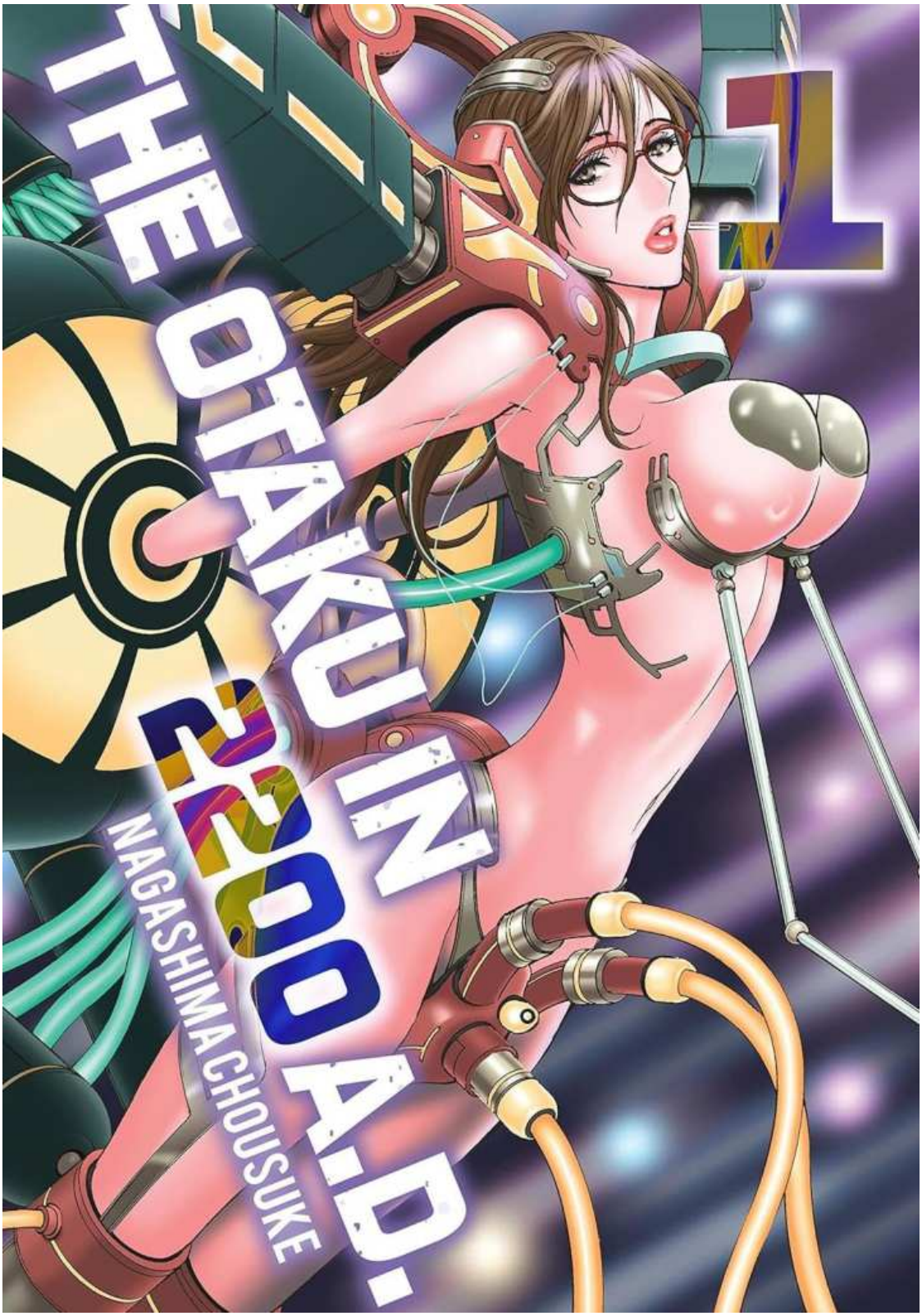


a.k.a. **Seireki 2200 Nen no Ota**

Jump by dragonjek

Version 1.1

In the year 2081, humanity reached Mars, and discovered a material known as “Marslite”. After an unfortunate incident involving a couple having sex near a chunk of Marslite, human-kind discovered the existence of “sextacy” waves, special brain waves emitted by women experiencing sexual pleasure, that causes Marslite to react with an explosive production of energy. But most intriguing is that the energy produced was not dependent on the volume of the Marslite, but relied entirely on the amount of sextacy produced.

It completely revolutionized humanity’s systems of technology, as an effectively infinite source of energy was discovered. But not all women produced sextacy in equal amounts, and soon there developed a split between the ordinary people and “Celebrities”, those who were capable of producing enough sextacy to supply humanity’s energy needs.

Men were also a factor in this equation, as different men had different compatibility with women and could augment sextacy production. But due to biological warfare in the latest World War, men’s semen became contaminated; it was discovered that sex with contaminated men could be injurious, or even fatal, to both men and women, and men with heavy contamination were exiled from cities, forced to become “Masturbatists” in the wilds and reduced to primitive lifestyles.

“Pure” men collected a large number of women, and fled to outer space, constructing the space station Paradise. Women were treated as cattle, only used for energy—and if someone ran dry of the ability to produce sextacy, they were mercilessly disposed of. One of these battery-women, Ripley Elizabeth Momo, grew angry over the murder of her comrades, and used her superlative sextacy production abilities to take over the station, killing many men in the ruling class and exiling others to the abandoned mining cities of Mars, taking the role of President of Earth (for life) for herself.

She then started producing virtual sex machines, making them widely and easily available. Experiencing supreme pleasure with her, augmented by impossible pleasures of virtual reality, soon resulted in men losing their ability to get erections with normal women. This would have produced a huge loss of energy and been devastating to the world at large, but President Momo had a plan; Real Men, artificial men who would provide pleasure even when actual men were

unable to. But she didn't make this available to the people of Earth, instead restricting Real Men to the Celebrities of Paradise to maintain absolute control over the energy supply of Earth.

But this story starts rather earlier than that, in the early 21st century. Small-time model Anna is spotted by her number one fan, named Ota (no connection to the Ota of *The Otaku in 10,000 B.C.*), entering a love hotel with an older man. Desperate to prove his suspicions wrong, Ota sneaks into the hotel, and spies them having sex. He accidentally alerts them to his presence, and in his desperation to hide, crawls into a cracked-open hole on the floor.

In the 23rd century, Ota emerges in the space station Paradise. As actual human men are forbidden from Paradise, he's mistaken for a Real Man, and proves to have enormous sexual potential. A rebel agent working for the revolutionary group Payork kidnaps him and escapes to Earth—thus beginning an unlikely sequence of events that leads to him fucking his way into a critical role in the revolution against the tyranny of President Momo.

You arrive in this world one week before Ota (and soon after, Anna) travel through time.

Have **+1000 Chrono Points** to prepare for your time in this world.

Time and Location

Where you start off your journey can make a big difference, but not nearly as big a difference as *when*. As such, you may choose any of the following times or locations, or roll 1d8 to determine when you arrive in exchange for **+100 CP**. Thanks to time travel, you can even exist in the past if you take an origin from the future, so what background you pick has no bearing on your chosen time. Let's just say something went wrong in the time tunnel and you got shunted out a week early.

1 – Akiba Hotel (21st Century):
Simply put, it's a love hotel, and the location the time tunnel will appear in a week's time. But thanks to a free perk, you don't need to worry about getting the time and place right, so don't worry if you forget where it is after you leave. You

begin right outside the love hotel, although it's up to you whether you were there to visit, leaving, or just walking past it.

2 – Paradise (23rd Century):
A large space station originally built by men who would fashion themselves the rulers of the planet, connected to a number of smaller-but-still-huge habitats that are controlled by particularly important individuals. It's the home of the Celebrities, and has all the conveniences of living planetside with a host of advantages due to having the most high-tech technology available. It possesses a Sextacy Cannon that the President can activate and target mentally, with the precision to hit a specific building on Earth from space.

3 – Sextacy Center (23rd Century):
A huge auditorium and stadium on the planetside. Sexual activities happen here for sport and entertainment, but its most important feature is that it is where the Paradise Celebrity Auditions occur, where women sexually perform to demonstrate that they can produce the most sextacy. Those who pass muster are brought to Paradise as new Celebrities.

4 – Payork Secret Base (23rd Century):
The hidden underground base of Payork, the anti-Paradise revolutionaries, which is found in the ruins of an abandoned city. Since taking power, President Ripley Elizabeth Momo has cut power to a number of cities, forcing those living there to abandon them or move elsewhere. Combined with her dictatorial methods, this has convinced the people of Payork that the President's goal is to eliminate human life outside of Paradise (they're only half-right; the President's actual goal is to eliminate all men and replace them with Real Men once she can warp reality upon achieving Maximum Sextacy). But because all technology—including weapons—function off of sextacy, and the guards of Paradise are also high-class producers of sextacy, the women of Payork are hopelessly outmatched even if they don't know it.

5 – O-Bio (23rd Century):
An underwater city where men are prohibited, composed entirely of lesbians. They've specialized in biological sciences to the point that they've turned dolphins into mermaids, can accelerate aging by 30 times, and it's standard for citizens to have a few biological modifications, sometimes even replica penises. Their

biological sciences are so advanced that even President Momo won't move against them or force them to obey her will as long as they give at least token symbols of submission.

6 – The Love Hole (23rd Century):
The entrance to the sanctum of Jura, the leader of O-Bio. It's actually a nonstop orgy, determined to find a woman who could be a sexual partner for Jura to provide enough power to activate her teleportation device, which would allow her to travel to Paradise and kidnap President Momo. Not for any revolution or anything, but just because Jura is obsessed with the President as an idol and wants to introduce her to lesbian sex instead of sex with Real Men.

