Generic Virgin Jump



Version 1.4

By The Wordsmith & Papabear

So, you have been chosen to be a Jumper! Congratulations! This is going to be an amazing experience for you, assuming you can handle it. There is going to be struggle, suffering, hard work, and even danger in your future. And I am just talking about your personal life.

But don't worry, there is a way to make sure you are prepared. A way to help turn a virgin Jumper into a dynamo of excitement and adventure. A nice tutorial to the more intimate side of Jumpchain. You will spend one year in each of ten Levels before moving on to the next, each one designed to help prepare you for what is coming your way.

Mind you, this is meant to help out the newbies, so it must be taken as either your first Jump or immediately following Generic First Jump / Pokemon Trainer as your second Jump. This can be used to Supplement Generic First Jump with all choice points being separate and levels paired appropriately, or the original Pokemon Trainer, with all choice points being separate and all Levels adding Pokemon and aspects of the Pokemon setting.

A three way is, of course, possible.

Due to the tutorial nature of this Jump, dying or going mad does not end your chain. Instead, you have the choice of continuing with your Chain, without any of the purchases you made here, or trying again. Luckily, you do not have to repeat any Level that you have already completed. On the downside, you are not getting anything out of these Levels that is not paid for with CP, barring memories and real world skills.

If you go mad in a level, when you reset the Level, the madness will be cured, restoring you to the level of sanity you entered that Level with.

Take these **+1000 Choice Points** (cp) and gird your loins, this is going to be a wild one.

IDENTITY

Choose your personal details for yourself, as appropriate to your Origin and background.
This includes information such as age, gender, biological sex, ethnicity, etc.
These details can change in each Level, if you so choose, but your Identity choice does not.
Choose only one.

Complete Immersion

Your new identity in each level has a full history and memory of their lives before you became them. Those memories dominate and supersede your old memories, but don't replace them. Once the level is over, all those immersive memories are shunted into background information and nothing more.

Full Drop-In

Your new identity in each level is completely skin-deep. You have no memories of the new level, no place in that world, no relatives. You just appeared there right before you became aware of that world. Your only knowledge of the world / level comes from perks.
You will have the basic documents to prove you exist, but only barely.

Hybrid Experience

A mixing of the best features of Drop-In and Immersion. Your new identity is exactly like your old identity except in this new setting, with the only change to your memories being just enough to account for the differences between your home reality and the details of the level and your origin.

Body Snatcher
[+100]

Your new identity in each level was their own person with their own life, until you took over their body. You have none of their memories at all, but have inherited their place in this world. Don't worry about them though, once you leave they'll get their life back, and remember everything you did as them as if it was their own idea.

Backseat Driver
[+50 per Level this is active for]

The person you've become isn't just a silent passenger. They're awake and experiencing everything you are, able to talk to you and bitch about how you're messing up their life.

LOCATION

Choose anywhere appropriate to the Level, your Origin, and your current background.

ORIGIN

So, what kind of cherry Jumper are you, recruit?
Choose only one.

Naif You know nothing about anything, especially sex. At least you realize that.	**Neet** You know everything there is to know about sex without ever having had it.
Aro/Ace You don't really get the whole "sex and romance" thing. Not a lack of knowledge, more a lack of interest.	**Incel** You know everything you want to know about sex, and you are going to get what you want. Finally.

LEVELS

These are the ten different Levels you will visit in the course of this Jump. If you choose, you can go to a specific setting that matches the theme or genre of a Level rather than a generic version. If that specific setting has a Jump, you do not use that Jump document, and nothing done in this Jump will carry over to the actual Jump for that setting.
You can do these Levels in any order you choose. A specific setting may fit more than one Level and can be used for more than one, but it only counts for one of them at a time.
In each Level, your Identity determines how deep your immersion in that Level is.

Education / Edutainment (#1)



A significant number of Jumps, especially Jumps of a QQ nature, take place in a setting focused on an educational facility. Be it a private all girls school (which you may or may not be the only male student at) or a college where you might be a professor... or just a public school somewhere in Japan where the teachers aren't afraid to take advantage of their students.

