

Jump by /u/DraggingFish, v1.1

In the kingdom of Gianna, the Parliament has made a play to weaken the royal family by sending the princess and heir, Lilina, on a dangerous quest to gather the Orbs; magical artifacts that would grant great prosperity to whichever kingdom holds them. The quest to gather the Orbs will be dangerous, though, in this world filled with monsters who want to breed her, people who want to enslave her, and all sorts of unethical perverts who love seeing others debased and humiliated, through the easily-accessible arts of transformation and mind control.

You get **+1000 CP** to spend.
Options with a '❖' can be purchased multiple times. If you are purchasing a free item (after discounts) multiple times, subsequent purchases instead cost 50CP.

Origin

Pick one origin for free. Your origin gives you a discount on any perk or item from its section, making 100CP options free and everything else 50% cheaper (specific exceptions noted).

Your age is **16+2d6** or just **21**, and you can freely change your gender and/or sex to male or female.

For your starting location, you may choose any location in the game's world, keeping in mind the risks depending on what race you are or what perks and drawbacks you chose.

Drop In
You show up in this world without any history to your name; you might be immediately recognised as an outsider, like Alisha, or you might take advantage of your anonymity and wander from city to city without any established allegiances to keep in mind, like Traveller. Maybe you'll settle down and become a simple villager.

Leader
You are somebody who others *should* be looking to for guidance, or maybe your position of authority just makes it all the more sexy when you fall. Some examples are the princess Lilina, nobles like Yterre or Jyla, or something more insidious in Samona, leader and goddess of her own cult.

Adventurer
It's dangerous to travel outside your own city; seems like every few steps, there's somebody else who wants to kidnap, transform, hypnotise, or rape you. Luckily, you are trained to defend yourself and others; with weaponry, like Sable, Nuan, or Annie, or magic, like Sinian.

Race

You can choose to be a **Human** for free, or you can pay **100CP** to choose from one of the races below. Their benefits are fiat-backed, but their negative traits can be overcome, usually with the help of other perks.

Elf
Elves are a magically-inclined race who are supernaturally fertile; an elf who is impregnated by an orc will continue to give birth to orc eggs endlessly unless treated with an Orc Antibody.

Avian
Avians have the ability to manifest a spectral pair of wings behind them, an extension of their soul. Avians traditionally wear a mask over their eyes at all times in public, but this is a cultural norm rather than any sort of requirement of the race.

Forestkin
The forestkin are a race of futanari women with animal-like features, such as ears and tails. They are more physically imposing than humans, but possess less aptitude for magic in general, and their animalistic reproductive instincts can influence their behavior at certain times.

Orc
Orcs are another futanari race, defined by their rage and their sheer sexual potency. Orcs have a reputation for raping and impregnating others, and sometimes even the most level-headed orc might fly into a rage and feel like impregnating their allies mid-battle is sexy enough to be worth it. Their pregnancies are unique in that the mothers lay eggs rather than giving a live birth.

Dwarf
Dwarves appear very much like humans, except that they cease all aging at the equivalent of the young teens, remaining that age in appearance for the rest of their long lifespan. Dwarves are also resistant to temperature, ice and fire not affecting their thick skin as much as the other races.

Perks

General

You gain a +**200CP** stipend to spend on this section.

Free - Class of Your Own ❖
You don't have experience fighting or using magic; you have Experience. Choose one 'class', either a standard RPG class, one from this game, or your own creative idea. Just by fighting, overcoming challenges, or resolving conflict, you gain progress towards learning the skills and techniques of that class; nothing too powerful, at least with ten years of regular exertion, but over a longer timescale or a more ridiculous training regimen, you might push the limits of what your class is capable of.

100CP - Gender Demographics
In this world, there are only women; some who have penises, and some who don't. In any jump you enter, you can now decide what the gender demographic is; what ratio of men, women, futanaris, or other sexual demographics inhabit the world, even eliminating one gender entirely (provided the population still has some way to stay afloat). You can also decide what gender individual characters will be.

