiltration, reconnaissance, and assassination, excelling at ambushes and espionage.

- **Crimson Scholar –** a magic-focused vampire, skilled in arcane arts, blood rituals, and strategic manipulation, supporting your domain with intelligence and supernatural knowledge.

- **Sanguine Healer –** a support vampire dedicated to accelerating regeneration, protecting allies, and maintaining the health of your high-value kin.

Seven Deadly Sins [600 CP]
As a vampire under the Mother Vampire's blessing, you have been granted the ability to embody one of the Seven Deadly Sins, turning it into a supernatural effect that manifests when you bite a human. Instead of merely drinking their blood, your bite now imbues them with the essence of your chosen sin, permanently marking them with its influence. Those marked experience a lasting effect based on the sin you wield, subtly twisting their behavior, desires, or thoughts in ways that benefit your goals.

The more individuals you mark with your sin, the stronger its influence becomes, and those affected will subconsciously align with your orders, obeying your will even against their own inclinations or allegiances.

You may choose one sin as your starting power. Each additional sin you acquire after the first costs 200 CP and grants its own unique ability. The sins and their associated effects are as follows:

- ***Gula (Gluttony):*** Increases appetites and compulsions, causing targets to prioritize excess and indulgence, weakening their self-control.

- ***Luxuria (Lust / Desire):*** Heightens lust , making targets more easily manipulated through sexual acts.

- ***Avaritia (Greed):*** Instills intense desire for wealth, power, or resources, allowing you to manipulate targets with promises of gain.

- ***Tristitia (Sorrow / Despair):*** Causes melancholy and hopelessness, lowering morale and making targets more pliable to influence.

- ***Ira (Wrath):*** Instills anger and violent impulses, which can be turned against others or used to provoke chaos.

- ***Acedia (Sloth):*** Generates apathy and lethargy, causing targets to neglect duties and responsibilities, making them easier to control.

- ***Superbia (Pride):*** Amplifies arrogance, making targets overconfident, overreaching, and susceptible to manipulation through flattery .

Items:

Items that belong to your chosen Origin are discounted. Any 100 CP items from your Origin are free. Also here you can freely import any items of similar origins for free.

General

Triangle Outfits[Free/200CP]
You now have one outfit that screams it originated from a universe that uses hentai logic as its base. Even in a world where everything is much sillier, this outfit really fits, as everyone here is beyond stupid. So, if you want to wear skin-tight outfits with high heels but still be good in stealth missions, or prefer an outfit that only covers the bare minimum of your sexy body, that's also fine. This outfit, when destroyed or worn out, will conjure a new one in your wardrobe. For 200 CP, you now have a wardrobe filled with these hentai-themed outfits that you can freely import and use in the field, and no one will question why you are wearing a bunny outfit in a full war zone.



Vampire Crusader

Small Cross [100 CP]
A cross imbued with divine energy, this sacred cross radiates a protective aura that creates a safe space for its wielder. When held or worn, it passively repels negative supernatural effects such as curses, possession attempts, and corruptive vampiric influence. While it does not make the user invincible, it significantly weakens the potency of dark magic and vampiric powers in its vicinity.

Sacred Text [200 CP]
You possess a collection of sacred texts drawn exclusively from Abrahamic traditions, such as scripture inspired by holy teachings and divine revelation. These texts are imbued with powerful blessings and carry the authority of sacred words meant to oppose darkness. When read aloud, the passages within these texts can purify corruption caused by vampires, weaken supernatural influences tied to blood magic, and help break certain curses or bindings.

Church [400 CP]
You possess authority over a fully established Christian church, a sacred place devoted to worship, prayer, and protection against supernatural threats. This church is permanently consecrated and surrounded by a powerful holy barrier that repels vampires and other creatures sustained by dark supernatural forces, ensuring that it remains a safe refuge for those who seek sanctuary within its walls. Those who practice holy or spiritual powers will find their energy recovering much more quickly while resting inside the church, making it an ideal place for recovery, training, and preparation before confronting supernatural threats.

Avalon Island [600 CP]

You now possess control over Avalon Island, a large and well-fortified island that serves as a powerful stronghold within this world. The island is naturally defensible and rich in resources, capable of sustaining a large population without outside support. Fertile land, freshwater sources, and established settlements ensure that those living here can thrive even during long conflicts.

The island itself carries a unique supernatural atmosphere that amplifies powerful beings who claim it as their domain. If you are a Crusader, Avalon Island naturally strengthens holy powers, making it easier to train new Crusaders and maintain sanctified areas where vampires struggle to operate openly. Churches, training grounds, and defensive structures can easily be established, turning the island into a bastion of humanity's resistance.

If you are a Vampire, Avalon Island instead becomes an ideal territory for ruling over both humans and vampires alike. The island can support human colonies used for blood resources while still maintaining order and stability under your rule. Your presence naturally establishes a powerful hierarchy among vampires living there, making it far easier to maintain control over your domain



Vampire

Slave Collars [100 CP]
You have several slave collars. Once a collar is fastened around the neck, wrist, ankle, or any other part of a person's body, it becomes permanently affixed, resisting any attempts at self-removal. The primary function of these collars is the absolute subjugation of the wearer's will. They are compelled to follow any command given by the owner of the collar.Furthermore, a built-in safeguard prevents the collared individual from inflicting any harm upon their owner, ensuring the owner's safety and complete control over their bound subject.