Slice of Life / Letters to Penthouse (#2)

This is just your ordinary, everyday, pornagraphic world. Normal things happen, interspersed with a lot of sex. Sex of the type where stories begin like "I was in the laundry room, and then it happened!" or "I was walking my dog when, you'll never believe it!"

Mind Control / Netorare (#3)

Relations in these worlds are just as intimate, but the level of consent is often quite questionable. Whether controller or controlled, victim or villain, you will be dealing with less conventional relationships in your time here.

Erotic Horror (#4)

Angelic faces hiding bloody fangs and burning lusts, gothic architecture and swelling passions. These worlds mix fear and sex, two of the most primal drives that exist. Enjoy exploring the dark side of sex and yourself. Watch out for the Cultists.

Erotic Fantasy (#5)

Noble knights, beautiful and willing princesses, ravaging beasts, and sex-based magic, these worlds show the side of classic fantasy that is often kept hidden in the bedroom.



Gender Wars / Mecha Musume (#6)

Maybe there are girls with the souls of battleships. Or maybe it is just soldiers reaffirming life in the midst of battle and death. These worlds are as military in nature as they are sexual.

Pot Boilers / Period Romance (#7)

Between dashing rogues, boorish scoundrels, clever heroines with heaving bosoms and truly ridiculous levels of sexual activity, it is a wonder that history managed to happen at all. These worlds take place in the past or near-equivalents to it.



Monster Girls (#8)

You will be shocked how often you encounter anthropomorphic versions of monsters that are looking for a mate / love. It seems to be a rather common occurrence these days.

Magical Girls (#9)

Pretty girls in short skirts punishing bad guys, often using oddly phallic magical devices. I am not sure they even make a non-pornographic version of these worlds. Love and justice are going to take on a whole new meaning.

Erotic Science Fiction (#10)



Sex in the stars! Gorgeous alien women or men, brilliant scientists saving the day and getting properly rewarded for it! Hey, people didn't stop sleeping with each other just because they invented anti-gravity beds. These worlds are the future, some near, some far, all lewd.



PERKS

Perks are discounted for the appropriate Origin.
Discounted 50cp & 100cp Perks are free instead.



General Perks

Basic Requirements
[Free for All, Cannot Be Kept]
You will receive whatever special abilities, traits, backgrounds, and skills that are required for basic participation in the Level you are in. For example, in Erotic Fantasy, your background might be a sex-fueled witch, so this would provide the skills required to function as such. These abilities go away when you leave that Level and this perk goes away when you finish this Jump. Nothing can be done to retain these abilities, but you do benefit from any practice, training, study, or actual use in the Level itself of any mundane skills.

Humpchain
[Mandatory while here, Optional and Free to Keep]
You know how in porn almost everything is an excuse for sex? Well, that is everywhere for you now. It won't be all the time, it won't even be half the time, but if a day goes by without at least three sexually charged scenarios popping up, it will be a very weird day. Expect to walk in on people having sex or just being nude at the right moment, to be invited to parties that turn out to be orgies, or just have an inordinate amount of prostitutes on every street corner.
In general, sex and sexually adjacent activities are less likely to cause lasting harm than they realistically should.
If kept, you can turn this off in future Jumps.

Just Dirty Enough
[Mandatory while here, Optional and Free to Keep]
So, there's no getting around the fact that sex involves bodies that might or might not have ideal levels of personal hygiene... or might take place in conditions less clean than your average operating theatre. Well now, strangely, the world will change just enough to keep the level of grime associated with anything sexual to under your own personal squick threshold. Any element of the pre-sex 'scene' that violates this is fixed the moment it becomes sexual. If kept, you can turn this off in future jumps.

Body of a QQ Jumper
[50]
You are cured of any sexually transmitted diseases you might be suffering from, as well as any disorder that would affect your ability to perform sexually. You will always know your STD status and partners will believe you when truthfully informed of it. You are reasonably physically fit and you can alter your sexual characteristics to fit your desires at the time of purchase. Your orifices are just a little stretchier but no less tight, if you want that.

