Hime To Dragon (NSFW) Jump
v1.0
by LJGV/Sin-God

Late one evening in a far-off world, a princess, Princess Nina, nervously sets foot into a magic circle. The circle flares to life, causing the princess to experience a rush of sensitivity and pleasure as the lewd runes and sacred shapes elicit a powerful response from her. Concurrently, on Earth, a man who appears to be little more than an archetypal Ugly Bastard (Handa Yoshio), reads a hentai comic in a quiet corner of a maid cafe. Unbeknownst to the man, a spell is currently streaking across reality heading straight for him…

The distant princess is beginning a magical rite that will call forth a figure purportedly gifted with the power to save the world (following him completing the ritual with her): the sacred "Holy Shot". What the princess doesn't know is that her freedom is in jeopardy as she is being watched by a mighty foe, the sworn enemy of her people: Molesta the dragon princess. When the resident ugly bastard helps the princess complete the rite, Molesta swoops in and kidnaps her, setting the stage for a highly charged, cross-country adventure as the heroes, and Yoshio, rush to try and save the princess, for the sake of protecting their home, preserving their freedom, and preventing Molesta from corrupting the princess and using her power to fuel the resurrection of a legendary slain dragon.

This generic fantasy world filled with plenty of porn and some plot will be your home for the next decade, jumper.

Take **1000 Isekai Points** to fund your adventures.

Author's Note: This is a jump document for Hime to Dragon, a multi-chapter isekai, ugly bastard, multi-fetish story created by Combat Ecchu. This is a combat sex story, and as such appropriate caution when it comes to reading the source material should be taken. Tropes common to ugly bastard and combat sex stories abound in this work, and will be included in this jump document. If that is not comfortable to you, absolutely feel free to skip this jump.

Starting Location

One's starting location depends on one's origin. Isekaied Ugly Bastards begin on Earth, in or near the same maid cafe that Yoshio is in when the story kicks off. Native Humans and Monster Girls begin in the generic fantasy world this story takes place in, with Native Humans beginning somewhere in Nina's kingdom, while Monsters begin somewhere that is under the control of Molesta, the dragon princess, the greatest and most powerful of the deadly monsters that are threatening the humans of this world.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old. If you wish to be a futa that is perfectly in line in this setting and you can do that for free. Nothing in this jump is gender and/or sex-locked. Perk and item flavor text may suggest otherwise, but that is

only to reflect the characters to whom the perk or item natively corresponds to, rather than being a mechanical part of this jump. If you wish you may also swap the genders and/or sexes of canon characters to better reflect what you are into yourself, such as if you are attracted to men but find this setting worth paying a visit to.

Origins

Whatever kind of monster form someone who takes the monster origin gives themselves serves as a free alt-form in future jumps. All origins are drop-in compatible.

Isekaied Ugly Bastard [Free]
The multiverse is vast and there are many worlds teeming with life. Earth is one such world, and on Earth perverts abound. This origin corresponds to Yoshio Handa; a legendary creep whose adventure begins the day he sits down in a maid cafe and begins to read a newly purchased porno comic, bad intentions on his mind. This man haunts this maid cafe and is saved from an embarrassing fate by the narrative itself, being summoned to Princess Nina's side, naked and trembling in the wake of a truly disastrous interaction in the aforementioned maid cafe. By taking this origin you can import as Yoshio, if you wish.

Native Human [Free]
The humans native to this reality are one of many sophont species that make this place their home. Princess Nina's kingdom is inhabited both by humans and by monsters, and humans in this world naturally possess the ability to do magic, though legitimate skill with such arts is quite rare. By taking this origin you can import as Pretty (the witch), Pine (The knight), or Momo (the cleric). To import as Princess Nina you must have the Native Human origin and the Sacred Spirituality perk.

Monster [Free]
And then there's these fellows… Monsters of every sex, gender, sexuality, and the like inhabit this world. From simplistic goblins and cyclopes to puny but magically gifted slimes, all the way to the mighty dragons such as Molesta and the Evil Dragon. Monsters are fully capable of complex reasoning, though there are some species with greater intelligence than others, and they naturally respect power. By taking this origin you gain the ability to freely design a monstrous alt form that is comparable to humanity in terms of overall ability but possesses one particular advantage that is quite potent, such as a giant's strength, a harpy's flight, an ogre's reproductive power, a mermaid's ability to breathe underwater, etc. Sans perks, be they from this jump or from elsewhere, this origin makes you a normal member of your species, but you retain your intellect and anything else that might mark you as an abnormal member of your species. If you have the princess power perk and the monster origin you can import as a canon princess, but importing as Molesta requires you have the Alignment Dragon perk and the monster origin.

Perks

Origins get their 100IP perks for free and the rest are discounted to 50%.

General/Undiscounted Perks

Fertility Control [50 IP]
This perk gives you perfect control over your fertility. You will not be getting pregnant, or knocking someone else up, so long as you possess this perk, which is a handy defense mechanism in this setting. Nothing can get you pregnant, but this perk by itself does not allow you to get impossible things pregnant even if you want to (as it is keyed, uniquely, to your fertility, not theirs).

