**Ikusa Otome Valkyrie**
By Inuko635

The world is filled with demons and monsters. The only ones who can stand against the forces of darkness are the battle maidens of Odin. The story has been repeated over and over. Whether you are one of the Valkyries or part of the forces of darkness you will most likely spend ten years in this world. To get you started here's **(+1000cp)**

## Location:

First you must choose which world you will appear in roll a d6 or pay **100cp** to choose:

**1:** Ikusa Otome Suvia

**2:** Ikusa Otome Valkyrie

**3:** Ikusa Otome Valkyrie 2/ Ikusa Otome Valkyrie G

**4:** Ikusa Otome Valkyrie Shinshou

**5:** This is strange, you have ended up in a combination of all the worlds above.

**6:** Freely choose from one of the above

Regardless of which world you end up in they all share a few qualities. They all have valkyries who fight either monsters, orcs, or evil armies. They are supposed to remain chaste and Odin is the one who is in charge of them with Freya right below him. An army bent on dominating the world made of demons or humans.

## Origins:

Any origin can be a drop-in if you want.

**Rank and file (-free)** You might be a Battle Maiden or possibly one of the basic members of the demon army. This comes with a host of benefits all have a basic level of training in all weapons, tactics, and strategic warfare.

**The General (-free)** You are one of the generals of either the Valkyries, the Demon or human army. You are a step above the normal and have a higher level of training than the army you lead. You can easily take ten times the amount a rank and file can.

**A civilian (-free)** Oh no you're a civilian. You most likely have skills in the mundane like farming but you could be a noble. You will have to hope the baffle maidens can protect the town you live in.

## Race:

**Human (-free)** They are very numerous but usually the weakest of all the races in the world.

**Demon (-varies)** All demons will live forever unless killed. All are barred from taking the civilian origin.

**Goblins (+200cp)** because they are about a foot tall and dangerous only in huge numbers or on an already weakened person.

**Generic demon (-100cp)** You can pick any other monster shown in the hentai that is not listed in the rest of this document you may give yourself a small racial ability like your dick is covered in small tentacles or your tongue can extend three feet and is prehencial. You are typically 3-5 times as strong as a human depending on what form you took.

**Orc (-200cp)** This is probably the best for pure strength in this category. You not only are much taller than normal humans you are much stronger and durable as well. You could match over fifty well fit humans in battle with just a few dozen of your brethren; you could take a whole castle/town of humans. Your dick is huge and so are you.

**Valkyrie (-300cp)** You have been blessed by Odin and as such Gained a spark of divinity . This grants you a host of benefits such as ageless Immortality and an immense amount of strength, magic, speed, reflexes and willpower. Such that you could take out a dozen orcs easily in a straight out fight. This race is barred from taking the civilian origin.

## Age:

Humans pick an age from 16-30 years
Monsters are an adult of their species and be any age after that.
Valkyries are 16-25 years in appearance but can be any age after that as well.

## Gender:

Humans can be either male or female
Demons are all male
Valkyries are all female

## Perks:

You get two discounts per tier of perks. 100cp perks discounted are free.

**Pliable bodies (-free all)** It's your body or the body underneath you women's bodies can take huge dicks without tearing. You can take as many enemas and/or tentacles without damage. All this does is make smoother going in and out for all involved and keeps you or your partners from dieing during sexual activities as long as thats you intent.

**Brutish body (-100cp)** Your body is extremely durable such that a normal human can't break the skin on your body even with a good sword. It would take something twice as strong as a normal human in order to harm you. This stacks on top of any other modifiers in this jump. I.e. an orc with the same perk has even more durability.

**Breeding True (-100cp)** no matter what race you are, fucking or being fucked you can choose the race/gender of the child being conceived. You can also pass down any traits you want to the child to grow into such as magical power or your red eyes. This doesn't guarantee pregnancy, but barring your partners actively preventing it if it's a woman, you will have a decent chance. This won't prevent pregnancies if you are a woman, but you can choose to accelerate it to half the normal time it takes if you want.