100CP - Magical Land ❖
Each purchase of this perk lets you pick one fetish to add to this and future worlds as a common fetish. The worst opinion of the fetish will be 'acceptable', with most people actively enjoying it and a decent number of people having it as their main fetish. The only reason a person would oppose the fetish is if they opposed sex in general. Not only that, but certain animals and monsters will start engaging in the fetish as part of their natural behavior. Purchasing the same fetish twice turns it into an obsession more popular than vanilla sex itself; you can expect to see the fetish often in everyday life with media focused on it, festivals and celebrations, even legal support for people performing the relevant acts in public.

100CP - Mundane Land ❖
Each purchase of this perk lets you pick one fetish to *remove* from this and future worlds. Not only will nobody be into the fetish, but nobody will have even considered it in a sexual light before, finding the idea strange or maybe even disgusting or immoral, depending on just what the fetish is.
You can make exceptions or dial the effects back as you please. For example, if you're removing a fetish not because you dislike it but because you want you and your companions to introduce an innocent populace to a 'brand new' fetish like anal.

200CP - Anthropocentrism
With this perk, any non-human species that you encounter in this and future worlds can have their nature slightly rewritten to account for a much more human-like form. In short, monster girls. This doesn't just apply to monsters, though; mundane animals like cows or horses might instead be cow-girls and horse-girls. They may even gain the ability to speak in human languages, to fit with their new look.
Regardless of what changes and how, they will still be treated, and treat others, exactly the same as they would have without the transformation, and their biology will be different enough from humans that their behaviors, usefulness, and/or dangerousness will be unchanged.

400CP - Tomes and Orbs and MacGuffins, Oh My!
Every world has them; some items of significance that the hero needs to collect to save the day. In this world, it's the Tomes and the Orbs. By purchasing this perk, you get to decide at the start of each jump who is holding which item from whichever 'set' fits the criteria. They will be hoarding it or using its power for themselves, unwilling to let it go unless you can defeat them, complete a quest for them, or otherwise steal it; essentially, making them into a boss battle on your path in one way or another.
Each of these enemies gains the benefits of the **World J-1** item, and if you have **Magical Land**, you can assign each purchase to one or multiple of them to theme their area, minions, and goals around that fetish.

Drop In

100CP - Party of One ❖
It's dangerous to go alone in this world; one transformative spell, and you can be put completely at the mercy of your attackers. For you, that's not so much of a problem. Any status that would hinder your movement needs to be applied to you four times before it has any effect; something like petrification would have no effect on you until then, but if you were under something like the Haigure status effect, you would paradoxically both perform the action the status forces you to *and* have time to perform your own action, as if you were two different party members taking turns. That action could, and likely should, include attempting to cure yourself.
Each additional purchase adds only one more level of resistance on top of the initial three.

100CP - Highly Adaptable
You can get used to new situations remarkably quickly. Stumbling into a new city only to find the populace engaged in some fetish you've never even considered before might be shocking for a minute or two, but after that you barely need to bat an eye. Your feelings of surprise, shame, or even disgust won't ever interfere with what it is that you want or need to do, easily being dismissed to the back of your mind as something to muse over later, once you're out of this magical land. If you wanted to enjoy something weird so you could fit in better, you could suppress those feelings entirely and let only the positive feelings through.

200CP - Class Collector
While it's fun to be hit by a curse and turned into a Bimbo, or find an empty soul gem and put your soul into it to leave your body as a Zombie, if you need those skills later you might not want to go back all the way to the curse trap or use up a limited quantity of resources to transform yourself, and deal with all the hassle of curing yourself again afterwards. From now on, any transformation you're inflicted with becomes available to you as a class to switch to at any time. While the original transformation requires you to reverse it in the traditional way, once done you can toggle back and forth as often as you like, like switching classes in a JRPG.

200CP - A Traveller's Business
Business has no borders to you. As long as your business doesn't break the laws of the area, you can go wherever you like with the sole intent to ply your trade and the authorities will allow you to move as you please. Politics, embargos, conflict, your business is above all of it and something that leadership is willing to make an exception for. You can go about your daily life in the area, too, as long as you're not abusing their privileges and keeping your business functioning properly.