Isekaied Ugly Bastard

Ugly Bastard's Endurance [100 IP | Free for Isekaied Ugly Bastard]
Ugly bastards are presences that inspire anger, disgust, and repulsion. It is natural for other people to want to smack them, or run away from them, or otherwise have an unpleasant reaction to them. This is something Yoshio experiences more than once over the course of this story. And like him, you are nothing if not resilient. You find yourself unbothered, both physically and emotionally, by efforts others make to remove you from their presence. This trait may be necessary to save the world. It won't help you make any new friends, but at the end of the day if tomorrow comes for the human race it may be due to your physical and emotional resilience. After all, people can be so mean… The more you endure from a single foe (or single group of foes) the closer you inevitably are to someone showing you an opening, an opening which you find that you are uniquely able to exploit. Go forth, jumper, your tankiness may save us all yet.

This also grants you incredible sexual stamina, stamina which scales to match your overall power. Such sexual stamina may be necessary for the trials ahead of you, jumper…

It Looks Like ___ Wants To Join Your Party! [200 IP | Discounted for Isekaied Ugly Bastard]
These monster girls ain't loyal… To each other, at least. When you defeat major enemies, their subordinates that are still fighting, be it you or your allies, flee or surrender. When your foes flee they are disheartened, shattered by the severity of the loss they've endured, they are demoralized such that they can be rounded up by any allies you happen to have. Lieutenants of enemy leaders are more likely to retain their heart and be able to put up a fight, but some of them may choose to betray their former allies and join you instead (with how many defect scaling to match your power and the impressiveness of your victory over their boss). Such figures are actually quite loyal if given the chance, and do their best to bolster you and show you that you made a smart choice in sparing them and trusting them. This doesn't offer them any boosts to their competence or anything, so maybe be careful if a fledging mage you just recruited offers to heal you, but know that it's not malice that causes them to mess up when mistakes happen.

Otherworldly Sage [400 IP | Discounted for Isekaied Ugly Bastard]
Yoshio is built different. And now, so are you.

At the start of the story Yoshio's manhood is said to be sealed. How was it sealed if he's from Earth, a place that doesn't seem to have magic? That's the kind of question that would get you blasted by Molesta if she were around. When Yoshio's manhood is unsealed, after he gets a blowjob from Pretty, he is revealed to be the world's Sage: the figure who is destined to save the world.

Yoshio has three central benefits as part of him being the sage, benefits you now share with him as a fellow sage. The first benefit you have is that you now possess the legendary ability to use "Holy Shots".

“Holy Shots” are blasts of sacred energy that occur when you drive someone to a climax and proceed to climax after them, orgasming deep inside of them. These blasts of energy can destroy your foes, annihilating them and leaving nothing behind (and sending their souls straight to the underworld). If you choose not to use your Holy Shots when you orgasm you find that your semen is a highly nourishing, restorative, aphrodisiac, and can induce climaxes on contact with one’s skin, both healing and overloading the senses of those who touch it.

The second effect of this perk is that you are endowed with “Divine protection”. It is Yoshio’s “Divine Protection” that makes this a battle sex story, as his divine protection protects him from harm by the attacks of enemy demons (though he can still be ragdolled and tossed around by the raw weight of a giant’s blow, or be scooped up into a wyvern’s mouth), making it so that he can only be defeated if he loses a battle of sexual stamina to a princess equipped with a dragon orb. For him to gain this ability he had to have sex with Princess Nina, a process that reportedly endowed him with the potent protections he ends up relying on to embark on the rest of his journey. You are now wildly, powerfully resistant to physical and magical attacks, with this protection growing stronger the more powerful you become and the more sex you have. You only lose this protection if you orgasm before someone else does, and even then it’s a temporary drain that doesn’t instantly kill you and turn you into a slushy pile of nutrients like what would probably happen to Yoshio if he lost a sexual duel to an appropriate foe. You can also share this protection with one other person per jump, and the person you share this with becomes immune to being seduced or corrupted by other people. Yes, this would save Princess Nina from the unpleasant fate that happens to her partway through the series.

The third benefit Yoshio gets from his status as a sage is that it radically skyrockets people’s willingness to endure his bullshit. A trait that you can now weaponize! The more useful you are, and the more necessary you are, the more you can get away with. If you’re necessary, people will grit their teeth and put on a smile as they endure your creepy, criminal behavior. If you want this to really make a difference you had better be or become someone important, jumper.

You get one final benefit as well; Yoshio’s luck. Yoshio has a protagonist’s lucky aura and now so do you. Your perverted acts are never appropriately punished, and indeed are sometimes outright rewarded by the universe? The day that Yoshio went full pervert, and was caught by his victim, he was yeeted to another reality, dubbed a hero, lost his virginity, and got to embark on a world-altering adventure before experiencing anything worse than mortification. Your luck matches his, with your luck protecting you from real accountability when you behave in a “Boys will be boys” fashion, though this is stronger if you don’t overrely on it. Once per jump this will fully protect you from something that would be utterly catastrophic, completely preventing you from facing any such consequences for this, acting as a bit of a 1-up but in exchange it exacts a drastic price such as saving your life by sending you to another world.