7 – Mars (23rd Century):
The Red Planet, and the place where Marslite was found and mined. Don't worry about the atmosphere, it's been terraformed sufficiently to be breathable, even if the planet as a whole has largely been abandoned. Still, it is populated by men—prisoners of President Momo's rise to power who weren't immediately killed, but instead sent to exile on the planet. The men uncovered an ancient Martian relic that they believe to be a weapon powerful enough to destroy a planet, but in truth is a container holding the remnants of the Martian civilization, just waiting for strong enough sextacy to be activated nearby to come active again.

8 – Free Choice:
Barely any of Earth is explored in this story, but you are free to select anywhere on the planet, or any of the above locations.

Origins

This describes the type of life you've lived until now. Any origin may be taken as a drop-in, turning it into nothing but the source of your discounts.

Otaku:
You have a bit of an obsession. Maybe with computers, maybe trains, maybe popular media, or maybe idols—or even a specific idol. Regardless, this hasn't exactly made you spectacularly popular, and your life hasn't exactly been stellar, although you've managed so far. But perhaps things could be different if there was a big enough change?

Idol:
Congratulations, Jumper, you're a star! Not exactly a big star, but you have at least a small following who like what you have to offer. In the 21st century, you might be a musician or actor, while in the 23rd century you might be a Celebrity or a sex artist. The point is, you stand out from the crowd of ordinary people as something special.

Warrior:
You're a fighter at heart, and with the body to match. Whether you're standing up to a corrupt regime, or fighting to protect the government that saved womankind from the tyranny of men, you're someone willing to wage war for what they believe in… or at least, for what you want.

Erudite:
It seems like you're a knowledgeable one, because you're one of those rare people who have a greater understanding of the world and the technology around them. You're well-studied in a number of topics, and have the technological chops to be a talented inventor.

Affiliation

Who are you associated with? This doesn't necessarily have to be a group that you start the jump as a part of, but might instead represent who you are going to join up with or just who your sympathies lie with.

Paradise:
The official world government, ruled from the eponymous space station. They have such an absolute control over the energy provided to the world that they can freely cut off power to the entire planet whenever they feel like it, and there's nothing the Earthlings can do about it. Not while they hold a monopoly over energy production, keeping all the best producers of sextacy for themselves and having the only Real Men.

Payork:
The anti-government organization, a rebel group that seeks to overthrow the government of Paradise, end the energy monopoly, reacquire the stored human

semen samples, and make Real Men available for everyone to use. It is led by the woman known as Kuper, as well as her two clones. Eventually, they'll be replaced by Neo-Payork, which seeks to make man/woman sex feasible again for a more permanent solution to the world's problems. Neo-Payork will be led by Kuper 4, the third Kuper clone.

O-Bio:
An underwater city that's only nominally under the control of Paradise, but its potent biological sciences give them enough standing that they need only give lip service. It's chock-full of lesbians to the point that men are banned, and biological modifications are used to achieve pleasure together—although the replica penises can't cum.

Men of Mars:
They aren't actually Martians—except for those stored in the Martian artifact, they went extinct 2 million years ago. Instead, they are men from Earth who were abord the giant space station Paradise when Ripley Elizabeth Momo took over twenty years ago. Those she didn't kill out of hand were banished to an abandoned mining city; it has enough pre-Marslite technology that they can have a decent, and even quite advanced, civilization despite having nobody who can produce sextacy, but have no access to ships able to leave the atmosphere. Still, they found the Martian artifact, and believe it to be a weapon. Under the leadership of Drump, they believe they just need a single woman to produce sextacy with in order for them to win the conflict with Paradise.

Sextacy Status

What is your role in sextacy production? Normally each role would be restricted to a given sex, but Jumpers aren't known for being accepting of such limitations.

Sextacy Producer:
Typically the position of women, you are capable of producing sextacy when you experience sexual pleasure. When two sextacy producers have sex, their energy output is multiplied, but true heights of power need either great affinity for producing sextacy, or someone who is a true sextacy amplifier.

Sextacy Amplifier:

Typically the role of men, your role in sex is to increase the sextacy production of your partner. You cannot produce sextacy on your own, however, and for the majority of people your role could easily be replaced by a sufficiently advanced sex toy. That said, some people's ability to give pleasure resonates with the sextacy output of their partner, allowing them to boost the energy they can create to previously-unreachable heights.

Perks

Perks are discounted towards the appropriate origin, affiliation, and sextacy status. Discounts are 50%, except for 100 CP perks, which are instead free upon discount.

General Perks

Temporal Piggyback (Free):
Time travel isn't particularly easy in this universe, as the Ubakata family's long history of trying to prove the possibility of time travel shows. It took the consumption of 300,000,000 Martian spiritual bodies to open a single time tunnel between the 21st and 23rd centuries, and even then it only connected two specific locations. If you can't easily get to the one location in your time period, what are you to do?

That's what this perk is here for. Whenever someone else travels through time to or from your time period, and for a ten-minute window afterwards, you gain the ability to "piggyback" onto their time travel, and appear on the other end of the resulting time tunnel in close proximity to the entrance/exit point on the other end. This perk is free for this jump, but costs **-200 CP** to keep.

However, if you instead spend **-800 CP**, you can gain the same power that required the sacrifice of three hundred million Martians, and can now open up time tunnels connecting two locations in time and space. Although only open for a short time, the remnants of creating these tunnels allow them to be reopened with an application of strong sextacy. These tunnels aren't connected to spatial locations, but rather environments; if you made a tunnel to a room in a space station, you would be able to reopen that specific tunnel even if the station had since teleported through space and is nowhere near where the time tunnel was

originally created. Furthermore, the time tunnels you connect don't need to be where you are; you can establish the entry and exit points at any place you are aware of.

Safe Sex (Free):
No, this isn't about pregnancies or diseases. Such things don't happen on accident in the 23rd Century. No, this is about something much more catastrophic. The ancient Martian civilization was the originator of the use of sextacy for power, and their society grew to the point that they started to expand beyond this galaxy. However, eventually their use of sextacy passed a previously unknown limit, and it caused the sextacy normally produced by their women during coitus to flow backwards into their body, killing them and transforming their bodies into Marslite.

Now, you have the guarantee that this will never happen to you—or indeed, to any setting you go to. This limitation no longer exists, and sextacy will be safe to use.

What Stage Fright? (-50 CP):
Considering how often sex is performed publicly, it would have been a shame if Ota or his partners were afflicted by performance anxiety. Fortunately, that's not a problem you'll ever come across. Even if you're a complete introvert, you'll find that you're comfortable among other people, and that performing actions—even potentially embarrassing ones—in front of a crowd no longer inspires anxiety in you.

Synchronized Fucking (-50 CP):
When the intentions of two people having sex are aligned, their brain waves will synchronize. If two people have a shared goal and shared desire, the pleasure they each experience will be increased as they fuck, as will the sextacy they produce. Now, you carry this phenomenon with you, being able to feel and give greater ecstasy the more your thoughts align with those of your partner.

God's Tongue (-50 CP):
Rabuoka became one of the greatest chefs in the world thanks to this. Your tongue is now super-sensitive, able to taste the most minute of differences in flavor and identify the source of those differences. If you had a sip of soup, you

could tell how recently the soup was cooked, what ingredients where in it, the age of those ingredients, when they were harvested, how long they were cooked, and if you had the experience, you could even tell what region of the world they came from. Also, your tongue is especially sensitive to sexual fluids, finding the taste of all of them to be a delightful and almost orgasmic experience.

Masturbatist No More (-100 CP):
Although men's penises were contaminated, it was discovered that it didn't have to stay that way. When contaminated men were exiled from the cities, they only had their hands to seek relief in; they couldn't even have sex with each other without risking death from the contaminated semen. However, an experiment using animals bio-engineered into humanoid forms revealed that having sex would reduce their levels of contamination, eventually curing them.

By fucking a real-life person, you can "cure" yourself of any sort of status ailment-type effect that is affecting you, by transferring it to the person you're having sex with. Poison, disease, cancer, debuffs, curses… anything like that can be excised from your mind, body, and soul, and applied to whomever you're fucking.

Animal women were bio-engineered to have heightened resistance to pollution, so they survived, but you might want to make sure your partners have something that would let them endure this transfer. It's fine if they have immunity—what matters is that having sex expels the effect from you, not that it necessarily needs to attach to them instead. If they can't be affected by whatever is removed from you, then it will simply dissipate into nothing.

Cumming Gallons (-100 CP):
Maybe not literally, but it isn't entirely metaphorical, either. When you orgasm, you can control how much fluids you produce, which is produced by your body ex nihilo rather than converting existing nutrients and fluids in cum. This can range from as little as a spoonful, to a large enough volume to completely cover the bodies of three women at once.

The Family That Plays Together (-100 CP):
With how necessary sex, or even simple masturbation, has become in daily life, almost all inhibitions regarding sex have disappeared in the 23rd Century. Including prohibitions against incest; this is something you carry with you now. While it

won't make family more likely to fuck you, it also eliminates any opposition they might have had against it—and nobody will ever kick up a fuss about it. It's just normal, after all. Although this only applies when you're involved in things, or in relationships you help to build.

Super-Charged (-100 CP):
It's possible for sextacy-based technology to be empowered with more energy to function at higher parameters. Now, this is something that carries over to all technology you use; just by increasing the amount of power directed to a machine, you can increase its abilities proportional to how much greater the energy is than it normally consumes. There are no consequences to this sort of overcharging.

Sextacy Revolution (-200 CP):
Why restrict this world's bounties to this jump alone? You have the ability to decide before a jump begins whether or not the locals of the setting will possess the ability to produce sextacy. Mineral deposits with properties similar to Marslite will also be embedded into the world, and once discovered will no doubt prompt a sexual and technological revolution. Alternatively, you can choose for this to have been discovered in the distant past, and for the present to be a setting which has already embraced sextacy-based technology.