Mind of a QQ Jumper
[50]
You are cured of any mental disorders related to sex and any sexual hang-ups you might suffer from. You gain the ability to change your sexual orientation at will. The effect to cure mental disorders will trigger at the end of every Level, and every subsequent Jump.

Fertility Control
[50]
You can turn your fertility on and off, requiring five minutes of focus to do so. If your fertility is off, any sexual partners will believe you when informed, but they will instantly know if you turn it back on. You can also stop or resume any menstrual cycle without any negative side-effects. You can choose to permanently grant the abilities of this perk to any sexual partner you have.

Melody
[50, Free with Harmony from Generic First Jump]
Sometimes having powers is a temptation to use them in, shall we say, less than responsible ways. With Melody, you are always aware of the temptation to use your powers and abilities in ways you probably wouldn't approve of. Sure sure, you're probably aware of those temptations when they're powerful urges... but those powerful urges usually are because the situation has gone pear-shaped and you're under a lot of pressure. Or you're impaired by emotion, drugs, or maybe amnesia. Melody gives you a little twinge right before you're about to do something you'd not approve of if you were being completely rational. This twinge will never distract you

and, like a certain arachnoid-person's arachno-sense, doesn't seem to take more than a split second of your time.

Rhapsody
[100, Requires Melody, Discounted with Harmony from Generic First Jump]
This is a guarantee that you'll never accidentally or subconsciously use your powers, especially those that are reflexive or subconscious, against your friends, lovers, companions, or allies. You'll never subconsciously use a seduction power to bed some hottie, never accidentally tweak your partner's habits so they fucking do the dishes without being asked twice, never get so pissed off at the baby that you render them mute. No, if you do these things, you'll have to do it while being fully aware you're doing it.

Normalization
[100]
It's not that sex isn't common. It is. It's just that most societies aren't particularly open about it. From now on, you'll find that all but the most repressive societies you encounter are going to be almost too open, too accepting, too interested in what's going on in the proverbial bedroom. The most repressive you'll find if you take this will have shifted from absolute taboo to something close to the USA in the 1960s.
This can be toggled on or off at the beginning of each future Jump.

No Harm, No Foul
[100]
Your selfish personal lifestyle choices won't actually do any lasting harm unless you deliberately intended them to. Sleep with a married woman? It might cause her to be more open about her needs with her partner. Get caught in a forbidden relationship? Their life won't be ruined by shame. Shopping sprees that would make Jackie Onassis look restrained? It's good for the economy! Note: this perk does not function when you're actively harming people, so watch the collateral damage.

Trickle Down
[200]
Requires No Harm, No Foul
Now your lifestyle choices actually might do some good! That spending spree? Actually good for the economy! That forbidden relationship? Might cause people to question why the act was shameful and maybe bring about changes in society. That married woman? The affair gives her enough confidence to leave her distant work-o-holic husband, and in losing her, he realizes he's living to work rather than working to live and so he turns his company into a collective owned by the employees, donates all his worldly goods to charity, then goes on a voyage of self discovery which leads him to a cave high in the mountains of Peru where he encounters a mysterious entity that offers to teach him the secrets of eternity in exchange for

his last token of the life he left behind, his wedding ring.
Well, maybe not that last... but it could happen!

Libido Control
[100]
Baring outside manipulation, you can dial your libido to any value between completely unresponsive to raring to go. The process takes about 20 seconds to go from one extreme to the other. Mundane manipulation will not work, only empowered / supernatural will, and this will offer some resistance to it as long as you consciously will it to.



Brand Spanking New
[100]
Look, you may or may not be aware of this, but sex can be, and usually is, rather messy. And sometimes, it can get downright destructive. But that is not a problem for you anymore. You can clean and repair any soiled or damaged objects with just a touch and a moment of thought, restoring them to a perfect "like new again" state. The repair function works only on mundane objects, not magical items or technology more advanced than the real world (unless you have the understanding and skills to repair the item manually), and objects larger than a bed frame (say you crash your car because you're getting a handjob and get distracted) will have to be restored in smaller sections.