Dragon Orb Duel [600 IP | Discounted for Isekaied Ugly Bastard]
Dragon orbs… These sacred relics are crystallizations of the powers that the monster girl princesses possess, and were reportedly once part of the arsenal of the Evil Dragon. When Molesta defeated, captured, and mind-broke Nina’s mother, her spiritual energy

(along with the spiritual energy of the dragon priestesses that were also captured with the fall of Nina's parents and her castle) was enough for these orbs to be revived. The princesses aligned with Molesta each possess orbs, and each orb grants them a distinct power that they can use, as well as a powerful defense against sages and others who wield sexuality as weapons: a defense method whereby if their sexual foes orgasm before they do, their foes are melted down into blobs. Defeating someone with a dragon orb allows you to claim the dragon orb for yourself, granting you the power affixed to the orb in question as well as transforming you in some way to represent the nature of the orb you have earned in sexual battle. Unlike Yoshio you can willingly cause these transformations to go away, giving you your mundane appearance even as you do battle and use the dragon orbs!

Taking this perk further cements your ability to do sexual battle with foes by causing strong enemies in this and future worlds to generate their own dragon orbs, ones not actually keyed to the evil dragon but that are parts of themselves and serve as physical embodiments of their supernatural powers. Defeating them gives you their dragon orbs, transforming you and allowing you to use their powers freely. Your orbs also empower each other and yourself, and thus the more orbs you happen to possess the stronger you become. You can also take off the orbs willingly and share them with your friends! They cannot use a bestowed dragon orb against you. Dragon orbs you obtain gain a boost to their potency and the like that scales higher the more orbs you possess.

Since not every foe a jumper faces will be a sexy person of whatever gender a given jumper finds the sexiest, this perk does come with a more universal blessing: the more aroused you are the better you are at battle. You get to pick the exact area this benefits the most, such as if your horniness directly enhances your skill with a sword, the potency of your magic, or your skill with a bow, but whatever you pick gets a tremendous boost the hornier you happen to be. Between each jump you can reassign what gets the most powerful buff from this, allowing you to say that it most directly empowers your melee skills in this jump and then having it increase your skill with ranged weapons the most in your next jump.

This perk also grants you an ugly bastard's knowledge of sex and sexuality, and at using supernatural powers sexually, and such knowledge automatically updates whenever you gain new powers. You're a genius at supernatural sex, and those you bed would be wise to remember that. It may just be your ability to blend sex and the supernatural that saves the world… or dooms it.

Native Human

Endurance of Pine [100 IP | Free for Native Human]
Pine is a warrior, and one with some surprising feats to her name. Not only is she capable of fighting foes in bikini armor, always an impressive feat, but she's actually quite skilled with her sword: beheading a wyvern in a single blow when she's in the zone. Beyond this you have impressive willpower when it comes to resisting sexual attacks and techniques, as like Pine, you can endure the direct attention of a monster princess without succumbing to the Evil Shot. Finally, the more skin you show, the better you are at all facets of melee combat: by embracing nudity and the like, you can gain the power to cut down giants… You seem to have a tendency to be extremely attractive to other warriors.

Power Of Faith [200 IP | Discounted for Native Human]
Are you related to Momo, by chance? You are a cleric and healer, knowledgeable in topics that relate to religion and the like.

In terms of direct powers, this grants you the fully restorative properties of Momo's bodily fluids (which can heal people, but feeding them your bodily fluids arouses you, and you can only produce enough to bring one person back from the brink a day, though this amounts increases as you use this power), as well as her spiritual powers, such as her spiritual barrier: a divine ability so potent that it stopped Molesta's dragon beam attack. You are also especially attractive to higher powers (such as gods, angels, and the like), and can naturally understand and commune with such figures, who are eager to take you on as an acolyte, or otherwise take advantage of your prayers. The spiritual barrier power is extremely effective against supernatural attacks but it requires all of your focus to maintain and even momentary distractions can make it easier to break through. Still, it's strong enough to protect against Molesta's dragon attacks, Yoshio's rampage, and even the orb bomb used by Molesta's underling to send Yoshio's soul to the underworld.

All of your faith-based powers grow stronger the less clothing you wear, and if you rapidly chant "Oh *Insert deity's name here*" in short succession, that counts as worship. Gods are especially appreciative of this and are likely to bless you.

Magic [400 IP | Discounted for Native Human]
Hmmm… You're saying you aren't an apprentice of Pretty? Well you've still got the makings of a stellar mage.

Magic in this world is an incredibly broad thing, with known feats of magic including necromancy that can control the dead, flying at high speeds, healing people, arcane workings that can create barriers, and spells that can age or deage someone so powerfully that they gain or lose whatever abilities they had at the time they were that age, or even become immortal or seal someone away using your blood (able to unseal them at will, if you wish). This makes you an adept generalist mage, able to do a wide range of things but with a speciality that you are a world-class expert at, on Pretty's level. You're also able to draw more out of your magic when you're naked. There's… just

something about your skin being exposed to the elements that makes your magic stronger.

You can learn any form of magic with this perk, though this doesn't make you a master of it alone. Thankfully one thing you can do with this perk is control your aging, allowing you to regain your youth. Unlike Pretty, you even retain any abilities you shouldn't have access to based on your age! You're also far more attractive to mages, other magic users, and the like.

Sacred Spirituality [600 IP | Discounted for Native Human]
Spiritual power… A mysterious sort of supernatural energy possessed by those rare few who served the sacred divine dragon directly, or their descendants. This mystical power imbues someone with the power to cause miracles; supernatural phenomena that go beyond conventional magic, though proper usage of such miracles is a challenging, and curiously erotic art.