400CP - Otherworldly Craftsmanship
You have the same knowledge of inventing, programming, and crafting as Alisha. AI, floating drones, beams that turn someone into an onahole, magical girl transformations… and pretty much anything you see in hentai, filtered through the lens of out-of-place sci-fi.
Any items that you purchase in this jump, you also gain the knowledge, skills, and memorized blueprints necessary to craft more of them, albeit without the same fiat-backing as the purchased versions. This also comes with the effect of the ***Self-Made Jumper*** perk below for this jump's items only.

400CP - Fit Right In ❖
Some things work pretty differently between worlds; two worlds might both be fantasy RPGs, but one is based on causing 9999 damage with your spells and Limit Breaks or whatnot, and the other is about turning people into fetish fuel with transformation-based spells. Luckily, the whiplash isn't going to hit you, because it's trivial to adapt any of your perks and items to suit a world's 'theme'. Essentially, you can reimagine yourself as a party member in the game of the jump you're entering, all your perks, powers, abilities, and items included. You remain at the same power level, and you can choose exactly what gets excluded from the process. By purchasing this twice, rather than altering your powers, it adds these powers on top of what you already have.

600CP - Twinning
You now have the ability to turn other people into clones of yourself. If you have magic, you learn a spell to do it; if you're a crafter, you learn how to adapt your tech to the purpose; so on for any power source you care to use. The twin's appearance and personality become closer to yours, although some traces of their original self remain behind, but more importantly you can grant them access to any number of your perks, powers, abilities, etc, chosen by you at the time of conversion. You can also reverse the process, taking away all the power you granted them and restoring their original mind and body.

600CP - Self-Made Jumper
Whenever you purchase an item from a jump document, in this or future jumps, it retroactively becomes one that you made yourself. It therefore gets all the benefits of your crafting-related (or otherwise relevant) perks, resources, and personal experience. The item's quality can improve greatly with the right perks and items, but at the very least its appearance will always be shifted towards whatever aesthetic you desire; all while retaining whatever fiat-backing it already had. If you lack the skills necessary to create something, the item won't ever drop in quality below its starting point even if you do use this perk on it.

Leader

100CP - Bad Ends
Many situations that would otherwise end with your abrupt death, can now be much more intimate affairs. You may toggle this perk off or on at will, but while it is on enemies that would have once killed you will now kidnap you to keep you as breeding stock, sell you as a slave, or use you for their perverted magical experiments. Things can get pushed to a limit, and there may be some creatures who would never be able to satisfy you sexually no matter how much fiat pushes them, but in general things will tend towards your permanent humiliation rather than your death. You'll also have a bit of a sense for whether a particular sequence of events is leading to a 'Bad End' or just a regular bad ending.

100CP - I Surrender!
Of course, if you never lose, you'll never get to see those bad ends, so now you've got this too. At any point in time when you're in conflict, you can throw your hands up in surrender and, no matter how well your allies are doing, they'll instantly surrender too, guiding your enemies to a complete and decisive victory. You'll see all the repercussions of the loss, the full Bad End, before being abruptly thrown back in time to before you surrendered, without any permanent consequences. In these hypotheticals, any defenses you have that would prevent the bad end from playing out in all its sexy glory are also disabled.

200CP - Party Loyalty
When somebody joins your party, they join it for better or worse. As long as you're fighting side-by-side with them, they won't complain no matter what humiliating defeats, transformations, or encounters your party goes through. Even a paid mercenary wouldn't take the opportunity to leave until you made her do something you weren't willing to do yourself.

200CP - Mercy or Punishment
If you choose to spare somebody after defeating them, they will remember that, and your decision won't come back to bite you. They'll go on to make a positive (to you) impact in the world, and maybe even become directly helpful to you should you meet again in the future. Alternatively, if you choose to punish them, you'll be able to fashion an inescapable Bad End for them with minimal effort on your part. Just transform them once and let them go, and you can guarantee they're never finding a way to break that transformation; or hand them off to somebody else with a vague idea for some large-scale, long-term humiliation, and they'll dutifully execute it without you even having to tell them what the plan is.