Flawless Beauty
[100]
You set the standard for physical beauty, a perfect ten. Nothing can make you seem less attractive, your beauty will shine through. You have perfect posture, a perfect scent, make any clothing look amazing, and every movement is perfectly endearing or enticing in some way.

You will only gain or lose weight if you choose to, maintaining your appearance, health and fitness no matter what you eat, as long as you meet minimum calorie requirements.

Acceptance
[200]

You have acceptance. It is genuine. You may give it to anyone else and they will recognize that it is genuine and personal to them. You'd be surprised at how much being genuinely accepted for who and what you are can change a person. Of course, this also means that you know and accept who and what you are. You can see past all self-deception and know the truth of yourself. This perk can be freely shared with others.

Celebrity Poker
[300]

Hey, we all have fantasy lovers! People we may never meet that we dream about. What would be the point of multi-dimensional sexual tourism if you never got the chance to fulfill those fantasies?

Circumstances will conspire to give you opportunities to interact with or seduce these fantasy figures, whether they are real world celebrities or named characters of a setting. And, while they are not forced to be with you, they will at least consider the idea. Sexual orientation will not be a barrier to this, as they will find their preferences include you, no matter what. They will decide based solely on their interactions with you.

This can be used even if your interest in that person is non-sexual.

Victim Complex
Questionable Booster Perk
[Free or +200]

People / monsters keep trying to (and usually succeeding at) raping or molesting you. No, this isn't a drawback. This is a perk... for those who want it. If you're not one of those, don't take it. Additionally, if you take this, you may do so in one of two modes; Toggleable or Always On. If you take Toggleable, each day (when you wake up) it will be set to on, but you can turn it off if you like. That takes about five minutes of meditation. If you take Always On, it's always on... and you forget you took this.

If you aren't the type who would enjoy this, either actively or secretly, you may instead take it as a Drawback for this entire Jump, or even a Universal Chain Drawback, for +200cp.

As a Drawback, it's Always On.

Hekyll & Jyde
Questionable Booster Perk
[Free or +200]

Do you want to be free of all those pesky morals and ethics, but not become a complete monster? This is the (highly questionable) perk for you. You have two different personalities, one dedicated to whatever practical goals you might have, the other dedicated to enjoying themselves as much as is possible... without really caring about who gets hurt along the way, as long as it's not you... either of you. The two sides of you agree that the chain is excellent and neither will do anything that might cause them to get kicked off the chain, and won't ever try to destroy each other, and both can, technically, remember what the other was up to.
At least 1/4th of the time the 'evil' side will take over and (probably) run amok. The two of you look similar but not identical, and leave behind different traces for all forms of forensics.
In future Jumps, this can be toggled off or on before the Jump begins.
If you aren't the type who would enjoy this, either actively or secretly, you may instead take it as a Drawback for this entire jump, or even a Universal Chain Drawback, for +200cp.



Naif Perks

Responsiveness
[50]

While, of course, you're not expected to know anything about matters sexual, your body was clearly made for it, because it is exceptionally ready for it. Easily aroused, responsive to pleasure, and blessed in all the little ways that make having sex with you a joy even if you just lay there. Your body odor isn't just non-offensive, it's actually slightly aphrodisiac to your partners.

Babies Ever After
[100]

You are hyper-fertile, able to get pregnant or impregnate someone at will. All your pregnancies, and all those you cause, take mere days to come full term and never suffer from medical difficulties. The actual births will be easy, safe and mostly pain-free, and all your children (whether you carried them or not), will mature to toddlers in a week. Any or all of these effects can be toggled off at will.



All in the Family
[200]
Your genome is super stable. Any pregnancy you're involved in, be that as parent or facilitator or medical care, will result in a healthy child with no risk to the mother. Inbreeding actually produces stronger children when you're involved rather than weaker ones.

Above Suspicion
[Hekyll & Jyde Boosted]
There's something about you that just radiates sweetness and light. You are a wholesome person and that makes it all but impossible for anyone to suspect you of anything more serious than stealing cookies... unless they have ironclad evidence or they witnessed it with their own eyes. Unimpeachable eye-witnesses might... might be believed, but even then you'll probably be given the benefit of the doubt. This is especially useful if you're trying to cover up something like incest... especially in societies that take a very dim view of it.
This does not apply to your dark side.