Love Shower (-300 CP):
Your body has been biologically modified to produce an aphrodisiac similar to Jura's "Love Shower". You now have control over your sweat, being able to keep yourself from producing any or absolutely drench yourself in moments. Furthermore, you can secret chemicals into your sweat to turn it into this aphrodisiac. This aphrodisiac is powerful enough that a drop of it is enough to induce orgasm in most people, and only the most strong-willed of individuals could hope to prevent this reaction. The lust and pleasure induced by your Love Shower is superlative, enough to reduce a trained warrior to a mewling lump of lust in only moments—indeed, causes those inflicted with this aphrodisiac to experience 14 times as much pleasure from all sensations as they normally would.

By default you are immune to your own chemicals, but you may voluntarily allow yourself to be affected by your aphrodisiac. It is also something that is best

applied to the skin, as it rapidly dissolves in contact with saliva, losing its potency instantly.

Mars Ascendant (-600 CP):
You aren't a human, but a Martian. 2 million years ago, Martian society collapsed as almost all of its women were turned into Marslite. A scant 500,000,000 women were converted into spiritual bodies and preserved on Mars in hopes that a cure could be found, but the men died off before they could find a way to safely have sex again. Regardless of your sex, you are one of the millions of Martian souls preserved in the artifact on Mars. Fortunately, you've already acquired a human body, and have no need to stay around the artifact any longer.

As a Martian spirit, you have many powers. You are capable of telekinesis, telepathy, teleportation, sending your vision across planets and backwards through time to scry on other times and places, and you can purify bodies and minds of effects such as mind control, transformations, or corruption. What's more, being a spirit rather than a physical body, you are capable of possessing those who have a physical form, evicting their "soul" and taking its place, which will rapidly leave the soul to deteriorate unless you do something about it.

Although powerful, you aren't able to exert your powers across interplanetary distances… at least, not alone. The Martian women sacrificed 100,000,000 of their number in order to protect their pawns from an orbital strike on Earth, and before that, condemned 300,000,000 of their souls to oblivion in order to open a temporal tunnel to bring Ota and Anna 200 years forward in time. If you could acquire the number of souls to expend, you too could accomplish such outstanding feats.

Maximum Sextacy (-600 CP): [Requires **Supernova of Pleasure** or **Orgasmic Star**]
There is a theoretical point known as Maximum Sextacy, a level of sextacy so great that one gains the ability to alter the very fabric of reality itself. By having sex with someone who has the opposite perk that you used to qualify for this perk (either **Orgasmic Star** or **Supernova of Pleasure**), you are able to reach this height. Upon orgasming together, you achieve a state of semi-enlightenment, and have the power to exert *one* sweeping change upon the fabric of reality. Perhaps you would make it so that all men were replaced with Real Men capable of inducing pregnancy, alter one of the principles of physics, or it could be that you just use it

to travel through time. Regardless, once you've made this single change, your enlightenment fades, and you cannot achieve Maximum Sextacy again until either 10 years have passed, or you have moved on to the next jump.

Otaku Perks

Number One Fan (-100 CP):
A true otaku memorizes everything about the object of their devotion! And to help in this, you gain a memory that puts others to shame. You can instantly recall anything you have ever learned or observed, have perfectly and neatly indexed memories, and have the mental self-control not to get lost in your own memories. Your mind is capable of storing an infinite amount of information without slowing down or requiring more space.

Theory Into Practice (-200 CP):
All of Ota's experience with sex was studying manuals and humping a punching bag with a hole in it. And yet, somehow this translated into him being one of the best lays in the 23rd century. When you study something, you will find that your theoretical knowledge always translates perfectly into practical knowledge, even without any actual experience in the subject. Read a lot of books about sex, and you too will become a master of eroticism.

Inexhaustible Willpower (-400 CP):
There are no lengths to which an otaku will not go for his idol, and there is no mountain so high that he cannot traverse it. You gain a ludicrous wellspring of willpower, a perpetually-refilling reserve that ensures that you will never lack for motivation and drive. You have the willpower required to keep your body from orgasming even under the effects of aphrodisiac, and the focus to keep working towards your goal even in the face of distractions and ample rewards if you were to turn aside. This doesn't keep you from changing your goal due to internal reasons, but external forces are unable to sway you. Persuasion, seduction, and love confession alike will fail to move you unless you permit it; this also grants an immunity to super-social abilities, like superhuman charisma.

The Luck of Ota-kun (-600 CP):
You have the sort of good fortune that follows Ota around. If you wind up in a prohibited area, people will assume you're something you're not that does have permission to be there; if you're kidnapped, you might befriend your kidnapper

and get saved by them at a later date; find out your beloved is held on an unreachable space station, and you will find a hidden way to reach it; have a companion fall prey to brainwashing, and you'll meet someone with the ability to help you out; if you're about to commit the biggest mistake of your life, your friends will defy the timeline to save you from yourself. Whatever problems befall you, you will always still have a way to achieve your objectives, even if it's difficult.

And of course, this sort of luck makes it *ludicrously* easy to have sex. You won't even need to try to look for partners, potential love (or lust) interests will find you of their own accord, and on a frequent basis, too.

Idol Perks

An Idol's Charm (-100 CP):
It is all-important for an idol to look good for their fans, and have the winning charisma to earn their fans' devotion. You look amazing—whether you're cute, handsome, sexy, or whatever adjective you prefer depends on your own preferences, but regardless of what particular brand of attractive you are, you're a spectacular specimen of the species… even by the standards of the 23rd century, where everyone seems to be inhumanly beautiful.

What's more, you know how to act in a charming and charismatic manner, able to easily win over strangers. You're also talented at appealing to the crowd and knowing how to act to best satisfy their desires.

Finally, you are skilled in a performing art of some sort—perhaps you sing, act, dance, or have sex publicly. Regardless of what talent you choose, you have an awful lot of aptitude for it, enough to put you in the top percent in the world if you put in some effort into practicing it.

Are You Perhaps My Fan? (-200 CP):
An idol lives and dies by the support of their fans, so it pays to be able to recognize one. You can immediately determine what other people's opinion of you is, and how much they like you—both how much they like you as a person, and how much they like the persona that you play.

Dodging Horror (-400 CP):

You aren't an idol involved in the horror genre, so that sort of bad ending has no business getting anywhere near you. When faced with a fate worse than death—such as being surgically reduced to a brain in the box with a pussy attached to be sexually experimented upon—events will coincide to save you from this destiny… although sometimes this might mean something not much better. But still, being mind-wiped into a pain- and pleasure-obsessed slut isn't nearly as bad as being reduced to a flesh-cube, and there's actually some hope for recovery.

Untouchable (-600 CP):
An idol lives far beyond the hoi polloi. If they don't want you, they want to be you… but either way, you live beyond where normal people can reach (perhaps literally, should you be a Celebrity from Paradise). When people try to oppose your goals, they find themselves being somehow less effective than they should be. Luck works against them, their machinery just doesn't work as well as it should, their energy levels are lower than they should be, their morale is weakened… it's as though the world itself works against those who would try to remove you from the pedestal you've created for yourself. Now, this doesn't make opposing you impossible, and you can still be defeated, but it does make it harder for people to pull off.

Warrior Perks

Unerring Aim (-100 CP):
It's important for a soldier to be able to shoot straight, but this becomes significantly harder when you're also wearing equipment that sexually stimulates you while you do so. Fortunately, nothing can break your focus; when you're performing a task, no amount of physical or mental distractions will interfere with your ability to concentrate or act. If you wanted to, you could go through your daily life while being stimulated, and function perfectly normally, even as you're dripping wet. Hell, you could enter a firefight while someone is fucking you, and be able to aim straight without any interference from your partner's thrusting.

Quick Thinking (-200 CP):
Crisis situations don't give you time to process your thoughts, but your ability to quickly come up with and execute a plan is ludicrous. When faced with a dangerous situation, you are able to act as though you had a few moments to plan every move, even when you're responding on reflex.

Team Effort (-400 CP):
Fights are rarely won by individuals, but by groups of people cooperating as one. When you're present in a group that is collaborating to accomplish a single goal, you are able to move and act with perfect unity, as though your every action was deliberated and practiced beforehand. Efficiency will skyrocket as communication is streamlined, and everyone seems to know what they're supposed to do, when they're supposed to do it. With this, it would be easy to move about in combat even while someone is having sex with you, with you and your partner moving in perfect coordination.

The Thrill of Battle (-600 CP):
You are quite passionate when it comes to combat—as in, you wouldn't need stimulation devices to keep you horny during a fight, because battle itself turns you on. Every dodge or parry titillates you, every blow you land gives you a thrill, and even the injuries others inflict on you pulse in pleasure rather than pain (for the duration of combat, at least). What's more, the hornier you are in a fight, the faster and stronger you become; indeed, for a few seconds after orgasming, you'll be borderline invincible, deflecting bullets off your face and crossing long distances in an instant.

Fortunately, although you can enjoy this pleasure all you like, you'll never be at risk of growing addicted to it.

Erudite Perks

Universal Compatibility (-100 CP):
By which is meant that your powers and technologies are universally compatible with sex. No matter the item or ability, you will find that it is possible to turn that feature to (harmless) erotic ends, even if that means temporarily altering how the ability works. An item harnessing the energies of the universe could be focused on the body to induce cosmically pleasurable vibrations, while a perk that inflicts instant death could instead be applied to cause instant orgasms.

Sextacy Retrofitting (-200 CP):
Sextacy is the most amazing power source mankind has ever discovered, and it would be shameful of you if you were to allow your technology *not* to be powered by sex. You know how to upgrade any sort of item to be able to be powered by

Marslite, in replacement of or in addition to its normal source of fuel or energy. This can be done to any item, be it of technological, magical, or esoteric nature.