**Cum aplenty (-100cp)** You can cum a decent amount for a person your size 3-5 times a normal amount but can cum an unlimited amount of times. If you have a dick you can harden it at will and keep it hard for hours. If you have a pussy it will automatically get wet before something enters it and you can keep orgasming all night without losing your mind, your ass also does the same. Either way your body won't suffer any health issues for losing such a huge amount of liquids.

**Basic Training (-100cp)** This gives a basic level of training in all weapons with a choice of one weapon that you have a far greater amount of skill in. With the same level of training in using a shield.

**One of many (-100cp)** This gives an increased competence in executing skills with those of a similar race, origin, age, etc. The more similarities you and those around you have (including uniforms/armor) the higher competence in coordination together you are in battle or in gangbanging a Valkyrie.

**Long Term planning (-100cp)** This gives you the ability to plan long term, really long term if you want. Odin once planned for incase he was captured that the only way to stop the end of the world was a pair of keys or to set him free. Too bad Freya always betrays him in any timeline.

**Basic worker (-100cp)** You have a job that makes money like a farmer, chef, or maybe a Nun who communes with the battle maidens. You have an adequate amount of skill in your profession just enough to get by. You could also be a court mage if you have magic. You may buy this perk multiple times for more job skills.

**Magical power (-200cp)** You have some sort of magical power depending on either your race and origin. A civilian human might be able to call for help from a local goddess or enhance the growth of plants. A human rank and file might be able to mutate themselves into a weaker monster/demon. A demon of the rank and file might be able to strengthen their body to match a higher level of demon, an orc might be able to survive decapitation for a few minutes, enough time for someone to reattach your head. A rank and file Valkyrie might be able to disintegrate all monsters within a fifty feet radius around them once a day. A human general might be able to ensnare the unaware with illusions to lead into traps. A monster general could perform bio-alterations to others bodies with orcs having the easiest time. A general Valkyrie could create all sorts of enchanted items out of thin air such as a ring that controls a Valkyries chastity belt. All generals can do what their rank and files can do as well. Rank and files can do the same as the civilian can do as well. Can purchase again at no discount for another race's magical power. If you are of a lower rank you will eventually gain enough experience to get the higher levels of the perk provided you use it enough.

**Crafter (-200cp)** You can create with the right materials all sorts of items seen in the shows. Civilians could make mundane clothes, weapons, and armor. If you have magical power this increases what you can do. Monsters could create some of the smaller tentacle creatures used to mess with women, with magical power you can imbue them with special traits like going after a womens ass to clean it for your latter use or injecting an aphrodisiac. A Valkyrie could make items that are designed to corrupt other valkyries, with magical power you can put backdoors into the items you make such as the ring that helps empower a valkyrie might be able to steal her power or a chastity belt that gradually depowers the wearer and releases all the energy collected into a burst of lust.

**Higher Race Form (-200cp)** This works differently depending on the race you have picked. Humans become a pointy eared demon or alternatively have other cosmetic demon parts like fenrir and fafnir. Either way it gives them the ageless form of immortality. Goblins become half the size of a human. A generic demon gains twice the height or width. An orc gets bulkier and an even bigger dick. Valkyries get a pair of white retractable wings. Regardless of which you are at least twice as strong and fast as an average member of your race with just this perk alone.

**Castle siege (-200cp)** You know how to seize a castle and have an increased ability to take with a smaller band of people than normal. In fact if you are attacking with less than 50 people the enemy will vastly underestimate your danger until it's too late. The larger the army the more serious a threat they will think you are, and the smaller it is the less a threat. However this caps out at about a couple dozen people. Any less than that even the most incompetent of armys could fight you off. This is assuming all races are equal the stronger your armies race is compared to the enemy the less you will need.