The properties of spiritual power are strange. It is closely tied to arousal, lust, and other strong feelings, and is capable of feats as powerful as temporarily resurrecting divine dragons, awakening the legendary, holy power of the sage, and projecting magic across the cosmos. Princess Nina is the central figure we see actually using spiritual power and her strongest feats invariably occur when she is aroused, usually right when she climaxes. If you are in need of a miracle, and are willing to be left in quite a state afterward, this power may allow you to make a brighter tomorrow. As you get used to this power you can perform more and more feats with it (and it eventually becomes easier to use without being overwhelmed by it), with one of the first feats you figure out that is beyond Nina's capabilities being how to send people from world to world. Including yourself. This perk also makes dragons like you much, much more: you inflict tremendous pleasure on them and receive greatly amplified pleasure from them in turn.

As a final note worth knowing, possessing this perk protects you from sexual corruption, immunizing you to mind breaks and other sorts of sexual attacks. Efforts to sexually abuse you fail, prevented by a curious series of coincidences. Perhaps your friends arrive right when someone is about to attempt something sexual. Maybe an enemy betrayal happens right when a foe undresses. Sometimes a foe just can't get into it. At worst outright force fields prevent sexual abuse, though they don't offer protections against other forms of assault or torture. Still, this will absolutely protect against efforts to defeat you through sexual torture; a common method in this world via things like the Evil Shot.

Monster

Monster Form [100 IP | Free for Monster]
There are many different types of monsters throughout the world. Mermaids, harpies, slimes, giants, wyverns, and more stalk the lands. This perk allows you to select one such race, or design your own, with a single trait that makes you stand head and shoulders above humans in a distinct way (this could be enhanced strength, an ability to fly, an ability to make illusions, etc.). If you are a human who takes this perk, select one attribute of yours and significantly magnify it, making it notably powerful, such as having the strength necessary to shatter castle walls with a punch. If you're a monster and you purchase this perk more than once, after the first purchase, you can magnify an attribute of yours with each purchase.

Princess Power [200 IP | Discounted for Monster]
This perk makes you a princess. A princess of monsters. You are specifically the princess of whatever kind of monster you happen to be. You are an exceptionally powerful member of your kind, and one that other members of your kind, and related kinds of beings, tend to automatically defer to (so long as they are equal to or less than you in strength). This power applies to all of your alt-forms (and your base form, be it human or something else) from here on out.

A quirky facet of becoming even more powerful you can tap into is that as you breed and reproduce you grow just a little bit stronger every time you have a child. You are also capable of controlling the species of your offspring, allowing you to have offspring of any of your alt-forms (though once you decide an offspring's base form it is locked in), as well as having hybrid offspring, or offspring that are fully the species of the other parent. Regardless of their species, all children empower you as far as this perk goes. A second, pleasant little quirk is that the more people (and we're being fast and loose with the word "people" here, so long as it has intelligence approaching human level it counts) who follow you the more powerful and attractive you become as well. Sadly this doesn't give you any actual leadership skills by itself, but with enough subordinates that problem will solve itself.

All of these benefits also work if you are a father and/or a man or futa and impregnate people rather than get pregnant yourself. It just so happens that all of Molesta's main subordinates are women and/or futas.

Evil Shot [400 IP | Discounted for Monster]
Sages have the Holy Shot. Monsters have something altogether less pleasant, though it is quite survivable, making it different from the curiously named Holy Shot: the Evil Shot. The Evil Shot is what happens when someone weaker than a monster submits to said monster, dyeing their souls and minds in pleasure and accepting the sexual fluids of their foes. Those to whom this happens become mind-broken servants, addicted slaves of the monster who inflicted the Evil Shot on them, desiring more and more of the wicked fluids that cursed them to feel such pleasure. They retain their full suite of powers, and lose none of their intelligence or initiative; they are just driven by the desire to please you in hopes of getting more of your fluids. As a powerful monster you also have access to the slightly upgraded version of this power, the… Let's call it the Nutrient Nut: this power, normally only accessible if you're a monster who is

empowered by a dragon orb, is so incredibly powerful that when you're having sex with someone and they orgasm before you allow you to turn them into a blob of nutrients. This kills them, sending their souls careening to the underworld, and allows you to devour them; gaining their strength in the process. As you get more chances to inflict Evil Shot on people your sexual stamina and skills skyrocket.

Alignment Dragon [600 IP | Discounted for Monster]
Dragons. True dragons, not wyverns, are the mightiest creatures in the world. In the mythical past it is once said that the divine dragon: served and protected by the Dragon Maiden and her followers, saved the human race by doing battle with the Evil Demon Dragon. Dragons inspire awe in other, lesser creatures, with both monsters and humans bowing to the legendary dragon at the middle of this world-changing saga at various points in history. This perk makes you the dragon, allowing you to import as Molesta if you possess both the monster origin and this perk.