To facilitate the use of such items, you also have the know-how to install them with features that help cause sexual pleasure to the user. For instance, you might alter a starfighter to use robotic tentacles to fuck its pilot, fueling its flight with the sextacy thusly produced. Remember, only a grain of Marslite is needed to convert any amount of sextacy into energy.

This does nothing to ensure that people in future jumps will be able to produce sextacy of their own accord.

Conveniently at Hand (-400 CP):
Can you imagine how awful it must be to know that you have just the gadget needed to solve a problem, only to not have it on your person when you need it? Well, with this perk, you'll never discover that feeling. As long as it is an item that you designed or created yourself, any item that you reach for will appear in your hand as if by magic.

The Progress of Humanity's Pleasure Has Finally Reached These Heights! (-600 CP):
When pleasure becomes power, to pursue ever-greater levels of pleasure means to pursue ever-greater levels of technology. And all of this now rests in your mind. You have the complete collection of technological and scientific knowledge available in the 23rd century stored in your head, which somehow occupies none of your memory storage space. This knowledge is perfectly indexed and can be retrieved at a moment's notice.

This covers everything from laser beams to teleportation devices to mecha, from genetic engineering to computer sciences to artificial intelligences. The future holds a vast store of knowledge available to anyone who cares to use it—and if you don't care to use sex to power technology, all you need is a different power source and some simple modifications.

Paradise Perks

Punching Down (-200 CP):

Paradise is in an undeniable position of superiority over the rest of the world, and any attempt at rebelling against the authority of the world government is met with harsh reprisals and cutting off energy to the whole planet. In short, Paradise has learned to excel at crushing those insects that would oppose its power, and you have learned of their techniques. Anything you do to combat or push down those who are already in a weaker position than you are amplified in effectiveness. Gunshots deal more grievous wounds, insults cut more deeply, and embargoes become nigh-impossible to bypass.

Technological Revolt (-600 CP):
Once, President Momo was but another slave girl aboard Paradise. But when too many of her companions were killed for failing to produce enough sextacy, she somehow took control of the station's systems from her position hooked up to an energy generation rig, taking over the machines and directing them to her will solely through the sextacy she emitted.

But you? You don't need sextacy to repeat the same feat. As long as you have some form of connection to a machine—be it access through a console, touching the components, or even just providing the power for it to function—you are able to telepathically control any mechanical or electronic systems, manipulating them as easily as you can move your own body.

Payork Perks

Saving the World (-200 CP):
Payork isn't merely fighting to defeat a tyrannical regime, but to save humanity as they know it from the gradual destruction of cities enforced by Paradise's restrictions on energy. With you taking part in the organization, perhaps they'll never face as dire straights as they did originally. Whenever you are fighting for the sake of society or the world itself, you'll find that your efforts bear greater fruit. Your recruitment drives will result in more talented and devoted people joining your group, your soldiers will fighter harder than they would otherwise, your sabotage turns out to be much more devastating than originally expected, and you find that enemy assets that you obtain become far more effective for you than they reasonably ought to be.

Quiet Rebellion (-600 CP):

Starting a revolution is hard, but it's even harder when you need to keep its existence secret to keep your dictators from simply cutting off power to the planet until you're captured. As long as your intent is to keep them discreet, you will find that organizations you are a part of fly under the radar of those who would wish them harm. But where this really helps out is that, despite keeping it secret from those you wish to hide from, the people you would want to hear about your organization—the masses yearning to breathe free that you seek to recruit from—will readily discover your organization and ways to join via word-of-mouth.

It would take something drastic, such as a betrayal from someone already a part of your organization, for word of your existence to be leaked to the powers that be.

O-Bio Perks

Genetic Modifications (-200 CP):
O-Bio has achieved superlative mastery of the biological sciences, and modifying your body is something the people of O-Bio can get done both cheaply and easily. You have the know-how to perform the genetic modifications your city is known for. You can give people extra boobs, give them a longer tongue, extra limbs, hips that vibrate, three clitorises, a tail, gills, self-binding bondage thread emitters… you can even give women a replica penis, which is incapable of producing semen but allows a woman to experience sexual pleasure at 12 times the heights men normally reach through sex.

You also know how to create human-animal hybrids, and receive sufficient biological and genetic knowledge on each new jump to adjust your techniques to work on species other than humans or Earth animals.

Of course, you can give yourself any of these gene mods that you like, with them becoming an alt-form once this jump is over with.

No Boys Allowed (-600 CP):
O-Bio is a girls-only club. A city composed exclusively of lesbians, men are entirely forbidden from entering the city. Of course, Ota got in anyways, but he wouldn't have if you were on guard. For any property or territory that you own (or are simply in charge of managing or protecting), you can establish "laws", such as "men cannot enter this city". When one of these laws is broken, you become

aware of where it happened, the names of those responsible, and the circumstances behind the breaking of the law. This knowledge is smoothly inserted into your consciousness in such a way that it does not disrupt your activities or focus, and you would not be overwhelmed even if a vast number of law-breakings were to occur at once.

Men of Mars Perks

Make Earth Great Again (-200 CP):
It's time for men to take back the Earth, and you are there to lead the charge. Your enemies, of course, are the women of Paradise, and with them gone, you'll be able to put all Earth's females under your bootheel once again. The more different someone is from you—for instance, having the opposite sex—the more damage you do to them in your attacks (including damage to vehicles or armor).

Megastructural Engineering (-600 CP):
It was the men who would later be exiled to Mars who were the ones to start construction of the Paradise space station. It was a massive undertaking that would have required mining outside of Earth just to acquire all the resources needed to build that enormous planetoid of a space station, with all the logistical problems expected of such an undertaking. Yet they managed—and you more than manage, you excel.

When participating in work on any large-scale project, the expected problems that would normally arise, just… don't. Logistics flow smoothly, and supplies are always readily available; administrative mistakes don't happen; workers never revolt or demand better wages, and work at maximum efficiency without suffering from it. Even if it seems like there logically should be a problem, or that there should be a shortage of certain materials, no such issues ever come into play.

Sextacy Producer

Sextatic (Free, Exclusive to Sextacy Producer):
Like the women of this world, you are a natural producer of the brain waves known as "sextacy". When you experience sexual pleasure, you emit these waves into the world around you. When they contact Marslite, the material reacts with it to create incredible surges of power. The more pleasure you feel, the more energy is produced by the Marslite.

Easily Aroused (-200 CP):
Arousal isn't like a light switch; people can't just become horny whenever they want, for arbitrary lengths of time. Well, other people can't. You, on the other hand, find it incredibly easy to become aroused just by wanting to be, are readily receptive to sexual pleasure, and have little need for emotional or physical closeness in order to reach climax (although you can certainly enjoy it when you can get it). As a bonus, orgasms will no longer disrupt your focus or consume your concentration unless you allow them to, although you still feel their pleasure in full.

The Martian Condition (-400 CP):
The species of the Martians largely went extinct 2 million years ago, as the reversal of sextacy through their bodies turned the majority of their women into the crystalline material known as "Marslite". That is why Marslite is reactive to sextacy; because it is composed of the bodies of Martians, who were naturally able to convert sextacy into energy. Now, you are, too. You no longer require Marslite in order to convert sextacy into power, and can store a seemingly limitless amount of sextacy-induced energy within yourself. You can use this to fuel machinery simply by being near to it and willing your energy to empower it.

Orgasmic Star (-600 CP): [Requires **Sextatic**]
Your sextacy production is ramped up to ludicrous levels. You could single-handedly power an entire space station on your lonesome, with enough extra surplus to provide energy for a significant portion of the Earth before you'd need help from other sextacy producers. But what's more is that your sextacy output will only continue to grow from here; the more sex you have, the more orgasms you experience, the more sextacy you'll make.

Sextacy Amplifier

Sexsational (Free, Exclusive to Sextacy Amplifier):
Although women could just masturbate to produce sextacy, it's so much more efficient to have a partner (or machine) to pleasure you instead, as it feels better and thus produces more sextacy. You are that partner. Whenever you have sex with someone else, they will temporarily gain the benefits of the **Sextatic** perk. What's more, the pleasure you give is especially resonant with the sextacy of your partner, increasing their sextacy output a few times.

Fucking Forever (-200 CP):
When your goal is fucking others to provide others the energy they need, it can reach the point where you barely have the ability to move your hips anymore. You'll never reach that point. You don't experience a refractory period, and will find that having sex actually increases your own stamina rather than tiring you. You have absolute control over your own arousal, allowing you to get hard at a moment's notice and keep yourself from cumming even under the effects of an aphrodisiac.

Sextacy Article Three (-400 CP):
This is a law of the world government, originating from back when men capable of reproducing were becoming more rare and people were desperate to have children. Sextacy Article Three states that a man can requisition sex from any woman at any time, and that it is unlawful for them to refuse. This law is taken seriously enough that a high-ranking member of the Paradise Elite Guard stopped mid-combat to fuck Ota once he invoked the law.

Well, now this law follows you everywhere—and is focused on you alone, rather than being oriented around a gender. You have the legal right to demand sex from anyone, anywhere, at any time, and this is a law people take very seriously. Only the most heinous and unlawful of individuals would refuse you, with even the majority of criminals being willing to give you a quickie.

Supernova of Pleasure (-600 CP): [Requires **Sexsational**]
This doesn't directly make you better at sex; rather, it magnifies the extent to which you are able to boost the sextacy output of your partners by an exponential amount. People you have sex with can provide the energy for astonishing feats, such as teleporting a space habitat across planetary distances, or holding open a closed tunnel through time. As you have more sex, you will become more effective at empowering the sextacy of others; every orgasm you cause someone will improve your ability to amplify this energy by a small amount.