Perpetual Virgin
[200]
You're always physically and spiritually a virgin. If you get pregnant, your virginity will be restored the moment you give birth. This applies to other forms of spiritual purity as well.

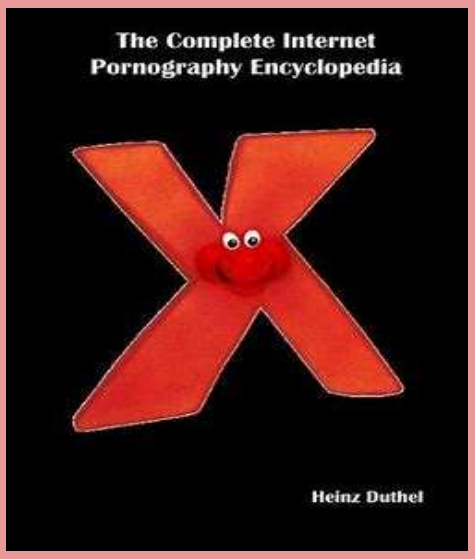
Eternal Virgin
[Victim Complex Boosted]
Not only are you physically and spiritually a virgin, but you're mentally a virgin as well, unable to remember any of the details of sex once the act is over. All knowledge of the details of sexual education keeps disappearing from your memory.

Born Sexy Yesterday
[400]
People want to have sex with you, to teach you things. Your body is always ready for sex regardless of physical maturity and while it might hurt at first, you'll never be harmed by sex, no matter how violent. You learn new things at a frightening rate, able to pick up complex concepts that should take months to master in mere days.

Neet Perks

Talent
[50]

While you may not be experienced in matters sexual, you've got plenty of raw talent, picking up sexual cues and techniques with almost superhuman skill and a readiness to learn whatever is being taught. If it's kinky, perverse, or erotic, you can learn it.



Encyclopedia of Porn
[100]

You know everything there is to know about porn, be it 2D, 3D, or however many dimensions of pornography are present in your current reality. You know all the fetishes, all the perversions, all the laws governing any kind of sexual relationships or pornographic material.
You know where to find all the best porn, and all your porn will remain undiscovered by others unless you tell someone about it or give them too much evidence of your prurient nature.

Nice Guys Finish Last
[200]

You are exceptionally skilled at making certain your partners enjoy themselves, and can hold off your own release until they do. The more patient and enthusiastic you are in guaranteeing your partner feels good at the end of a session, the more pleasurable your own release will be. You even know how to make unwilling partners reach climax, should that be your thing.

Platonic Solid
[Hekyll & Jyde Boosted]

We only hurt the ones we love. No, that isn't true, we hurt a lot of people, but you have a special talent for hurting those close to you. The friendlier your light side is with someone, the more vulnerable they are to your dark side. They become easier to manipulate, to influence, less able to physically fight you, even superhuman or supernatural defenses are less effective.

Don't Mind Me
[200]

Your fetishes will always be tolerated and anything you do that violates societal norms is likely to be ignored, even if criminal, as long as you don't rub it in the faces of people in authority and it is essentially consensual. Any public sex act you participate in will be largely ignored.

Don't Mind Us
[Victim Complex Boosted]

People are keen to watch you be violated, and will often stand around commenting, or even offering suggestions. Sometimes it will even turn into a gangbang and might spread to others who are physically similar to you in either dress or body type.

Stretching Is Good For You
[400]

You can do things to other people's bodies that should cause permanent damage, but don't. From cervical penetration and vaginal prolapse to needle play to actual torture, as long as it's in all in the name of someone getting off, it will all heal up just fine in a few hours. This enhanced healing rate applies to you as well. Whether this is fun is a personal matter.



Incel Perks

Stamina
[50]

While your current virgin state might indicate that you'd have all the staying power of an asthmatic running a marathon, you're actually quite the sexual determinator. Not only can you go at least the full ten rounds, but your refractory periods are quite short, requiring less than a minute to be ready to go again after the first time. Your sexual stamina is enough that, as a man, you could easily orgasm ten times in an hour and still not have to take a nap. As a female, you could probably triple that.