**Master of Traps (-200cp)** You are great at making traps and making people fall for them. From booby trapping a system to end the world to just tricking a naive maiden into wearing an enchanted item that will control them. If you have the power to create illusions, traps are easier to get others to set off. This can even work at a large scale such as luring an army out of the castle to attack a fake army while the real army surrounds them or sneaks into the castle. This also helps in the reverse by helping you avoid them.

**Naive fools (-400cp)** You can find them everywhere. People will just believe you if you promise them something while threatening them. Not only that they will keep their word and betray a comrade even if they used their brain they could have helped them defeat you. Or if you promise to a person if they fuck all these members of your army you wont let them fuck your friend, meanwhile doing the same to the other friend. This only works if you already have some sort of leverage but will get you very far.

**Hard at work (-400cp)** You can go through parts of the day on auto-pilot so long as whatever work is boring you such as farming, smithing or even just fucking the same battle maiden over and over to wear down her willpower, or if said battle maiden have your body fuck back while your mind is away.

**Right place, right time (-400cp)** You have a habit of being in a place that will be advantageous for you. A human soldier might be at home when the orcs take over the city sparing you from being killed in the initial onslaught or part of the crowd when a Valkyrie is humiliating herself as part of a deal with the enemy. A demon might be hiding in a place right next to a Valkyrie who just took off her clothes to swim in the river. A Valkyrie might be in the right spot to either stop the demon army's general or to betray all the other valkyries instead. This doesn't make you any better at capitalizing on the opportunity but gives a couple really big ones a year.

**Crowd control (-400cp)** You are an expert in mob control and propaganda. You could turn civilians against their goddess, by having her humiliating herself even with you clearly telling her what to say. This also translates into battle by making it easier to direct your troops in battle.

**Black Form (-400cp)** It's not well known to the world at large but if a valkyrie falls into lust over someone willingly they can take on a darker form. This form is usually a lust filled parody of the original personality. As you are paying a premium you have more control. This form comes with a couple of benefits such as recoloring any armor weapons you have to be a dark and/or lustful version and gives you a dark aura. Which is useful for infiltrating places that harm the holy/good/light. If you are not a valkyrie this instead lets you corrupt Holy/light/good beings into such a Black form loyal to you.

**Never saw it coming (-600cp)** They never do, just like Freya is to the valkyries you are to other of your race. So when you betray them it's such a great shock it crumbles a major chunk of their will power. The longer they have known you the greater effect you could have. In the case of you betraying the demon army it would break up the cohesion of the army and cause in fighting or just make them follow you instead of the leader you betrayed. Though if you can't beat them you might find yourself a slave instead.

**Legendary learner (-600cp)** You learn new skills at a phenomenal rate as a civilian you could become a warrior on par with a Valkyrie in a year if you had one training you. Though this is only in skills or other things you could learn. you are still only as powerful as your race allows. Using magic does count as a skill.

**Legendary Trainer (-600cp)** The inverse of the above perk you can train others to learn skills at an exceptional rate. Though not necessarily the skills you know. Don't need to know how to suck a dick to make your slave learn how to. This applies to magic if both of you have it. You have a huge boost training one person at a time but are half as good training a group at the same time.

**Chooser of the slain? (-600cp)** Well we never quite see how a valkyrie is chosen but they were human at one point so here's the deal. You can create a spark of divinity in human women that will over time transform them into a Valkyrie. The only caveat is they must be a virgin when you do and they must be under 26 years old. This gives them the Body of a goddess perk. You do this on a full moon and it takes till the next before they are fully transformed. You can normally only create one at a time. Once they are a full valkyrie they can lose their virginity if they want. If you have the Magical power perk you can tie the bulk of the power to a ring and/or a chastity belt. With the peak of magic perk most of your limits are removed. They still have to be a woman under a certain age but can create as many as.you want at a time.