Items

There's plenty to find in the 23rd Century. You gain an additional **+500 CP** to spend on this section alone. You receive 5 discounts of the 50 CP, 100 CP, 200 CP, and 400

CP price tiers, 2 discounts of the 600 CP price tier, and 1 discount on an 800 CP item. Discounts are half-off, save for the 100 and 50 CP discounts, which are free.

If you already possess similar items, you can import your pre-existing item into this new one to add its abilities to your item. If your purchased objects are lost, used up, stolen, or destroyed, they will be returned to you in a week's time.

You can spend an additional -50 CP to have any items normally powered by sextacy instead be installed with an unremovable battery with limitless charge to provide it with power. The battery cannot be used to supply power other than to its designated item. You can apply your 50 CP discounts to this purchase.

Grain of Marslite (Free):
This is a small amount of Marslite, barely larger than a pebble. And that's all you need to accomplish just about anything. When combined with sextacy waves, Marslite produces energy—however, the amount of energy created is determined entirely by the strength and volume of sextacy, not by the quantity of Marslite.

Your Marslite comes in the form of the centerpiece of a bit of jewelry, which actually serves to contain the energy produced by the Marslite and allow you to transmit the energy to other devices—as the poor couple who "discovered" the properties of Marslite were doomed to find out, without proper equipment Marslite's energy production is rather explosive.

Lewd Cosplay (-50 CP):
This isn't actually lewd—or rather, it isn't *entirely* lewd. This is an infinitely large closet that contains cosplay outfits for every character in every piece of fiction you have ever encountered, perfectly adjusted in size to fit you. The clothing has no special properties in and of itself, but for every piece of "normal" cosplay, there is also an incredibly lewd, next-to-naked version of the clothing. Despite being infinite, if you just think of a character, you will find yourself able to reach their section of the wardrobe in only 5 seconds of walking. Reaching the exit is just as easy.

Sex Practice (-50 CP):
This is a punching bag that's had a hole cut into it, and either a dildo or an onahole inserted into said hole. When you fuck this punching bag, you will get

better at sex, even though it's an inanimate object and shouldn't reasonably make you any more skilled at sex. You will, nonetheless, improve in staying power and control over your pelvis, be it to restrain yourself from coming or to control the muscles in your vagina.

This also comes with a number of sex manuals. By studying these manuals, you will learn more about sex, and your skill in all matters of eroticism will improve; your hands will more deftly please your partner, you will find their personal weak spots faster, and your pole dancing will be more sensual.

Sex Ed Video (-50 CP):
This 1-hour recording contains all the knowledge needed to educate someone about sex, somehow compressed into the space of a single hour. Not only does it cover the potential consequences of sex, but it also explains the physiology of sex, the psychology of sex, as well as covering sexual history and recommendations on making sex more enjoyable for all involved parties. Ample visual demonstrations are provided. In worlds that possess sexual energies such as sextacy, it will also delve into them in sufficient depth to provide knowledge in the subject equivalent to a college graduate focusing in sex and sexuality. All in only an hour! Kind of weird how that works.

Sky Vision (-50 CP):
A set of drones designed to project a 2-dimensional hologram into the sky, which you can use in combination with a helpfully-provided camera to address a great many people at once in a single speech, and short of shooting down your drones, makes it impossible to ignore—as the drones also have loud enough speakers to make an entire city hear them at once.

In exchange for increasing the price to **-100 CP**, you instead get a set of networked drones located in every major population center in the entire setting, allowing you to address the majority of people on the setting at once.

Erogenous Zone Expansion Drug (-50 CP):
This is a simple, non-addictive drug that causes erogenous zones it is layered on to grow larger—the clit, for instance, could grow to a diameter of three centimeters, with other parts growing proportionally to their size. It doesn't work on penises for some reason, however. The effect is only temporary, fading once arousal

disappears. The pleasure felt by these bigger erogenous zones is 5 times as high as normally experienced.

Erogenous Zone Attaching Gloves (-50 CP):
These gloves use electromagnetic waves to detect the erogenous zones of your partner, and will magnetically draw your hands into place. Using these gloves allows you to quickly find the personal weak spots of your partner, and causes 8 times as much pleasure as normal fondling or masturbation can achieve.

Bubblery Bubbles (-50 CP):
In the sexualized 23rd Century, the idea of "soaplands" is considered a mostly-forgotten traditional art practiced by the ancient nation of Japan, a practice known as "bubblery". To improve the pleasure of bubblery, soaps such as this were created, filled with nanites. When rubbed on the body, these nanites will sneak into every nook and cranny on the surface of the body, stimulating everywhere. When done during sex, this results in pleasure 10 times as great as you would experience during ordinary coitus.

Laser Guns (-100 CP):
Well, "laser" might be a bit of a misnomer. They are beams of energy rather than pure light, and can possess significant concussive force on impact, provided you provide it with enough sextacy. For those who can't produce much, it would be less dangerous than a bullet. For people who qualify for the lower levels of Celebrities—people such as those who take the **Sextatic** perk—it's powerful enough to completely destroy a target in a significant explosion. And it only gets more powerful from there. You can, of course, dial the power down if its full strength is too much for the situation.

Attached to the gun is a long cable, with an ending designed to attach around the nipple or crotch. In order to produce the sextacy it needs, it stimulates the targeted area with electromagnetic waves, causing significant degrees of pleasure.

Breast Headdress (-100 CP):
A headbreast, if you will. Wearing this makes it look like boobs are sprouting from your head. These breasts are all just as sensitive as yours are, letting you increase your sextacy production through the pleasure they give you.

Portable Space Cocoon (-100 CP):
In its base form, this resembles a little container easily settled into the small of the back. Once exposed to a vacuum, however, it rapidly unfolds into a cocoon just barely large enough for two people, and generates atmosphere, air, and pressure to keep those within alive. It has some viewing ports to see out of, and is capable of generating thrust, making it resemble a portable emergency spaceship. It is durable enough to handle re-entry into an atmosphere, and can generate wings to allow for proper flight in an environment with air. It isn't suited for lifting off of the ground, however.

Its flight is very stealthy, and leaves behind no energy signature for enemies to follow.

Virtual Sex Machine (-100 CP):
An amazing piece of technology, and one that has nearly led to the downfall of men due to the widespread impotency it induces. You have a machine that lets you experience virtual sex; having sex with someone who isn't there, but enhanced to a ludicrous degree. This pleasure and stimulation is so extreme that it's almost impossible for someone who's experienced it to get aroused by normal sensations again. Regular sex becomes so lackluster than men can't even get hard anymore except via virtual sex—and this is a setting where there exist means to induce pleasure more than thirty times that of normal sex without causing this sort of impotence. This is a very dangerous toy you've purchased.

Nerve Synchronizer (-100 CP):
This machine produces several cables, which have a needle meant to be injected into the neck. After a brief moment of pain, this synchronizes the nervous systems and minds of those connected via the cables. This allows them to create an illusionary world to have sex in based on their imagination, and even alter their appearance in this fake world. The sensations invoked by the nerve synchronizer are incredible, causing pleasure 4 times higher than normal sex can achieve.

Flying Car (-100 CP):
Technically, it doesn't have to be a car. You could use a hover bike like the Surface Police use. Regardless, this is a flying vehicle of some sort, powered by sextacy. It doesn't have any weapons or anything, but unless you're speeding (or crash into

the ground) it is guaranteed to be inconspicuous, even in a world that doesn't have flying vehicles.

Electromagnetic Film (-100 CP):
This is a machine that layers a thin layer of electromagnetism over your body. It doesn't do much and is easy to remove, but while in the water you will find that you are able to breathe just fine, see without hurting your eyes, and can maneuver as easily as if you were a flying bird. You can, naturally, also have sex underwater while wearing this film.

Rapid Growth Machine (-200 CP):
One of the specialties of O-Bio that are unavailable everywhere else, this tank will make those within it age at 30 times the normal rate (although this is only physical aging rather than mental). The machine can induce unconsciousness in those placed within, and floats them in an oxygenated nutrient substance that keeps them alive. Electric shocks are used to stimulate the muscles to prevent atrophy over long periods of time subject to the Rapid Growth Machine. It has a time so it automatically stops once a certain period of time has passed.

Electrical Modification Instructions (-200 CP):
You won't find this on this world, but considering that you might not be able to produce sextacy yourself, it might be necessary to get the most use out of the items you'll find here. This is a set of instructions that direct you on how to modify any powered object to operate off of electricity instead of, or in addition to, its normal energy source. The instructions will change according to the item you are trying to modify.

Also comes with directions on how to create chargers, simple generators, and microscopically small batteries capable of holding enough charge to power a flying car for three days of nonstop activity.

Siege Laser (-200 CP):
A modification that functions similar to the lasers mentioned above, but on a larger scale, suitable for the destruction of buildings. Unfortunately, it isn't as mobile as the ordinary lasers, coming in a large box that unfolds into a semi-stationary weapons platform.

Anti-Gravity Technology (-200 CP):
Amongst the wonders of the future is the technology to negate the grip of gravity! To start with, you gain a room (which may be attached to your Warehouse as an attachment) in which you can create an anti-gravity field. Without gravity, the penis's rate of expansion changes, as does intravaginal tightness. The pleasure of sex in antigravity is 3 times as high as it would be normally.

In addition to this, you gain a thick roll of Flying Tape—a high-tech substance that adheres to your body, it generates a localized field of anti-gravity and provides momentum that you can direct, allowing you to fly through the air. The roll provides enough tape for about 50 people, and the tape will remain adhered until it is removed.

You also receive notes on the science of anti-gravity tech, and the blueprints to make more rooms and more Flying Tape.

Cybernetics (-200 CP):
This is a set of cybernetic limbs and attachments. You can decide if you want them to be pre-installed, or if they will wait in your Warehouse for you (or someone else) to suffer an appropriate injury, at which point you can painlessly and effortlessly install them with an act of will, without even entering your Warehouse—simply want them to be attached, and they will appear and connect themselves.