400CP - Classmaster ❖
You rule over a certain class; you can pick a 'traditional' RPG class like Thief, Cleric, Barbarian, or you can go for something like Bimbo, Puppet, or Maid. The options are limitless.
You can grant this class to others, or inflict it upon them, granting them the potential to learn a new set of abilities thematic to the class. You also have access to a number of abilities designed to support, buff, heal, etc, those belonging to this class. In exchange for all those benefits, their mind and personality become altered to fit your ideal of the class, and they become intensely obedient to you.
When you arrive in a world, you can choose for people who already belong to that class to gain the benefits of this perk, but they don't get the mental changes until you personally re-apply the class to them.

400CP - Puppeteering
You are a master of the art of crafting puppets, able to make remarkably lifelike creations out of simple materials such as wood. Marionettes, hand puppets, dummies, all are within your repertoire.
Not only that, but you are remarkably skilled at taking other devices, enchantments, or items and finding ways to adapt them and fit them inside a puppet's body. Finally, you also gain the magic of this world that lets you transform a person into a puppet; a puppet whose parts can be replaced with the upgrades you craft.

600CP - The Status Quo
Whenever you are inflicted with a negative 'status effect', you can turn that status into power. While you still suffer all the downsides, you'll find yourself unlocking new skills and abilities that relate thematically and might make sticking with the status become worth it once mastered. 'Blind' or 'Darkness' helps you learn to attack without relying on your eyes, 'Frog' gives you a tongue with all sorts of uses, you can incubate 'Poison' inside your body to spread it…
If you have the ***Class Collector*** perk or a Gamer system with a class/job system, you will explicitly gain a new class for every status effect… or, for most status effects, if you don't think Silence is worth coming up with a whole skill tree for.

600CP - To Noblesse Obliged
You are the queen. Or the mayor. Or the president; basically, you're in charge. In each jump, you can choose to be part of the government of whatever location you start in, granting you immense political authority. This doesn't mean everybody automatically accepts your rule, but you didn't cheat to earn your position. You were voted in, or you were the heir in the family, etc., just like a normal person would have been. You can also downgrade this as much as you like, if you prefer duchess to princess to queen, etc.

Adventurer

100CP - Fit for Adventure
Your body is in an above average state of fitness, and maintaining that level of fitness is trivial. More importantly, however, you don't need to show it. Your appearance will never change in ways you don't desire, and changing it in ways you *do* desire is much easier. You can become and remain chubby, 'thicc', or whatever other body shape you like without any worries. This can also affect the process of aging too, the years never taking your desired youthfulness away from you.

100CP - Erotic Damage
By turning somebody on in combat, you can drain away their health and stamina just the same as if you physically attacked them. You don't have to worry about knocking all your sexual partners unconscious (unless you want to), but flashing your tits at the enemy or groping her bulge might put her out of commission just as quickly as stabbing her would have, if you can be sexy enough.

200CP - Breed Right
You have complete control over the nature of your pregnancies you're involved in. Whether as the mother or father, you have full control over the resulting child's race/species (between the mother or father's species, or a crossbreed), and sex. Additionally, you can choose what form of pregnancy it is from any that your alt-forms are capable of, with human live birth or the orc's egg-laying being two options you get for free with this perk regardless. Despite all biology, the pregnancy will function perfectly without any more harm than a regular pregnancy would for the mother's species.

200CP - Eggholes
When you impregnate somebody or are impregnated, you can choose for the mother to remain pregnant after giving birth, immediately repeating the process and growing another child. The child's genetics will differ as if the mother was impregnated again, rather than it being a clone of the first child. This can continue on indefinitely until you choose for it to stop, the mother potentially being pregnant for the rest of her life.

400CP - Genre Un-Savviness
In a world full to the brim with hypnotism and transformation, it makes sense to connect the dots when somebody starts behaving strangely. Luckily for you, nobody does that when it comes to your victims. Your hypnotism will go completely unnoticed unless people start to see direct evidence, chalking it up to personal growth when somebody decides to change their life's course moments after meeting you. You can't be too obvious with it, but the existence of hypnosis magic in a world won't make your actions any more obvious than they would be in a world where that magic didn't exist at all. This applies to *any* sort of supernatural power you use that affects others.

400CP - Power of Lust
Your own lust is now a pool of energy you can access, with a maximum based on your sexual stamina. The closer you are to orgasm without passing that tipping point, the more lust you can use to supplement or outright replace your willpower, mana, ki, or whatever other form of energy you have access to as a resource to spend. Just be careful not to edge yourself for too long.