**Peak of magic (-600cp)** This gives an enormous amount of magical energy flavored towards your race. Humans can pick either Holy or Infernal, Demons/monsters are infernal and Valkyries are holy. This perk greatly increases any other perk that uses magical energy. Demons could double their body or grow extra limbs. Humans could enchant weapons and armor that boost strength enough to be on par with Demons. Finally valkyries could then permanently bind that armor to someone's body/soul able to appear at a moment's notice. If you bought the other race's magical power you can do the other race abilities in this perk.

**Body of a Goddess (-free/valkyrie only)** Your body is divine, it will never grow old and never degrade in fitness. Even if all you have done is have sex for the last eight months while pregnant, you body will revert to fully fit as soom as you give birth. Speaking of so long as your will is strong you can't become pregnant

unless you want to. This doesn't prevent something implanted into you just normal fucking. The only exception is on the night of a lunar eclipse. Your body also fits a nordic arch-type in looks. Choose your eye/hair colors and hair style now and add that to your body mod if you want. You will be tall and have huge soft breasts. As a divine being the more people that believe in you/worship you the stronger all your overall abilities get, however the reverse is also true if all your devotees instead hate you all your stats will drop to that of a civilian. Post jump all the negative will be dropped at the end of each jump if you have it. If you are in the positive however then the boost will become permanent and the balance is reset to zero at the start of a new jump.

## Items:

You gain a single discount per tier of items. You can import an item into similar items and combine them with other similar items bought.

**Basic Armor set (-100cp)** This is a basic set of armor that is bog standard for members of your race. It's guaranteed to fit you no matter your form. A human might have a full plate mail, an orc might have just a loincloth because of their durability and a valkyrie has armor only over keyspots on the body to allow for flexibility.

**Tools of a trade (-100cp)** These are the basic tools absolutely necessary for any one type of job. This could be something like a blacksmith having a forge, a nun having a set of holy scriptures, or a seemtrice having piles of cloth and sewing needles. You can buy this multiple times for more sets of tools. They respawn in a week if broken.

**Map of the world (-100cp)** Gives a comprehensive map of the world with non hidden locations labeled though it will update itself if you do find them. If lost or destroyed it will return within a week. In future jumps it will update to that world, if it is modern or futuristic then it will be on an app on a phone you own or whatever equivalence is around.

**Sword and Shield (-100cp)** Not necessarily a sword you could take a lance or an ax instead. It's made out of steel which is better than most weapons in this world.

**Chastity belts (-200cp)** Similar to the ones that battle maidens might wear. These are different in that only you have power over them. Even if your top general betrays you, they would still respond to your desires instead of theirs. You can make it so only you can take them off, or have them vibrate the more aroused you are.

**Valkyrie ring (-200cp/free and mandatory for valkyrie)** One of the rings that give the valkyrie most of her power. If someone knows how and holds this ring they can use it to steal/seal away your power. It also can be used to mess with a Valkyries chastity belt. If you aren't a valkyrie you could use this to

manipulate one. Post jump if you are a valkyrie then your power is completely your own and the ring becomes a storage for extra magic.

**Penis seed/parasite (-200cp)** This comes in one of two flavors though you can buy the other at full price if you want. The first is a batch of ten seeds each can attach to a woman to give her a penis. This lasts until the first time she comes from it. If all are used will respawn in a week. The second is a parasite that does the same but lasts as long as you want, the downside is once attached to a woman she will have a vastly permanently increased libido even if removed and while still attached a desire to breed any other woman around.

**Church (-200cp)** You have a church full of nuns who worship valkyries. They aren't much for fighting but in future settings will quickly spread the word of the battle maidens. Which if you are one will gain you more worship. If you are a demon, well it's full of young women. This church holds 10 nuns to start and you will gain 5 new ones each new jump. The nuns count as followers and any new one will be generic people from a setting no one named..