The attachments might interest you more. By removing the cybernetic limbs, you can use various attachments, such as a chaingun, or a giant claw.

Image Cloud Production Deck (-200 CP):
This room is capable of reshaping itself to fit the sexual fantasies of those who enter it. Or rather, one of one of the specific people who enter it. In order to fulfill these fantasies, it layers holograms over everything, moves stuff around the room, and will even "beam" lines to speak into the minds of other people in the room to make everyone live out the fantasy of the subject.

It wouldn't take much tinkering to alter this to make it more versatile than just a device for playing out sexual fantasies.

Memory Sex Machine (-200 CP):
This machine reaches into your memories and finds the most pleasurable parts of your life, putting you into a dream world of endless ecstasy, repeatedly experiencing the most sexual and enjoyable parts of your life without ever letting you grow tired of them—as a result, the pleasure you experience is 9 times what you felt originally.

It's very easy to grow trapped within it, unable to bring yourself to leave your memories. Yours, however, can safely be shut down from the outside without causing any mental damage to those within (unless you want it to). It comes with an instruction booklet on how to modify the machine to let people relive other kinds of memories, apart from sexual ones.

Paradise Troops Army Armor (-200 CP):
This is the incredibly scanty armor utilized by the troops of Paradise, with defensive power mostly coming from a force field rather than its own defensive qualities. More impressively is that it can be converted to a "sex formation". It connects to the wearer's nervous system and inflates several artificial breasts, which due to this connection are all capable of experiencing sensation. The arm produces a tube-like "mouth" capable of bringing a enormous levels of power, and stimulants are provided to make the clitoris grow larger. What's more, the armor produces a number of tentacle-hands you can control, letting you manhandle your partner. All in all, the total pleasure of sex while wearing this armor is 11 times higher than normal sex.

Cosmic Vibrator (-200 CP):
By harnessing the energy of the interplanetary attraction, this, the ultimate sex toy, has been created. It looks a little like a vibrator version of the handle of a walking stick, but it isn't used for traditional masturbation. Rather, it can be used to shoot a vibrating beam—a beam that induces a cosmic level of pleasure beyond what anyone is capable of imagining. The pleasure when focused on an erogenous zone is more than almost anyone would be capable of withstanding.

Sextacy Power Plant (-400 CP):
What you have here is a room with multiple sex machines of varying types built into it. The room is hyper-optimized to extract all manner of sexual energies, including sextacy, and induces incredible amounts of pleasure in people who've

been strapped into the machines in order to harvest the optimum levels of sextacy. It isn't as effective as a Real Man would be, or an ordinary man with a good affinity for amplifying sextacy production, but it can still produce more than enough to power an entire base even from substandard women who can't produce much sextacy. Its biggest advantage is that it can extract pleasure from multiple people simultaneously.

Yours, however, has another secret—if you strap your enemies into these machines, they are rendered helpless, no matter how strong or capable they may be otherwise.

Alternatively, you can instead have the Machine Unity Device. This machine captures someone and amplifies their pleasure many times over; the sexual pleasure it induces is 20 times greater than normal sex.

However, it has a trick—if you just alter the settings a little bit, then at the peak of orgasm the subject's mind will be put to sleep, capturing them in a constant state of peak orgasm to harvest maximum sextacy from them at the cost of keeping them comatose until the machine is turned off.

Space Combat Harnesses (-400 CP):
Resembling a large, rounded disc with a hole in the middle to insert your head into, and two prongs that provide thrust, this is one of the future's methods of warfare. Advanced technology allows for hands-free piloting through space, letting the pilot maneuver and fire the two attached lasers through thought alone. Although powered by sextacy, it can receive power from it at a distance, letting someone on the planet below fuck to provide the energy needed to move the harness for a user in space. With a powerful enough provider of sextacy, one person could fuel an entire fleet of space combat harnesses.

The machine provides air and atmosphere to allow the wearer to survive in space, as well as a force field to provide protection from enemy attacks. Although from the outside it looks like the wearer would just fall out from under the harness, via high-tech means it is able to stay attached through even the most advanced of combat maneuvers. It doesn't place undue strain on its wearer, either, despite its appearance.

You receive 10 of these.

Hand Funnel (-400 CP):
A headband that connects to your mind, it is somehow capable of producing large volumes of nanomachines, which it shapes into “hands” that then proceed to act in accordance to your will. For better receptivity between mind and hands, you receive full tactile feedback from these artificial hands (except for pain). These hands can travel some distance away from you and still operate to their full extent. You do not need to consciously control each hand; the headband is capable of interpreting your desires and acting on them.

Shaolin (-400 CP):
This is a robot that resembles a combination of a serpent and a dragon, being perfectly sized to coil around a human being. It is highly advanced, possessing laser beams where you’d expect the eyes to be, and a more powerful cannon in the mouth. It responds to your vocal commands, but is also capable of a limited degree of autonomy when required. Most importantly, it is capable of remotely hacking into any computer system, even if the system doesn’t have any means of connecting to the internet.

Starfighter (-400 CP):
Somewhat bearing resembling a 4-petaled flower or a shuriken, this is one of the aerial and space combat craft of Paradise. Bearing 4 lasers, one of each “petal”, it utilizes the sextacy of the pilot to function, and as such are equipped to automatically pleasure anyone who pilots it. It takes only a few minutes to travel between Earth and the Moon, but it isn’t equipped for long-distance flights, normally making use of Paradise itself as a sort of carrier.

It doesn’t have a proper cockpit; that is, you don’t sit in it normally, but get into the “cockbed”, designed to pleasure you while you ride in it. Note that the “cock” is from “cockpit”, not from an assortment of dicks. No doubt to many pilots’ disappointment.

Sextacy Bomb (-400 CP):
A bomb that sort of resembles a vibrator, it stores sextacy before rapidly exposing it to Marslite in such a fashion that all the potential of sextacy is converted into explosive force. Normally, such bombs have a maximum charge that they can only

keep for 30 minutes, but yours has no such limitations—as long as you keep fucking, you can make an arbitrarily powerful explosion. The bomb isn't very big, being just barely small enough to fit inside a woman's vagina.

Teleportation Machine (-400 CP):
A large machine capable of teleporting up to a room full of people at once when activated; however, it has heavy sextacy activation costs, to the point that Jura, who had sextacy potential just shy of that of President Momo, was unable to activate it until Ota had sex with her.

Yours doesn't have that problem, and can function on a much lower level of sextacy. Furthermore, you don't need to have precise coordinates to teleport someplace on this machine; you just need to have a destination in mind, and once activated you'll appear there.

Quantum Rotating Bed (-400 CP):
This room-sized bed produces a quantum super-microcosm, where impossible phenomena can happen. Exactly *what* these phenomena are is something that you will need to study at length, as only one setting is pre-equipped; the power to make someone exist simultaneously in multiple points in space. In short, it basically clones you (or a single partner) for as long as you are in the bed, except you are actually each different version of you simultaneously; it's a bit confusing, but you'll get the hang of it quick enough.

Although this bed can do almost anything, all of its effects end once the bed is turned off or if you step beyond the bed's confines.

Human-Use Sex Support Machine (-400 CP):
This is a support mech designed by Shindou, and meant to improve the sexual prowess of normal human men. Resembling a small beetle, they connect to your nervous system and serves to regulate your bodily systems. They can prevent you from ejaculating, make your dick bigger, or even increase your muscular strength across your body—although you'll be damaged afterwards. This damage is because the muscular augmentation allows your body to break its physical limits—and not just the limits on strength. Using this augmentation, you could

even use your feet as though they were prehensile gripping limbs, or turn your legs 180 degrees without breaking your bones or snapping any ligaments.

Although do take note that afterwards you'll be in no shape to do anything until you recover. Fortunately, they have a maintenance mode to heal you. Their ability to alter your body is incredible—even beyond the aforementioned feats, they can even alter every individual cell in your body to become invisible in just a few seconds. By scanning your body through your nervous system, the Support Machine gains an understanding of your mind, heart, and body.

And that's just the drone!

They also have a humanoid main body that looks almost entirely human. They have a built-in close-range **Body Change Future Technology** device worked into them, allowing them to take over the minds of other people while they touch them with the hair of their main body. They naturally have genitalia of your choosing, ones designed to adapt size, tightness, and wetness to perfectly fit their partner—it can induce 15 times as much pleasure as normal genitals.

But once you fuck them, they will imprint on you, scanning you so thoroughly and investing so much of themself into perfectly fitting your desires that they will be unable to effectively scan other people. They know your heart and the goal closest to your heart, and will pursue it even at cost to themselves—for, in learning you, they have also learned to love you, and will selflessly place your desires above their own.

Cloning Machine (-600 CP):
This device is capable of creating perfect clones of you (unless you would prefer imperfect clones for some reason), and imbues them with as much of your knowledge and personality as you are willing to instill into them. What's more, the machine will use genetic manipulation to synchronize your clone's erogenous zones with yours (and with each other), meaning that when one of you experiences pleasure, all of you do. For each clone you possess that's being pleasured at the same time, the total pleasure of all of your bodies is improved by 2 times. So, if you had three bodies fucking at once, that's 6 times the ecstasy.

Being you, your clones are naturally driven to help you accomplish your goals, while having an inherent understanding that they are only duplicates and their purpose is to assist you. They will never seek to replace you or take over your life.

You have instructions to readjust your machine to create similar clones of other people once you have a biological sample of them. These clones won't be under your control, however.

Biocontrol Machine (-600 CP):
Resembling a small patch, it can be easily stuck on someone's neck without them ever noticing. And once it's attached, they're yours—the Biocontrol Machine is connected to your will, and makes it so that you can completely control the person it is attached to, in both body and mind. You can gain additional Biocontrol Machines for an undiscounted **-100 CP** each.