Being a dragon sure is something. With this perk you gain a powerful, enormous true form whose appearance is dependent on your morality: if you are benevolent and kind you will be covered in white scales, and you will radiate a sacred, divine aura that soothes pain and cures the wounds of those you wish to protect. If you are a malevolent, destructive beast, even if your ulterior motives are ultimately to protect people and safeguard the world, your scales will be dark and you will radiate a tremendous pressure that breaks the wills of those around you who are too weak to stand up for themselves. Such figures become your loyal servants. Beyond this, regardless of your aura, you possess powerful attacks such as a mighty beam breath, powerful claws, and the ability to deal grievous harm to outsiders who have come, or been brought to, your world. Being in your true form is difficult and energy intensive, thankfully though you also possess a smaller scale, humanoid form that is quite strong as well: able to convert magical energy into beams that pulverize city walls, and with enough arcane knowhow to understand how to create barriers that are tied to people's lifeforce, meaning that to reach you (or anything else behind the barriers) someone will have to kill the people you've turned into conduits for your barriers. Your attacks are also capable of ignoring divine protections, meaning you can ignore clauses that should stipulate that you are to engage foes in sexual battles. You can also, once per year, cause yourself to experience a vision of the future that reveals the fate of an important mission you want to undertake, and unlike the divine dragon your vision will be clear enough for you to not jump to conclusions about.

If you happen to fall in battle (including if you die, with this serving as a 1-up), or run out of energy, you can adopt your smaller form. If you are a human who takes this perk it still works for you and your dragon form is easiest for you to use in moments of desperation, serving as a Hail Mary that you can lob when your chips are down and you need every bit of power you can possibly get.

Finally as a dragon you can create dragon orbs: powerful relics that contain crystallized copies of your powers and that you can bestow upon your loyal subordinates. Those who feel your power become more loyal to you, and they can use your powers to fight your foes. This grants them the Nutrient Nut ability, as well as whatever powers you imbue a given orb with, which can be a physical trait of yours like enhanced strength or flight, a spell you know, or even a perk or a phantasmal copy of an item you own. Orbs

are keyed to your will, but if whoever owns an active one falls that connection is severed and the enemy who defeated the owner of the active orb can claim it for themselves and even use it against you. However, if you defeat the owner of the active orb then all of the experience they gained using it becomes your experience with it. At first you can only create one dragon orb per ability or what have you, but as you get more familiar with this perk you learn to overcome this restriction. In time this could become quite potent… People can become quite loyal to you if you give them enough orbs, as each orb imposes a touch of your will on the recipient, thus allowing you to eventually trust them.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 IP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Isekaied Ugly Bastard

Cellphone [100 IP | Free for Isekaied Ugly Bastard]
Yoshio loses it all right as he is enjoying a meal at a maid cafe. On his person are a cellphone and a stash of porn. His cellphone is filled with pictures worth taking and ogling. His stash includes stories that contain characters who look identical to people he meets on his journey. You now have your own phone.

Your phone is fiat-backed, always working, costing no money, and allowing you to call people across dimensions and planets so long as they also have a phone. Your phone is also immune to being detected, and when you use it purely to do creepy behavior it's undetectability extends to you as well. This has to be behavior that is mostly creepy, though if it provides you with a tactical advantage that's fine so long as you're primarily using it to be a creep. If your main motivation for using it to explore a castle is to get a lay of the land, but there's also a queen you want to take creepshots of it becomes much easier to spot you (though you still get some stealth-related benefits). If you're using it to stalk a singer and it just so happens that this lets you get backstage, that's fine. The pictures and videos you can take using this are always astoundingly high quality, even if you only have a split second to pull it out.

Porno Stash [200 IP | Discounted for Isekaied Ugly Bastard]
This is a stash of porn, both the real-person variety and hentai. This expansive collection expands as you go from jump to jump, and there's a curious quality here that applies to the hentai you own. Somehow the artwork in the stories you find here has characters who are dead-ringers for people you're about to meet, both in this jump and when you go to future jumps. This lets you get to know some folks before you meet them, as the events such characters experience in the works you own are adventures they will be going on once you meet them. Their fates in the stories are not set in stone, but likely foreshadow what will happen if you aren't there to help them (or hinder them, if you feel like being an ugly bastard after all).

Maid Cafe [400 IP | Discounted for Isekaied Ugly Bastard]
Well this explains how you were able to buy your phone and porno stash. You're an entrepreneur, jumper! You now own a small, but financially profitable maid cafe, one that has various customers every single day: from curious tourists, to businessmen, to

the occasional, unrepentant creep. This business earns you a nice profit, it is immune to unintentional damage, will always break even somehow even in the worst circumstances, and those who work here are protected from the predations of insufferable creeps (aside from yours, if you happen to be a creepy little gremlin yourself). This cafe follows you around, becoming isekaied if you do and always appearing in as reasonable a location as possible within a short distance from you. This place comes with a few NPC employees, and you can hire more. People working for you can follow you into future jumps, as followers. There's also space in it for a small party of adventurers, creepy little gremlins, or even princesses to live.

Native Human

Bikini Armor [100 IP | Free for Native Human]
The infamous bikini armor, a staple of fantasy fashion for decades. This armor is made up of standard chainmail and protects your most intimate places while leaving the rest of you exposed. It is surprisingly effective armor as it distracts your attackers and makes their strikes wildly more likely to miss, as well as leaves them more susceptible to perverted forms of attack. Finally wearing this gives you all of the benefits of being naked as far as perks and the like go. If you're a male or otherwise have a different anatomy then this armor is modified to appropriately protect and expose you.