**Human town (-400cp)** You have a human town you are in charge of. If human you might be a noble or royalty. If a demon you might have conquered it. A Valkyrie might be worshiped as their Goddess. This town follows you into future jumps. It will update to the local technology levels. You can choose to either have it appear in a remote location or have always been part of the jumps you go to. If the latter then some of the humans might become a local race/species and retain it in the next jump. The villagers don't exactly count as followers unless you take the castle item as well. Instead the village slowly expands as a normal one might in tens years at a time with the villagers growing old and dying like normal people. If somehow they are all killed and the village destroyed then next jump you get a fresh set of villagers and the village reset to it's beginning.

**Tentacle monster (-400cp)** A pet tentacle monster that can be anyone seen in the series. It obeys you completely and you are immune to any of its abilities (if you want to be). There are too many different ones to list, but all have many tentacles and will happily violate any woman you want them to (even yourself). This counts as a pet and not a companion.

**Enchanted set (-400cp)** A complete set of enchanted armor, with a weapon of choice and shield included. It will always fit you no matter what body or alt-form you are in at the time. It will repair itself when dismissed, more damage taking a longer amount of time with a complete destruction taking a full day. This set is bound to your soul which is where it goes when dismissed. Your set of equipment will be influenced by your soul the longer it sits inside it such as a draconis soul giving your armor a scale pattern and your weapon having flame designs on it.

**Worm in a Jar (-400cp)** It's not really a worm more like a giant caterpillar and it has a few particular properties. Such as when implanted into a woman it can divide itself into five smaller ones that take a couple days to regrow to adult size. When implanted in a woman her belly will inflate looking like she's heavily pregnant and will permanently drive her libido up the longer it is in her. So much so that she will happily bang someone she hated the day before.

**Book of magic (-600cp)** This book contains every spell shown in the series and those alluded to from every race. Without any other perks but magical power would let you learn all the ones of your race twice as fast. This also includes any enchantment used to make any magic item seen or mentioned in the series.

**Yggdrasill (-600cp)** The tree of life and in one world home to Odin and his valkyries. This tree is massive and very magical. This makes it the perfect place to train people new to magic. Any wood taken from it would be very useful in crafting magical items or weapons. It has one further use in that a normal human could be linked to it, giving them near endless reserves of magic while close to it, while giving them longevity and a twice as slow aging rate. It can also be combined with the gate item to make it a part of the tree which speeds up it's charging energy.

**Castle (-600cp)** You have a large castle that has a minimal amount of your race as followers to defend it. It has a dungeon in the lower section that expands the more people put into it. If you bought the human town then instead of a town of humans you can make it be a town of your race. The castle will be in the middle of the town and an extra castle wall will be built around the town. Those that are a part of the castle including those from the human town option become followers bound to the castle, they can only leave it as far enough as it takes to defend it from attack after this jump. If someone is left in the dungeon by the end of the jump then they become a permanent castle follower but can never be imported as a companion.

**Gate and keys (-600cp)** You have the gate keys of Odin that can be used to end the world on your terms by opening the gate, killing everyone else on the planet but you since you activated it. In future jumps they will be linked gate in that world that can do the same but only as a fuck you to some outside force trying to conquer your world. Scion from Worm would count, another rival nation would not. The keys come with an egg you can use to implant into a willing woman's womb. The build up takes a few days and if someone takes the keys and closes the gate before it finishes charging up they can cancel it.

## Companions:

**Import/create (-100cp)** You can create or import a single companion of the same background as you. They have 600cp to spend on perks and items. They take whatever race you are for free. You may buy this up to eight times.

**Reia/Valkyrie (-free)** This blonde haired red eyed battle maiden will now be your companion, because she is your friend or because you made her addicted to your dick either way she has all the abilities shown in whichever setting you rolled. If you self insert into her instead you get one of the other settings versions of her.

**Canon companion (-50cp each)** You may take any one person from any of the settings as a companion.

**Valkyrie Squadron (-200cp)** You have a squadron of ten valkyries that follow you from jump to jump. They all have a purchase of higher race form giving them wings and can have a black form if you also have that perk. They count as followers, start as a rank and file in ability but will improve in time.