Stealth Airbase (-600 CP):
This is a large flying vessel, shaped a bit like a 21st century stealth bomber but much larger and capable of silently hovering. It is coated in a material that allows it to turn invisible; yours is more advanced, becoming entirely undetectable through any means except for touch. It is large enough to hold a goodly number of troops, but does not actually come with such a force. It has a number of hidden weapons tucked away into it, enough to make it a potent vessel to fight.

(Small) Army of Revolutionaries (-600 CP):
In each jump, you can pick a single government to be the target of this item. Selecting a government will cause there to retroactively exist a rebellion against them. They haven't started armed revolt yet, but they've been gathering numbers and weapons in preparation. There aren't a lot of them—only a few hundred people—but they have some members of extraordinary talent in leadership and scientific/engineering matters, and never seem to have a problem finding more recruits. They have a well-hidden base, and enough contacts to provide them with everything they need to survive without being discovered by the authorities.

If you do not pick a government to be the target of this item, it simply never comes into play.

Body Change Future Technology (-600 CP):

This is technology that allows you to remotely take over the body of another person from planetary distances, inhabiting their body and allowing you to control it and feel through it as naturally as you could your own body. It would take a supernatural degree of willpower to be able to resist this effect, but otherwise the only way for it to end is for someone to turn off the machine, or for you to will the effect to be over and return to your body. Your body will lie comatose while you inhabit the body of someone else.

Race Queen (-600 CP):
This is the exclusive fightercraft of Newt Gabrielle Momo, soon-to-be-rebellious daughter of President Momo… which unfortunately, she can't use due to being unable to produce any significant level of sextacy (except with an actual male, which Ota will soon prove). It is the strongest fighter in the universe, and is capable of converting sextacy into a more powerful AI, and giving it better maneuverability. Resembling a woman with wings and guns for arms, its firepower, protective shields, and speed are all unmatched by any other vehicle. Furthermore, it is made of "Sextacy Frame", a high tech material that turns any attack received into sexual stimulus and sends it to the cockbed. With Sextacy Frame, the total sextacy production can even be doubled.

Martian "Ultimate Weapon" (-600 CP):
This isn't actually a weapon, for all that the exiled men of Mars believe it to be. In actually, this large ring-shaped structure contains 500,000,000 souls. Now, normally these would be the souls of the Martian womenfolk, but they're about to burn up most of those souls summoning Ota and Anna to the future. So instead, you get 500,000,000 "empty" souls. These are pure, raw souls, with no personality or identity attached to them. You can use them for anything you want; they are just as powerful as "ordinary" souls, but there are no moral or ethical consequences to using them for anything you want. They have no thoughts or feelings, and aren't actually people.

This ring replenishes its contents every 10 years or every jump, whichever comes first.

The Red Planet (-800 CP):
You gain a duplicate of Mars as an attachment to your Warehouse, although if you so desire you can deploy it in the setting a safe distance away from other planets.

This version of Mars has been sufficiently Terraformed that it is safe to walk around without protection, and has a number of (empty) cities raised upon its surface for the purposes of mining Marslite.

Every jump, this planet's supply of Marslite replenishes; however, this Marslite doesn't actually come from any Martians, being created ex nihilo. Any attempt to use resurrection abilities on this Marslite, or to treat it as a dead body for purposes of your abilities, will fail.

At the end of each jump, any inhabitants of your Red Planet will be taken along with you on your chain as followers.

Paradisical Space Station (-800 CP):
This will certainly make some waves in the world. This is a duplicate of the space station Paradise, a gigantic edifice larger than any city in the world. It comes fully staffed with "NPC" characters who do not have a true identity or personality, whose only role is to keep the station functioning. The Station has a multitude of craft for traveling to the service, an array of starfighters (as per the item), and can harness sextacy to warp long distances, if you're able to provide it enough energy. Sextacy can also be used to fire the primary weapon, the Sextacy Cannon, a device that can be used to precisely destroy a single building in a city from orbit, or unleash a blast powerful enough to wipe out an entire space habitat from existence. Of course, you have a multitude of lesser weapons attached to the surface of the station as well.

Speaking of space habitats, your station has five of them attached via corridors that are so long that they require specialized vehicles to travel through. These habitats are flat and disclike, unlike the spherical space station, but are all capable of providing everything needed for survival in space on their own. They have their own movement systems and weaponry, and can freely detach to operate on their own.

Of course, all of this is predicated on you providing enough sextacy to keep it operating. It does have batteries to store excess energy from sextacy, but it's best not to rely on them too long. To facilitate harvesting sextacy, the entire station is optimized to absorb sextacy for power, and its surfaces are capable of altering

their molecular structure to make the hard metal floors bed-like for convenient fucking, no matter the time or location on the station.

Companions

Jumper's Companions (-50 CP):
What is a jumper without their friends? If you have pre-existing companions, you can import them into this world at the given price for each of them; if you want brand-new companions, you can make them from scratch. Whichever choice you make, your companion has an Origin, Affiliation, and Sextacy Status, as well as 800 CP to spend on choices. If you want more companions, you can purchase this multiple times; if you spend 200 CP this, though, you can import/create a full set of 8 for no additional cost.

Canon Companion (Free):
If you encounter someone in this world you would like to bring with you on your journey, then as long as you convince them to come with you may take them as companions for free once the jump is completed. You do not need to be in the same timeframe as them in order for them to come along as companions, as long as you previously convinced them.

Civilized Masturbatist (Free):
While men with heavily contaminated penises were exiled from society and many regressed to a primitive lifestyle, they didn't all stay that way. This Masturbatist was an engineer before being kicked out of the cities, and steadily built simple technology—at least, until President Momo's reign forced entire cities to be abandoned. Then he joined the looters and managed to get some electronics to work with. Since then, he's managed to make a decent setup for himself in the wild, with a generator for electricity, running water, and he even salvaged a holo-screen to watch videos on. Although he hasn't realized it, he's fully masturbated out his contamination, and can safely have sex again… or he could, if he were permitted into a city. Formerly married, he has potent skills in bringing pleasure to his partner, and would serve as an ample amplifier for anyone he's partnered up with.

Celebrity Wannabe (Free):

Celebrities are the stars of the world, and this sex artist hopes to become one of them. This is only partially from a desire for fame, as they've already established quite a name for themselves in the sex artist circuit of Gigaasia. Rather, they have a burning urge to meaningfully contribute to the world in a bigger way than just producing a bunch of porn, and hope that helping provide for the energy needs of Earth will alleviate this desire. They certainly have the capacity to become one, as their sextacy production potential isn't far below that of President Momo.

Real Man (-100 CP):
The ironically-named "Real Men" were created to serve as fancy, expensive sex toys, amplifying sextacy production, with President Momo holding the eventual goal of using them to replace males entirely once she achieved Maximum Sectasy and gained the power to rewrite reality. This is one of those sex toys. Perfectly resembling a human male, it is a robot that can instantly scan the body to determine the most erogenous zones, will never come until you're ready for it to spill its artificial semen, and is perfectly attentive to your needs and desires. They're made to be the perfect lovers, although some women have an adverse reaction to them and are unable to generate sextacy with one. Yours can come with extra features; inhumanly-fast hip speed and increased strength are two examples, but you can also draw from the "modifications" Madame L made to hers. The ability to produce spikes from the skin, the ability to liquify their artificial bones to compress and parts of their body into the pussy, or having insect dicks that give 12 times the normal level of pleasure… and 12 times the normal levels of pain. Let it be noted that these modifications are entirely voluntary.

Cat-Type Rape Robot Tama-ZX (-100 CP):
This looks and feels like an ordinary cat, at least until it opens its mouth and talks. This robot is designed to serve as both a companion and a tool to induce greater sextacy; its body unfolds, revealing grasping arms and a large mechanical tentacle-dick to unleash pleasure on its target; if that isn't enough, it has a further 27 smaller, thinner tentacles it can use to increase the pleasure. All in all, the sensations it brings are 7 times as high as normal sex.

Unlike the original, this robot will loyally obey your commands, and will not molest people unless invited to do so.

Growth-Promoted Daughter of O-Bio (-100 CP):

Born and raised in O-Bio, when she grew old enough she was put into the aging tanks and further genetically modified; as a result, despite being a young teen she looks to be in her late twenties, and has been modified to have three times the normal strength of a human. Her reaction time is better too, and her senses are more perceptive. This allows her to feel more pleasure, which is helped by the general modifications to her biology, such as having a tighter pussy and improving her sexual functions. All in all, she is capable of giving 13 times as much pleasure to their partner as a normal girl could.

Drawbacks

In short, bad things can happen to you in exchange for giving you more points. Just remember that drawbacks outweigh perks.

Self-Insert Toggle (0 CP):
At its core, this is a world focused around the story of Ota and Anna having a lot of sex (mostly Ota). But if you aren't interested in being a third party in this, matters can be rearranged to insert you into the life of one of the characters in this world.

Twenty-First Century Values (+100 CP):
Revealing clothing? Slutty! Sex in public? Outrageous! Showing children pornography as sexual education before they're even teens? Disgusting! Putting your daughter in a machine to rapidly age her to maturity so that she can produce sextacy and get along in a sextacy-based society? Someone better form a mob against this shit quick, before you do!

Regardless of if it is wrong or right, your sense of sexual morality will never match up to the realities of 23rd Century. Maybe you should avoid this whole "time travel" thing and stick to the 21st?