600CP - Forsaking Limits
Any usually one-off or binary effects, buffs, debuffs, etc, can now be stacked infinitely. Apply a protective barrier until it becomes a thick suit of armor, cast a shrink spell until somebody shrinks out of visibility, or eat a power-up while powered-up, over and over as many times as you like or can afford. There are slight diminishing returns, but with an infinite quantity of spells or brute-forcing it with more energy you can eventually reach the logical or illogical extremes, and then keep casting to go beyond that.
This can apply to effects applied to yourself from any source, and to any effects that you apply to others.

600CP - Spells That Don’t Deal Damage
Any spell or technique you know can now be converted into a status-causing move. Your 'Cure’ spell temporarily cure somebody of all their worries and thoughts entirely, your ‘Fireball’ spell might fill somebody’s body with elemental fire and all the passion that comes with… positive spells need not create positive status effects, and the same for negative, but every spell you know can become a non-damage spell with a bit of creativity. Hopefully all the tough enemies aren’t immune… But even if they are, at least you can always cast them on yourself.

Items

Drop In

100CP - Equippable by Jumper ❖
It’s not fair that everybody else gets to keep finding new weapons, is it? Each jump, choose a basic weapon type, or an existing weapon you own, to have that become the baseline for your own tree of weapons. These will be upgrades with abilities relevant to the setting (particularly if it is a video game-based world), or sidegrades that swap the power out for something new but of similar power, all scattered or sold throughout the setting the same place anybody else gets their weapons. Any weapons you attain each jump are fiat-backed, and do not disappear when a new set generates the next jump.
Purchasing this four times allows for an arbitrary number of weapon trees to be made each jump.

200CP - Planter Box ❖
This planter box can be used to store any plant, keeping it happy and healthy without any effort necessary, but it also has a more sinister use. By having a person step into the box, they rapidly transform into a plant or tree-like form, becoming an immobile display piece that is kept happy and healthy much like any other plant. You can free them from this condition with just a thought, but otherwise it takes very powerful or very specific magic to return to normal.

400CP - Favorite Shop
Wherever there is civilization, you'll be able to find this shop. They have a basic stock of all the necessities of the world you're in, and also anything that they've sold in previous worlds. Additionally, if you find a 'farmable' resource, you can sell some of it to them and a few days later it'll be added to their stock, letting you trade money for time.

600CP - World J-1 ❖
Whether it’s a dungeon, a world, a kingdom, or a stage, whenever you enter a world that even loosely conforms to those video game traditions, you get your own area to go along with the rest. You can pick a theme for this area, which needn’t be the same in each jump. Minibosses, enemies, NPCs, etc, any roles you don’t fill yourself with your followers or companions will be filled automatically with world-appropriate entities that suit your theme, potentially variants of ones that already exist. The role of ‘boss’, however, is reserved for you; you’ll always be made aware when a/the ‘hero’ enters this area, so you can return and prepare yourself.
After a jump, the area becomes a Warehouse extension, and this item takes on a new form in the next jump.

Leader

100CP - Slave Collar ❖
This collar can be placed around somebody's neck to mark them as your slave, even if they don't realize it. With a separate remote, also included in this purchase, you can activate the collar to control their sexual sensitivity, trigger or deny orgasms, and give them orders which they are compelled to obey.
Purchasing this three times grants you an infinite supply of collars. When purchasing multiple, the one remote can be used to affect one, all, or whichever collars you select whenever it is used.

200CP - Ancient Scroll ❖
This scroll can be attuned to any race through a short magical ritual with a member of that race, and from that point on used to transform others who read the scroll into that race. Copies of the scroll inherit the same effect for only one use, before having to be 'refreshed' from the original. The definition of 'race' the scroll uses is quite broad; as long as they're sapient, it's fair game, and the scroll can retain the previous race it was attuned to even when crossing jumps.