## Scenarios:

**The Ride of Valkyries (-Valkyrie only)** You have one goal to get rid of all the demons in the world. You can pull this off any way you want like hunting them all down yourself or training enough valkyries to do it for you. The jump won't hit the ending options until you succeed or fail. Failure is dying or letting humanity fall so using the gate to kill everything on the planet will auto fail you. Success is either all full blooded

demons on the human world are dead or back in their home dimension. You can have few here and there, but over all they have to be .001% of the human population to count. So alternatively you could just raise the human population sky high instead but the first way is easier. **Reward:** As a reward for all your hard effort you can take every valkyrie in the world as a free group companion. You will be their new leader if you weren't before.

**The Riding of the Valkyries (-any non-valkyrie)** You work for the demon army you must conquer the world. You will start at a much earlier point in the setting. Instead of a world already half won you will start with just a small band of your race following you. You must conquer smaller villages before gathering enough to start going after castles and then the country, and so on and so forth. Eventually once you have taken a quarter of the world Odin will be born far away from your territory and quickly rise into prominence and eventually create the Valkyries. By the time you have conquered half the world they will be trained up to be a decent challenge and may steal back territory from you. You can lose up to a quarter of the world under your control before it hits a failure condition. If you die this is also an auto loss. Success is conquering the rest of the world and the battle maidens. **Reward:** First you get to keep this world in its own dimension that you can visit whenever you want. Second is no matter what race you were before you have the blood of all three races flowing in you like the female loki. This vastly increases your magic and gives access to all the magic in the setting if you didn't already have it. Lastly you have all those valkyries you have captured as permanent sex slaves and for every one that you have, you gain a portion of their strength. So this one rewards you more if you keep capturing them instead of ending it faster by killing/capturing all of the Valkyries while they are weak. This is easier at the start if demon but it takes longer for other human nations to see you as a threat if human.

## Drawbacks:

**Self-insert (+0cp)** If you want you can take over the body of someone who you have the same race as and have similar perks as. If you want to be Odin take civilian, human, peak of magic and chooser of the slain?

**Lower willpower (+100cp)** You have a low amount of willpower when it comes to resisting things you enjoy. Such as killing orcs, making items that do perverse things or not taking that dick your body was trained to like.

**Too much pride (+100cp)** Just like Sigurd you have more pride than sense. You might insult someone who has captured you while they are threatening to modify your body. Then ignore the chance they gave you not to be, because you couldn't say pussy.

**Virgin (+100cp)** You are a virgin and it shows. If you are male you are a quick shot which will make it harder to break a woman. If you are female your body will be oversensitive and make the first dick that pierces you to cause massive orgasms and any time afterwards with the same dick.

**Old one eye (+100cp/200cp)** Perhaps like Odin or maybe like an orc warrior either way you are missing one eye. This messes with your depth perception and gives a huge blindspot. Can take twice if you want to be blind.

**Can't get it up (+200cp male only)** You can't get it up anymore and will constantly be around beautiful women which will frustrate you. Perhaps this is why Odin binds his girls in chastity because if he can't have them no one can.

**Incompetence (+200cp)** Not of you but any subordinates or co workers you have. Valkyries easily captured by the enemy, demons dieing to the valkyries instead, or humans not spotting an invading force in broad daylight. It's not insurmountable but will make you have to do important things yourself.

**Magicless (+200cp)** You can't actively use magic this includes any magical race abilities or from other jumps. Any physical abilities are still able to be used such as a valkyrie or orc being stronger than a human. Using an enchanted item is fine, using magic to enchant the item or summon it is not.

**Power Loss (+200cp)** You have no other powers than the ones you have bought in jump. You also lose access to your warehouse.

**In Training (+200cp)** Like skuld you are in training and will have to earn all those skills/abilities described in those perks you bought the hard way. Any training boosters you have are disabled. Your age and body are also reduced to the equivalent of your race as skuld is to a normal valkyrie.