Able Servant [200 CP]
You now possess a highly advanced robotic maid servant designed to perfectly attend to your needs. This servant has a fully developed personality and is capable of interacting naturally with others while remaining completely loyal to you.

What truly makes this servant exceptional is the Skill Bag that comes with her. This collection of skill modules allows you to install a wide range of abilities into the servant at will. These skills can range from simple everyday talents such as fishing, cooking, or crafting, to far more advanced capabilities such as logistics management, combat training, or instructing elite warriors. The servant can swap or update these skills whenever you provide the appropriate module, allowing her to adapt to nearly any role you require.

Elite Knight Squadron [400 CP]
You command a powerful military force composed of one thousand elite warriors, personally loyal to you and trained for supernatural warfare. The exact nature of this unit changes depending on your origin.

If you are a Vampire, these warriors are known as Vampire Knights. They are vampires who are good at vampiric rituals, granting them enhanced strength, speed, endurance, and heightened senses. While not as powerful as true high-ranking vampires, they far surpass ordinary soldiers and serve as formidable enforcers of your rule. Clad in reinforced armor and armed with enchanted blades, they are trained to hunt rebellious humans, battle supernatural enemies, and protect their lord’s domain.

If you are a Vampire Crusader, this force instead manifests as a unit of Crusader Knights—devoted warriors blessed by faith and rigorous training. Each knight has been educated in holy combat techniques designed specifically to fight vampires and other supernatural threats. Equipped with blessed armor and consecrated weapons, they possess exceptional discipline, courage, and endurance, making them a highly effective fighting force capable of standing against vampiric armies.

Human Colony [600 CP – Discounted for Vampire]
You now possess control over a fully established Human Colony, one of the large settlements where humanity is gathered and managed under vampire authority. This colony contains thousands of humans and the infrastructure necessary to maintain them, including housing, food production, medical facilities, and security forces to keep order.

The colony is carefully organized to ensure a stable and renewable supply of blood while keeping the human population healthy and sustainable. Systems of governance, labor, and resource management are already in place, allowing the colony to function efficiently under your supervision. With your authority as its ruler, the colony operates smoothly and produces a reliable flow of resources and blood for you and any vampires under your command.

Despite being a controlled settlement, the colony is designed to remain stable rather than chaotic. Rebellions and unrest are easier for you to detect and suppress, and the systems in place help maintain long-term productivity rather than destructive exploitation.

Companions

My Old Team 50

You may create or import companions this jump, for 50 CP each, or 8 for 300CP.you can only import 8 companions here. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200

.

My New Team 50

Sometimes having friends would be nice. Buying this once will allow you to add any ally you've made here as companions.You may buy this multiple times.



Drawbacks

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100]:
Want to stay longer for more sexy Warriors? Or just continue your adventure ? Or maybe even fight against Heaven and Hell. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:
You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Ticklish Body [+100CP]:
Well it won't be an ecchi series if you don't have an excuse for girls to touch each other. You are extremely ticklish that renders you helpless when triggered.Even the slightest touch in the spot of your choosing can send you into fits of uncontrollable laughter, leaving you incapacitated and unable to focus on any task at hand.

Naive mindset [+200CP]:
You have a tendency to believe people even when they clearly have predatory intentions. Whether it's a party member convincing you that the best path is through a nest of tentacle monsters, or someone persuading you to take up a dangerous job like working as a crab fisherman to repay a debt, you often find yourself in precarious situations due to your trusting nature.

Humiliation Magnet [+200CP]:
For some reason, the people you find disgusting always manage to get incredibly lucky with their perverse antics. Whenever you try to fight back or defend yourself, you're inexplicably seen as the bad guy.

Betrayal [+200 CP]
Looks like no matter what happens you'll always be betrayed by one person in your faction for one reason or another. Also this betrayal will always happen once a year at minimal**.**

No Outside Power [+300CP]
All powers and resources gained outside of this jump, including your warehouse, have been sealed away.

Monster / Ugly Sex Addiction [+300 CP]
Hentai is the theme of this Jump , of course you were getting laid at some point. Though if you are female its most likely you got fucked by a monster or just a rapist. And Sadly, you seem to have liked it a bit too much, resulting in a addiction of you need to be fucked once a day and that by the most ugly monster or people at that.

Weakling [+300CP]:
No matter what opponents you face in this world, it will take you at least four attempts before you can defeat them. This leaves you often treated as a joke by those around you, constantly struggling to prove yourself and earn their respect.

I Hate Being Poor [+400CP]:
And unfortunately, looks like the fortune gods hate you. No matter how much money you make you will lose most of it through either scams, careless spending or just from sheer bad luck. But look at the bright side, you'll at least have enough money to rent a crappy apartment and eat one meat bun everyday.

I Don't Need My Brains [+400CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that. also thi makes you unable to use any of your class or classes special skills besides simple hitting and blocking this includes magic.

Enslaved[+400CP]:
You find yourself enslaved by some perverted vampire , chained to his side and compelled to carry out its every whim. Refusal is not an option, as the consequences of disobedience are severe, inflicting both physical and mental anguish. Additionally, each failure to comply results in additional chains of restriction being imposed upon you, diminishing your freedom of movement and weakening your abilities.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes

1. **Hope you guys enjoy this low level jump as this Nukikage was a fun fap for me.**