400CP - Cult of Jumper ❖
This cult, whether it is explicitly named as such or disguised itself as a more 'normal' church, is dedicated to the worship of you and your fetishes of choice. The members are all obsessed with the cult's ideals, but manage to disguise their intentions well enough when out in public. You begin with ten cultists, but they are remarkably persuasive and will manage to grow exponentially if you leave them to their devices, slowly corrupting whatever area you choose for them to appear in unless they are stopped; but there's nothing illegal involved, at least unless your fetishes are.
Each purchase of this item can either create a new cult, or double the members an existing cult starts with.

600CP - Chateau Crystal ❖
You have a crystal that can be placed on any property you own to gradually take over the minds and bodies of those present. After ten minutes spent on the property for the average person or an hour for a reasonably high-level adventurer, they will reach the point where they instantly obey any command you give them, including commands for their minds to permanently alter their own personality, memories, or perception. Any spells you cast on them which normally have a chance of failure will also have an increased success rate, up to 100% at full power. These effects disappear instantly if they leave the property; however, commands with long-lasting effects that you already gave them will continue to apply.
If you have the ***Classmaster*** perk, the crystal can also cause people to transform into the class you chose, with all the effects of that perk. If you have multiple instances of the perk, each crystal can be attuned to only one.

Adventurer

100CP - Journal ❖
When you record information in this journal, it's as if the words move straight from your memory onto the paper, all information being recorded as accurately as your recollection allows. It has an infinite number of pages, and you always turn to the page you want, despite seeming to be quite a normal size from the outside. When reading from it, physical descriptions seem so vivid that you can literally see the picture they're describing, and reading of an event will let you feel all the sensations, as if you were experiencing it all over again.

200CP - Requirement Hat ❖
A hat that can be attuned to any item that normally has requirements to use, to handwave them and let you use it anyway. Special training (to a bare minimum), worthiness, being the Chosen One, all sorted out for you as long as you have the hat on. It's called a 'hat', but it will shapeshift into whatever headgear is suitable for somebody using the item it's attuned to.

400CP - Magic Library ❖
This stone tower is a massive library, several floors tall, in which all the magic of the current world is recorded. With a brief bit of exploration, you'll find exactly the book you need that describes how to learn, perform, and master whatever spell in that world closest approximates the goal you're trying to achieve. Whether it works quite as conveniently for anyone other than yourself is up to you to decide, but the physical books are still present regardless.
Purchasing this twice allows the Library to keep its contents from each world when it moves to the next.

600CP - Phantom Express ❖
You have access to and control over an ethereal train, which picks up the souls of those who meet a Bad End and takes them on as passengers in the form of bodiless Poltergeists, possessed clothes. It can travel to and from anywhere in the world, but only crosses over with the physical world in certain places. To that end, in each jump, you can choose for these stops to be conveniently near to all of the items in a particular collectable set. The Tomes and Jewels necessary to make the Orbs, the Chaos Emeralds, the Spiritual Stones, etc, skip the exploration and get straight to the dungeon plundering.

Companions

You gain a **+200CP** stipend to spend on this section.

100CP - Canon Character ❖
You may recruit any character from this world as a companion. Whether they agree or not, and regardless of whatever state they were in at the end of the jump, they find themselves living in your Warehouse with the companion status conferred upon them as soon as this jump is over.

50CP/200CP - Import ❖
You may import companions (or recruit new characters) with an Origin and 600CP to spend on Perks and Items for 50CP each, or up to eight times in the same way for only 200CP. They do not gain stipends, but they can take drawbacks for up to +400CP.

100CP - Bride
Choose a companion who you have recruited or imported in this jump. You will become a married couple either as part of your backstory or shortly into the jump. You, and they, get two free purchases of **Class Of Your Own**; one for your Bride class, and one for each other's classes.

Free - Decorations
You can import any number of companions for free as Statues, Trees, Onaholes, etc… any of the inanimate states from the game. Unlike those transformations, these will be your companion's true forms for this jump so they can't be 'cured'. They get to keep the transformation as an alt-form after this jump.

Custom Companions

You have the following options for any of the following companions that you purchase:

- You may recruit them as is, with their loyalty to you guaranteed; you will meet them in the world shortly after starting your jump, where you'll make a favorable first impression on them and they will want to join your party and, later, your Jumpchain.
- You may import your companion(s) into the role, causing them to gain all of the abilities of the companion as listed.
- You may use them as pseudo-origins, and import into a role yourself, gaining all of their abilities as well as their appearance as an alt-form. If a perk is mentioned by name, you must purchase that perk, but you will still receive the original in addition to the variant version they have.