**Didn't think it through (+200cp)** You have a bad habit of not thinking through your actions like making a valkyries body so sensitive to break her that she can't respond to you besides orgasming when you need information from her, or pretending to help your enemy by capturing another valkyrie and bringing her to the enemy territory when both of you have the only keys to stop the failsafe instead of hiding for the next few days until the failsafe activates.

**Forgetful (+300cp)** you have forgotten all your knowledge of anything in this jump and anything that might help you figure out who your enemies are such as loki being the norse trickster god or that Freya trains the valkyries for Odin.

**Traitors abound (+300cp)** You will be betrayed by those you trust, this will shock you and always happen at a most inopportune time for you. It could be Freya giving away who holds the gate keys or skuld having been broken in by the enemy or even the female loki trying to destroy the world when you're trying to break a valkyrie.

**Altered body (+300cp/400cp)** *Can't take with can't get it up.*Your body has been flesh altered by an orc named Flunlunit. If male your dick is 4 times bigger around and you will need them drained by a woman once a day or it will explode and kill you take an extra **100cp** for your troubles. You can't take care of it by yourself, it has to be a woman that drains it. If you are a woman your clit has been slightly enlarged, breasts have gone up a cup size or two, and lactates permanently.

**Enhanced Alteration (+300cp/400cp)** *Requires Altered body.* If you are male this increases the frequency in which you need to drain yourself to every hour for 12 hours out of a day with death if not drained take an extra **100cp**. If you are a female then your body is altered even further with both your asshole and pussy being widened to make it easier for orcs to use. Your g-spot is puffed up to make you come anytime a dick enters your pussy. Your clit has been enlarged even further to the length of a decent sized dick.

**Final alteration (+400cp female only)** *requires enhanced alteration.* Your body has been altered even further so just like Sigurd was at the end your pussy is 1000 time more sensitive, asshole is 2000 times

more sensitive, clit is 3000 times more sensitive, and finally both your g-spot and the opening of your womb is 20,000 times more sensitive. This is on top of all the other alteratimore

**Ragnarok (+600cp)** If you work for the demon army you must take over the world. If you are a valkyrie or human you must prevent the demons from taking over. If you don't, you fail the jump.

**Livestock (+600cp female only)** *Can't take with ragnarok*. The world has already been taken over by the demons and the world will be hell for you as a civilian you will be a breeder for low level fast growing creatures like goblins. If a valkyrie you will be a personal breeder of a higher demon such as a general. You have nowhere to escape to and lose your in jump powers for the next ten years. Have fun.

## End of jump options:

All drawbacks are removed, and all mental adjustments reversed before deciding.

Stay here- You like this setting for some reason and want to stay here.

Go home- The time here scarred you for life and you want to put everything past you by returning to where it all began.

Move on- Ah the most often taken choice hopefully the next jump is just as welcoming.

Special- If you want you can instead choose to go to one of the other settings that you haven't before. Your drawbacks are still removed and you start at the start of that setting. You can keep doing this until you have visited all the other setting choices then you have to take one of the other ending choices.

## Notes:

If you buy a racial magic you can learn everything eventually if you put in the effort. Your origin just gives you a head start in an area. If you take the peak of magic then you can learn all of that race's magic in a year the more perks that use magic speeding this up even faster. If you take any level of alteration you can keep any that you like with the downsides removed and a toggle for the sensitivity. Some of the perks are worded vaguely because the settings overlap something and others are completely different. Fanwank responsibly, if it was shown, mentioned or could roughly fit the setting it's fair game in using the magic in jump. This jump is more dangerous for men in general because if you piss off the wrong person or your town gets invaded you will most likely be killed, on the other hand if a demon you and not really powerful you might be killed by a higher up or a valkyrie. Women on the other hand will most likely survive but are going to be used for breeding or as a toy for the enemy. This jump is based off of a bunch of hentai videos, if you want to find them the titles are listed in the roll option.