Magical Implement [200 IP | Discounted for Native Human]
Magic users in this setting can benefit from mystical implements, and not just as improvised sex toys. You now possess a magical tool of some sort, of your choosing, that strengthens your magic by a considerable amount. This magical tool makes magic easier to use, cheaper, and more powerful, allowing you to take even a simple spell and make it noticeably better. This tool is also empowered by sexiness, and as such if it is covered in sexual fluids, if you use it while exposed, if you insert it inside of somebody (be it yourself or someone else), and/or if you allow it to touch you with its magical power and arouse you, you will find your magic growing stronger still. If you use this and are willing to be left a wet, tired mess afterwards there's a lot you can do with this.

Magic Circle Materials [400 IP | Discounted for Native Human]
Magic circles are large ritual spaces wherein magic and other supernatural powers are tremendously amplified. At the start of the story Princess Nina is told to enter one and upon entering it her power is drastically amplified, even in its unawakened state, and though the circle extracts a heavy toll on her (causing her to orgasm and be pushed to a state of near-unconsciousness) it is so potent that the ritual sends isekai-energy across the cosmos to the maid cafe Yoshio is in at the start of the story. Creating a magical circle takes time and energy, and so they are saved for pivotal, make-or-break moments. But now you have the resources needed to create one every year. These resources, when expended in a ritual that destroys them (you get new ones in a year) create a large magic circle that can allow for the casting of great mystical workings in exchange for arousing the people inside of them.

The grander the circle, the more people involved, the more sexual stamina each person involved happens to have, and the more mystically and spiritually potent each person happens to be the more impressive the workings you can do in them. A circle doesn't fade after one ritual, but slowly loses its potency over time, and each ritual dramatically uses up some of its power so the more workings you do with one circle the quicker it fades. Magic circles are compatible with any sort of supernatural energy but they are even more explosively powerful when the energy they get to use is sacred, spiritual, and/or draconic power, though this also makes such workings wildly more taxing on the people involved, meaning it's entirely possible someone can lose consciousness as a result of the circle's workings. This won't kill anyone though, or even permanently weaken them, it'll just result in them in the best, most explosive orgasm of their lives, short of encounters with supernaturally gifted sexual figures.

Monster

Wyvern Mount [100 IP | Free for Monster]
Wyverns: the stunted cousins and descendants of dragons. Wyverns are incredibly powerful monsters, physical powerhouses that can fly at a rapid pace and inflict lasting damage on their foes with their heavy wings, sharp tails, powerful claws, and mighty jaws. You are the proud owner of a wyvern, one that has bonded to you and serves you faithfully. This wyvern is exceptionally fast and strong, and respawns even if decapitated, just a day later, no worse for wear. This wyvern can also get stronger, faster, and altogether better by eating people, with it growing much stronger, much faster, if it eats isekaied people and/or perverts (and if it gets someone who simultaneously meets both conditions, the resulting buff is explosive).

Flesh Maiden [200 IP | Discounted for Monster]
This odd, organic structure is a massive vagina. It is a living, disembodied vagina, the size of a large room, that is fleshy, soft to the touch, warm, and is a parasitic entity that can suck the spiritual energy right out of someone who touches it. This is a monster, of sorts, that turns pleasure into power, draining the willpower, independence, and spiritual energies out of its victims. Even being in the same room as it can cause it to begin to drain one's willpower, but touching it, or being touched by it, actively, immediately, and powerfully begins to drain one's reserves of energy (be it supernatural or otherwise). Being subjected to it is a special kind of hell, especially since it can sustain those who are within range of it, extending their lives and removing their bodily needs. It can share the energy it drains with you, and is loyal to you. If you give it especially potent sources of energy it can grow larger and more powerful.

Orb Bomb [400 IP | Discounted for Monster]
This is a nasty device, a special dragon orb with the ability to blow up. This orb can detonate and cause a massive explosion that has no effect on terrain but sends the souls of anyone caught, unprotected by something mystically powerful like a magical forcefield, in its blast radius to the underworld. This inflicts a kind of brain and consciousness death that is, every bit, as good as killing someone physically. This works on anyone and anything, but it's also a once-per-year special attack. Thankfully though, you are immune to its explosive power and if you loan this dragon orb out to someone else to use it on your behalf they are also immune to its explosion, giving your soldiers and minions a very powerful weapon.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend IP to import companions into this jump, giving them 600 IP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 IP per person you do this for, or you can spend 200 IP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 IP here gives you a new token. Each unspent token is refunded at the end of the jump.

Drawbacks

Another Universe [0 IP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Early Exit [0 IP]
A "Leave when the plot ends" toggle. With this you can exit the jump at the end of the story of Yoshio's time in this fantasy world.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points. In case it needs saying this trumps any early exit toggles or mechanisms that you may have.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 IP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Hentai Clothes [100 IP]
Maybe don't bother wearing clothes? Somehow your clothes always end up torn, cut, burned, what have you, to the point that there is truly no point in keeping them on. Whenever you try to be clothed, your luck takes just enough of a hit that your clothes are guaranteed to constantly be under attack. It really would be better for you to just

stay naked, which can be nice for others, or quite unpleasant, depending on your perks and drawbacks.

Chuuni [100 IP]
Ah yes, this thing. You now suffer from *Middle School Second Year Syndrome*. This unfortunate malady causes you to experience delusions of grandeur that are tied to your origin. This is not great, but can be overcome with willpower and an appropriate sense of self. And some therapy. Which can be hard to find in this setting.