The Idol Obsession (+100 CP):
You've become obsessed with an idol of some kind. If you're from the 21st century, it's probably a performer like Anna. If you're from the 23rd century, it's almost certainly a sex artist or Celebrity. The point is, you're a fan. A huge fan. At least a fifth of your thoughts relate to them in some fashion, and you have the kind of obsession that might just see you creating a creepy shrine to them. If given a chance to do anything that could help them, you'll do it, even if it goes against

your morals. If given an opportunity to fuck them, you'd pay any price to do so. You'd be willing to sacrifice everything just to help them get home.

No Interference (+100 CP):
When Anna had to have sex with that old man to pay off her parent's debts, she secretly left the door unlocked, hoping that someone would save her. No one did—and now, no one will save you, either. Oh, they might show up to rescue you from being killed, but sexual troubles, like coerced sex or violent rape? Everyone will always assume you're participating willingly, or otherwise have an excuse for being unable to assist you.

Sperm Extinction (+100 CP):
Due to biological warfare, there are no men left in the twenty-third century who are capable of reproducing, with all of the viable sperm remaining being preserved on Paradise itself. Now, you share in this infertility, regardless of whether you have eggs or sperm.

Preconceived Notions (+200 CP):
Your ideas of what's possible and what's impossible are restricted to the common sense of this world, with the only exceptions being those made to account for your own powers. Furthermore, your meta-knowledge of the story is suppressed.

As a result of this, you'll only consider the most rational explanations for things. A strange man is on a spaceship, where no men are allowed? Must be a Real Man. They provide pleasure to someone who can't be pleasured by Real Men? Must be a *custom-made* Real Man. The "Real Man" claims to be from the past? Time travel is ridiculous, so it must be programmed to behave like it's from history.

You see a crack in space-time itself? It must just be a crack in the floor of the love hotel. You emerge into a forest? It must just be really fancy room set up for roleplay. A woman has sex with you right away, people talk about strange things, and a robot gets destroyed in front of your eyes? You won't seriously consider that you might be in the future until you are literally flung out into space.

Your idea of the world is firmly based on what is reasonable and what is probable, so improbable things just aren't considered.

Familial Debts (+200 CP):
Your family is in debt, and for one reason or another it's up to you to pay it off. No matter what time you go to, there will be people expecting payment, and it's up to you to pay them off. But money's no good to these people—they're filthy rich, after all. No, the only way you can pay them is with your body. You'll need to prostitute yourself to these people at least once every month. For an additional **+100 CP**, it's instead once every week.

By default, these people are neither attractive nor unattractive. But for a separate **+200 CP**, the people you're expected to fuck are actively unattractive to you, and sex becomes a chore you have to put up with.

Useless Woman (+200 CP, Exclusive to Sextacy Producer):
Newt, the daughter of President Momo, has a shameful secret carefully kept among the highest echelons of power. Despite being the daughter of the most productive Celebrity, she is entirely unresponsive to Real Men and toys, being unable to feel much pleasure from them and not producing sextacy in levels sufficient to so much as power a battery. It wouldn't be until she had sex with a genuine male that she was able to actually produce sextacy… and so it is with you. Unless you're having sex with someone of a different sex, you will not produce sextacy at all. Considering that most of the technology around these parts is reliant on either self-pleasuring or the technology stimulating you for it to work, this is pretty crippling.

For an additional **+200 CP**, you are entirely incapable of producing sextacy in any way, shape, or form. Both versions of this perk override **Sextatic**.

Fake Man (+200 CP, Exclusive to Sextacy Amplifier):
Even before they become impotent from exposure to virtual sex, the majority of men simply weren't as effective as technology when it came to providing sensation and raising sextacy output. Normally, you'd be above average in that regard; now, you're no better than any sex toy at inducing sextacy, regardless of how good you are at pleasuring your partner.

For an additional **+200 CP**, having sex with you actively depletes the power source of any machine powered by sextacy that would ordinarily be powered by sextacy waves. Both versions of this perk override **Sexsational**.

Self-Bondage (+200 CP):
It looks like Madame L got to you and made some modifications before you got away. Any time you first get aroused, tiny breasts will bulge up through your skin in various places, and emit spider-like silk. This silk will flow of its own accord to wrap up your limbs and drag you into position for bondage sex. This silk will break down in about an hour, or someone else can tear it off—but you'll never be able to break it of your own accord.

Super Sexism (+400 CP):
Let's get this out of the way—you're sexist. Like, ridiculously sexist. It's not necessarily that you think one specific sex is lesser than yours, it's that you intend to completely wipe them out of existence. You won't necessarily immediately kill them all out of hand—you aren't made stupid, so you'll try to find a way to preserve your species first—but if you managed to find a way to allow your species to reproduce without, say, men? You'd murder the lot of them in a heartbeat. Even if it means turning your own family into collateral damage.

Attentions of the Surface Police (+400 CP):
For some reason, law enforcement seems to have it out for you. You'll get pulled over for "routine" inspections more frequently, they'll take longer and be more invasive, and any attempt to commit crimes on your part will be swiftly cracked down on if any word of it gets out.

The Energy Monopoly (+400 CP):
It seems like all the energy that would normally be provided to your fiat-backed items and toys has been confiscated. Now ALL of your items require sextacy in order to function, except for the most primitive of objects. But anything that runs off of power, magic, or any sort of energy? That all needs sextacy now.

No Cost Too Great (+400 CP):
In their quest to save humanity from the destructive end result of pursuing sextacy (and to preserve the life of the only available bodies to possess), the spirits of the Martian women sacrificed a total of 4/5^{ths} of their number for the sake of that goal. Now, you have made a similar sacrifice; all of your abilities and items previously earned over the course of your jumpchain have been reduced to 1/5th of their normal potency.

Treachery (+600 CP)
Someone who will grow close to you over the course of the jump is a traitor. Maybe they're doing it for money, maybe ideals, maybe just for a good fuck. But regardless of what group you join or who you grow close to, you *will* grow to trust someone who *will* betray you.

Ripley's Wrath (+600 CP):
President Ripley Elizabeth Momo knows about you, and believes that you intend to oppose her plan to replace the entire male sex with Real Men. And she will not permit it. Whenever her spies on the surface discover your location, you have only an hour to relocate before Momo finds out and targets your position with the Sextacy Cannon, ignoring all potential for collateral damage to civilians, her forces, or even her only child, if that's what it takes to kill you. This is in addition to the forces she will send to secure the surrounding area and hunt you down on the off-chance that you survived.

Furthermore, her spies become exceptionally skilled, capable of infiltrating any organization. Unless you stay hidden in the wilds and never approach civilization, you will not be able to avoid detection for more than a week at a time.

Madame L's Attentions (+600 CP):
Madame L of Paradise has her eyes on you. She's a remorseless, sex-obsessed researcher whose only goal is to create more impressive, more inhuman Real Men, and is even willing to stage a coup if that's what it takes to get people to accept her pain-and-pleasure-inducing creations. You have all sorts of potential for new inventions, especially in the realm of sextacy production. But she has no interest in your cooperation; instead, she wants to physical remold your body until you are nothing but genitals and brains in a flesh-box. And she will go to any lengths to do this, no matter who she has to hurt, frame, lie to, or deceive to get her way.

Virtual Sex Addict (+600 CP):
You've become addicted to virtual sex, and as a result, cannot have real sex anymore. You simply can't become aroused to anything else, and find no joy in sensual pleasures found outside of virtual sex. Even aphrodisiacs and mind control are insufficient for you to get your engine revving.

Living Vibrator (+200 CP): [Requires **Virtual Sex Addict**]
Maybe you're desperate to experience a facsimile of real sex again, or maybe you loved someone so much that you felt like you needed to be the one to provide them with pleasure. But the result is the same; you have removed your brain and consciousness and installed it inside of a sex toy. And not a fancy one, like a Real Man or something; it's just an ordinary onahole or dildo-shaped vibrator. Except now it has arms and legs, allowing you to ambulate and hold things. Unfortunately, you are now tiny, unable to interact with most things, and only experience a simulation of the sensations you were once able to enjoy.

Polluted (+600 CP):
In the last world war, bioweapons were used that induced pollution in the dicks of men, turning their semen toxic to various degrees. And you? Regardless of whether you have a dick or not, you are contaminated. It doesn't affect you in everyday life, but anyone coming into contact with your sexual fluids will grow sick, and quite possibly die, depending on the degree of exposure. But having sex with you? That's just become a death sentence. Maybe you could join up with the Masturbatists?

Like a Dream (+800 CP):
You will spend several months in this world, until the time period where the story of this setting would ordinarily come to an end; regardless of what you do, you will be drawn into this, and will be sent back to the 21st century. Unfortunately, you will leave all of your companions, items, perks, and abilities behind, being reduced to your Body Mod. And then you'll have to live out the remaining 9 years and some-odd months in this world as a normal human. No one will believe you about your adventures; nothing you did in the future or in other worlds seems to matter in this one. You will never find success, and will see other people you know having the time of their lives, while your own seems to only deteriorate over time.

What's more, you'll believe that the jump already ended, and you chose to stay here, as well as abandon all your jumpchain gains. You'll have to live with the knowledge that you gave up everything for a life of mediocrity as a nobody in the modern age, when you were once a champion. Of course, everything will be returned to you once the jump *actually* ends, but you won't know that.

Notes

I know “ecstasy” is spelled with an “s”, but Sextacy is consistently spelled with a “c”, so just know that this isn’t a misspelling (on my part).

Changelog:

- Version 1.1:
    - Because I missed an important speech bubble, I had to rewrite the Masturbatist perk into Masturbatist No More. As a result, its price has been reduced
    - Made Supernova of Pleasure more viable by making it scale
    - Moved Human-Use Sex Support Machine to Items
    - Added Electrical Modification Instructions item
- Version 1.0:
    - Spelling and grammar corrections
    - Edited out the constant repetition of the line “humanity’s progress has finally reached these heights!”. Might be true to the manga, but it’s still annoying to keep reading.
- Version 0.5:
    - Created jump