100CP - Hero Couple

One of them is a self-proclaimed hero, a gunslinger with an intuitive understanding of time magic who lives her life emulating her ideal for a champion of justice. However, she is also a very lustful person, unable to hold herself back from acting out her fantasies with the time-stopped criminals she captures. Her biggest desire, though, is coming home to find her wife was seduced away from her while she was away.

Said wife, a beautiful redhead, comes with her as part of this purchase. Her biggest sexual desire is for her wife to team up with some new attractive ally who is more irresistible to her than she is, or to fail in one of her missions and get turned into some criminal's cocksleeve. Neither of them realize that they both have the exact same fetish for being cuckqueaned. Who could possibly help them both out?

100CP - Floating Maiden

This shrine maiden in a red dress drifts through life, unconcerned by the bigger picture and happy enough as long as she can spend time doing what she likes, with people she likes by her side. This ability to 'float' is so powerful that even when she is defeated and subjected to the worst of **Bad Ends**, she inevitably returns to her lazy, idyllic status quo within a few days as if nothing had ever happened: all the consequences seeming to disappear easily, her bonds crumbling, hypnotic suggestions simply forgotten, and transformations wearing off. As a result, she doesn't tend to care much for things that others do to her and barely notices their negative intentions until it's too late; especially you.

100CP - Dark Guardian

This busty magician wearing a dress with *far* too many belts offers her services as a bodyguard to anyone with a noble cause. Her last client was turned into a statue and kept as a sex toy by a samurai and her dog, much to her shame, but her pride hasn't faltered even with that, and you'll find she has quite a short fuse when it comes to people doubting her capability or commitment. Beyond her mastery of elemental magic of different types, she specializes in controlling plush dolls, with **Classmaster** and a variant of the **Puppeteering** perk. Whether the 'Onion Knight' was a living person before she got her hands on her, who knows?

100CP - Cunning Mastermind
This sunglass-wearing blonde bombshell is an immoral scientist obsessed with evolution; a perfect combination, especially with her skill as a virologist. Her variant of **Otherworldly Craftsmanship** specializes in biological weaponry; turning people into hulking beasts that only want to fuck, implanting them with aphrodisiac-spewing parasites that wrap their victims up in tentacles, and even experimenting on herself to enhance every aspect of her being: strength, stamina, milk production, sensitivity… all to reach the next step in humanity's evolution as beings of pure sexuality.

100CP - Powerful Star
This woman, wearing a skintight costume with more boob window than thigh coverage, claims to be an alien, from an alternate universe, from another world. A pretty ridiculous claim, except for her super strength, power to fly, and the lasers she can shoot from her eyes, along with a whole host of other abilities. Those powers only get stronger the more sunlight touches her skin, she says…but it seems like the true source of her power is the lustful thoughts that others have towards her, whether it be the civilians she protects or the villains she fights against, an inverted form of **Power of Lust** that she takes full advantage of.

Drawbacks

You can gain up to **+1000CP** from drawbacks. You may continue to take drawbacks past that limit for no extra CP if you like. Companions instead have a limit of **+400CP**, but cannot purchase drawbacks marked with a ♣.

0CP - Supplement Mode ❖ ♣
If this world doesn't have enough depth for you, or if you fancy seeing its brand of perversion applied to some other world, you may use this jump as a supplement to another jump, merging the settings together in whichever way you please. This also comes with a special, additional rule: CP that you gain from drawbacks in that jump also provide the same CP to this jump, although still capped to the drawback limit.
If taken multiple times, you can merge all the different settings together into one, and use all of their jump documents at the same time, each keeping their own CP but all contributing their drawbacks to this jump.

100CP - Longer Stay ❖ ♣
Your stay here lasts for 10 years longer.

100CP - Self-Insert..?
You thought you took an option to replace Lilina's role in the story, but after arriving with her appearance, personality, and backstory… she was already there. You are a perfect impostor of the princess, impossible to distinguish from the original unless you go to efforts to act differently than your jump-self's instincts.
You can keep Lilina's appearance as an alt-form post-jump.