Karmic Luck [200 IP]
Your luck is dependent on your actions. Or rather the scale of your rotten luck is dependent on your actions. When you engage in rotten ways your luck gets rancid, to the point that you are basically guaranteed to get caught when you engage in illegal and/or immoral actions. As this is a drawback this does not bolster your good luck in proportion to the benevolent things you do. Try not to be horrid for the next decade, okay?

Ugly Bastard [200 IP]
Oh… Oh god. You're now an ugly bastard. This warps your appearance and is powerful enough that even your alt-forms and any other shapeshifting methods you happen to have at your disposal will result in you staying equally ugly just different from how you happen to be ugly as a human (or as a monster, if you're one of those instead). For 200 IP this is just a physical transformation, but it does make you quite repulsive. Still, if you aren't an unforgivable pervert and treat people like people, folks can warm up to you. For 400 IP this transformation is mental as well as physical, making you as monstrous on the inside as you are on the outside.

Combat Sex Story [400 IP]
This story features battle sex; fights between characters that come down to sexual stamina and the like. This is, in the canon story, due to Yoshio's divine protection and the innate toughness of the monster princesses and Molesta, coupled with the powers of their dragon orbs. A jumper could easily have a dozen methods of circumventing this, be it perks that allow them to damage people through resistances, perks that make them sexual gods, or what have you. This drawback evens the playing field and forces jumpers to play along, nerfing out of context perks that allow people to harm anyone and anything with any method, and that grant them infinite sexual stamina. This also doesn't make nutting before your sexual partners do instantly fatal (you can have regular, consensual sex, which is completely unaffected by this drawback), but does render you and those you love susceptible to the melting magic of a dragon orb, which if activated will cause you to either burn through a 1-up or fail this jump. In-jump sexual perks are still active, and thus it's entirely possible to make it through this jump with this drawback.

Self-Fulfilling Prophecies [400 IP]
The entire conflict that caused Yoshio to be summoned to this world in the first place is due to the divine dragon misunderstanding a vision it once saw. The totality of the human race is on the chopping block because the divine dragon jumped to conclusions and didn't ask critical questions about its vision. In its desperation to protect the world it nearly doomed it to total annihilation at the hands of an alien invader, driven to

senseless rage over being cucked. This drawback guarantees that such visions will plague the inhabitants of the world, not just the dragon, and that they too will be driven to desperation in an effort to protect their homes, their loves, and their peoples. It is now worlds harder to sit people down and talk things out, as everyone is convinced of the potency of their visions. Very importantly, you tend to be at the center of these visions, and always in unpleasant lights.

The Destroyer [600 IP]
Oh no… Days after you arrive in fantasy world, the dead will start to rise up and attack the living. This forces all living creatures, regardless of their species, to come together to stop the living dead. As people band together they may, or may not, be successful but every death results in the living dead growing a little bit stronger. Efforts to investigate this mysterious apocalypse lead to a gigantic mass of writhing, living tentacles the color of shadows, an undead mass of hateful, predatory flesh that whines incessantly about revenge. This is the destroyer; the gargantuan nightmare that the divine dragon saw threatening the world. This creature must be destroyed, somehow, but it is immortal and every person its tentacles overwhelm begin to feed and empower it with their wails of pleasure. It is not enough to banish this monster to another world, it must actually perish or else it will return at the end of this jump to plague you again, empowered further by the armies of the dead of another world and the powers of their people. With just in-jump resources, it would take an alliance of every living thing, the orb bomb, and a group of people ready to go into the underworld to permanently down the destroyer. Still, the monstrous enemy is not invincible. This drawback still occurs if you take it, even if you import as Yoshio. If you do, the destroyer is somehow a multiversal version of Yoshio, imported by your benefactor to spite your cheekiness.

Draconic Rampage [600 IP]
Divine dragon unleashed. This drawback causes the divine dragon to reappear at the start of the story, armed not only with its full power and plenty of energy, but also copies of every single dragon orb loaned out to princesses throughout the story. It is driven by a senseless rage to end your chain and believes that killing you will save its world. This dragon is a mighty foe, capable of defeating even enemies as mighty as dragon-orb-empowered Yoshio in singular, massive attacks, ones that it can unleash freely. Thankfully its energy stores are limited so it can run out of steam but when it does it will just take on its Molesta form and continue to drive anyone it can against you. It will take defeating the dragon in its full form, and stopping Molesta from driving the world against you in her lesser form to fully end this drawback. A challenging task made more challenging by her refusing to talk about her vendetta, meaning you must defeat her in battle somehow. This drawback still occurs if you take it, even if you import as Molesta. If you do, the destroyer is somehow a multiversal version of the divine dragon, imported by your benefactor to spite your cheekiness.

Decisions
You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Changelog: I made this document on May 14th, 2026 and shared a public WIP of it on May 15th, 2026. This jump was completed, and published on May 17th.
-Story summary if the earlier warning put you off reading the actual comic (super understandable, just read this instead. I will be speedrunning this and describing it fairly lightly, but it's a hell of a read and I don't mean that in a pleasant way haha.). Yoshio Handa is a gremlin of a man who is creeping on a maid in a maid cafe and gets caught taking creepshots of her.