200CP - Perma-Status ❖
Choose one status effect from the game. For the jump's duration, you are permanently under that state. All negatives apply, now fiat-backed, but at least you get any positives that come with it too.
You may keep this as a perk post-jump, toggleable at your will.

400CP - A Lot of Bad Ends ♣
You really like your bad ends, huh? Well luckily, or unluckily, pretty much any conflict can lead to one now, not just the things that would normally be life-threatening. Even something as simple as a board game night could end with you being made the other players' slut, mind-broken into submission, and relegated to that role permanently if you happen to lose. If anybody else lost, the reaction would be normal, of course, but any failure from you in nearly any capacity will lead to a bad end even amongst people who would otherwise never hurt you. The bad ends aren't fiat-backed to *work* past your defenses, but people will make an effort to push them onto you, even your companions should you trigger one from them.
You may keep this as a 'perk' after this jump, toggleable at your will, and with slightly less severe consequences.

600CP - Jumper the Immobile
Alright. So you're an inanimate object now; a Statue, an Onahole, etc. To help you out, though, you've been granted a form of short-range telepathy (about the distance somebody could hear you talking from), and your new form is guaranteed to be considered sexually attractive to the closest person to you when you start the jump. Enjoy?

600CP - Perfect Beauty
You are the most beautiful person in the world; anybody who sees you knows it, and everybody else has heard rumors. This doesn't really work out to your advantage, though. The natural reaction people have to this beauty is to seek to preserve it forever by kidnapping you and turning you into some sort of display piece, enslaving you to keep you for themselves, etc. It would be very rare indeed to meet somebody who decides that earning your trust and friendship is the best way of seducing you for themselves, and even they may succumb to their lust if the opportunity presents itself.

Notes

Tomes and Orbs and MacGuffins, Oh My!: Pretty much any set of story-important collectables counts for this. The Chaos Emeralds in Sonic, the Infinity Stones in Marvel, the corpse parts in Steel Ball Run… This has the potential to change the story a lot or very little, depending on how you use it, so use it as a cheat, as a tool to give villains fetishes, or as a way to write a more original story in the setting with in-chain justification for the new arrangement.

Custom Companions: The custom companions are all 'expies' of existing characters; you can either call them alternate universe versions of those characters, or just use the description as inspiration to make your own original characters. I've listed the references here, if you didn't catch them or for when I've been too obscure:

- **Floating Maiden** is Reimu Hakurei from *Touhou*.
- **Hero Couple** are Tracer and Emily from *Overwatch*.
- **Dark Guardian** is Lulu from *Final Fantasy X*.
- **Cunning Mastermind** is a genderbent Albert Wesker from *Resident Evil*.
- **Powerful Star** is Power Girl from *DC Comics*.

Changelog

v1.1

- Added ❖ notation to options that can be purchased multiple times, and a standardized rule for purchasing multiple free items. Simplified some descriptions as a result.
- Added a General perks section with a +200CP stipend and the new perks **Magical Land**, **Mundane Land**, **Anthropocentrism**, and **Tomes and Orbs and MacGuffins, Oh My!**
- **Class Of Your Own** and **Gender Demographics** moved to General perks.
- New perks **Party of One** and **Highly Adaptable** added for Drop-In.
- Lowered the price of **Class Collector**.
- Increased the price of **Fit Right In**, and it can now be purchased twice to keep the new powers from each jump.
- Rewrote the **Self-Made Jumper** perk; removed explicit mention of some effects to make whatever synergies people find more rewarding.
- **Bad Ends** is now toggleable without needing another perk.
- Renamed **Breed Left** to **Eggholes** and reworded the text. The control over a child's sex and race was moved to **Breed Right**.
- **Requirement Hat** now shapeshifts.
- **Magic Library** can now be purchased twice.
- Some more context on the **Phantom Express** item's description.
- Added a +200CP stipend to the Companion section to account for the new **Bride** option and **Custom Companions** section, with expies from other series to recruit or import into: Floating Maiden, Hero Couple, Dark Guardian, Cunning Mastermind, Powerful Star
- Allowed companions to purchase drawbacks.
- Added the **Perfect Beauty** drawback.