Right as the cops are called, Yoshio is summoned to another world, naked. He wasn't naked on Earth but he is naked in a fantasy world. And remains naked the entire story. He appears in the middle of a magic circle in front of a princess who was just used as a magical sex toy battery to gain the… magical energy needed to summon him, I guess. Yoshio immediately recognizes what has happened, after initially mistaking the princess for the maid he was acting like a creep towards. The princess's ally, a cleric named Momo, uses her breast milk to heal Nina while Pretty expositions. Pine, the princess's knight, and Momo, the local healer, both have different, negative, reactions to Yoshio's nudity and his unimpressive manhood. Pretty realizes that his cock is sealed, and uses magic to make herself young and gives our unpleasant protagonist some head. This reveals Yoshio's manhood, and after Pretty recovers she demands that the Princess and Yoshio copulate. For the kingdom. They do, this awakens the Princess's spiritual power, and gives Yoshio divine protection (which is how this becomes a combat sex story).

Molesta (wild fucking name, and also the name of the dragon princess; a figure who seeks to resurrect the "Evil" dragon; a mythical creature who reportedly fought a heroic dragon and the fight resulted in both of them being defeated, allegedly) appears, reveals this was her plan, and kidnaps Nina. She unleashes her wyvern on the party, which does fuck all to Yoshio due to his power, and then Pine cuts it down. Following this the first princess, a goblin/ogre princess, attacks, gets defeated, and this sets up what is essentially a montage of Yoshio defeating princesses. When this shifts we see Princess Nina beginning to become corrupted by Molesta, after being reunited with her mother; a woman who has succumbed to the dreaded "Evil Shot". The heroes defeat a giant princess, giving Yoshio the power to become gigantic, learn about a special barrier that Molesta has erected around the castle of Nina's parents to use it as a base (the barrier is maintained by powerful subordinates of Molesta, and the enormous princess is one of those princesses).

Molesta also talks to a princess with an "Orb bomb" who swears to defeat Yoshio. shortly before getting attacked by a princess who can wield tentacles, and after another montage a princess who can wield illusions. Purun (a slime princess and a loyal ally of Yoshio and the heroines, after Yoshio spares her in the wake of his battle with Secta: an insect-monster princess), tries to help fight against the illusion princess, who is defeated, and blows herself the fuck up; sending Yoshio's soul to the underworld. The heroines team up with a mysterious mage from Pretty's past, known as "The Necromancer" to try and travel to the Underworld to resurrect Yoshio (whose soul has left his body, but his body is not QUITE dead yet), which backfires when he possesses Pretty and attempts to possess Yoshio (who is busy clashing with the deceased monster girls he defeated, in the underworld).

A fragment of Pretty's mind survived the attempt by the necromancer to possess her, and merges with Yoshio, warning him that Pretty's body is a puppet of the Necromancer's. They manage to defeat the Necromancer, leave, and have a final confrontation with Molesta, in which she defeats Yoshio but he survives (due to him absorbing the necromancer and gaining the necromancer's immortality). Molesta corrupts Nina in front of him, and him becoming cucked is, somehow, a straw that breaks the camel's back, causing him to become fully evil and essentially fuses all of the dragon orbs he has acquired, along with the powers of the necromancer, to create a horde of the living dead and unleash them on the world. He nearly completely snaps and the heroines are forced to team up with Molesta, when Pretty reveals that the ancestor of Nina is the original "Dragon Maiden" who served the divine dragon, and that the divine dragon and the demonic dragon are actually the same being: the divine dragon foresaw that the humans would do something that results in the end of the world: summon someone who would end all things.

The dragon, infuriated by this, goes on an xenocidal rampage and commands the monsters to turn on humanity. How it is defeated is unclear, presumably it just… ran out of energy and took on a new form after abandoning its old body, eventually becoming Molesta. Molesta and Nina work together, Molesta becomes the dragon once more, banishes Yoshio, and thus sends him back to Japan (though this wasn't on purpose) and at least temporarily dies again (though she swears she'll be back if people keep fucking up).

The heroines mourn what has happened, though they speculate they'll see him again someday. Yoshino rampages in Japan and the series ends with Yoshino in monster form, attacking people and about to get hit by a missile. The series ends with a cryptic "To be continued" note as Yoshino is about to experience good old, patriotic, freedom. To the best of my knowledge, there is no sequel. If there is, I have never seen a translation of it.

-Goofy plot points we may never see resolved since the story doesn't appear to have a sequel (though if we get one in the future I may revisit this jump), despite

one clearly being planned by the author: Molesta is a dead-ringer for a character in a story Yoshio read on Earth. Yoshio's cock was sealed, somehow, despite the implication that he is not from fantasy world since he was on Earth when he was summoned and his own reactions revealed this was some new shit to him. The Necromancer's WHOLE DEAL. Related to that, a little, we barely get even a basic level understanding of magic in this setting, and what differentiates the spiritual power of Nina and her parents from either regular magic (Which Pretty seems to be the best at), or whatever Momo can do. Also, the reveal that Pretty can "Seal someone in her blood" is wild.
-Pretty is a real character, who gets multiple standout moments in the story (and we get some real demonstrations of her power) but Pine and Momo are… just not, and so, to make the perks that reflect them worth it I had to spice them up a little haha. I used this philosophy, to some extent, with the Monster origin as well.
-I don't think it's wrong to just use this jump as mail-order bait, or to fully supplement mode it and go… somewhere else (while still snagging the perks and items)? But I wanted to experiment and create something new.