Nice Guys Finish First
[100]

Whenever you do something nice for someone, or treat someone with respect, they'll be much more likely to willingly have sex with you. This does not apply if your *only* motivation for this treatment is to get them to have sex with you, but does apply if getting them to have sex with

you is not your sole motivation. As long as you can legit say it wasn't your only motivation, you're golden.

Predatory Practices
[200]



You know, instinctively, what buttons to push to get someone into bed with you. Most of the time, they won't appreciate this, but hey, you'll get laid and that's what counts. This is not mind control, but if there is any way to manipulate or influence someone into sleeping with you, you know how.

Paying For It
[Hekyll & Jyde Boosted]

If you pay a sexual partner, no matter how unwilling they might have been, they and everyone else will believe it was consensual... at least legally speaking. That is what matters, right? Amount of payment must be at least the local going rate for such services.



For Their Own Good
[200]

You have a habit of blaming the victim, and the talent for making them believe it was entirely their own fault... and getting others to agree with you if and when you get caught.

For Your Own Good
[Victim Complex Boosted]

Whenever you get caught... and you're going to get caught a lot, you'll be punished for all your transgressions. All of them. And in the most naughty, embarrassing, humiliating way possible... but you won't be permanently harmed. Once you've been punished for a transgression, it will be wiped clean from your slate. Those punishing you don't actually have to have any proof of all your transgressions, or even know about some of them to punish you, as long as they know about some of them.

This Never Happened
[400]

Whenever you do anything bad to someone, be that rape, battery, or murder, if you say "This Never Happened" when it's over, it will be (for them) as if it never happened. They won't remember it happening, and no evidence will show that it happened, but anything you got out of it will still remain, be that memories or photographs.

Aro/Ace Perks

Style
[50]

You might not be interested in sex, but that doesn't mean you don't care about looking sexy. When you want to, you can practically radiate sexual appeal. You have an easy and practical sense of what to wear and how to hold yourself to be as attractive as you can be, and can customize your look to match or contrast with others to either fit in or make yourself noticed. Additionally, any sexual technique you bother to learn, you'll find new and creative ways to make it your own without sacrificing much (if any) practicality in the name of improved results.

Friendzoned for the Win
[100]

Since you're not really into that whole dating / sex thing, you're exceptionally good at getting people to view you as a friend, possibly even a lifelong one, and sharing all the details of their romantic / sexual life with you as if you're a trusted confidant.



Right in the Sweet Spot
[200]

One of the advantages of not really being available is that you present a kind of mystique of untouchability. You fit that to a tee, and people will find that your sexual / romantic neutrality makes you all so much more attractive. You now can fit into almost anyone's strike zone, even if they're a completely different species, if you show even the slightest hint of reciprocation.

Ticking All The Boxes
[Victim Complex Boosted]

Normally, the Victim Complex would have certain limitations. Like that only those normally aggressive or willing to bend or break the law or ignore it all together would be gunning for you. Not any more. Expect attempts on your virtue from literally anywhere. Sweet old ladies, random passing dogs, childhood friends, doesn't matter. It won't always come as a shock, but three times out of five you won't see it coming until they are.

Just Casual
[200]

If you do decide to have a fling with someone, it will never turn into anything serious if you don't want it to. If you sleep with a married woman, her spouse won't care even if he does find out. If you seduce a priest, they won't be defrocked when their higher ups find out. If you force yourself on someone against their will, they might not be happy with you, but they won't be traumatized by the action if you don't want them to be. It's just casual, right?

Just Right

[Hekyll & Jyde Boosted]

Whenever you decide to have sex with or romance someone, you'll physically change to be closer to their ideal... either good or bad. If you're actively pursuing them, your voice, stance, appearance, and mannerisms will morph to be more like what they'd like the more you get to know them.

If you're stalking them for nefarious purposes, the reverse is true. All those things will now change to make you more terrifying or intimidating to your victim.

100% Success Rate

[400]

Why do it more than you have to, right? Intercourse is, primarily, for reproduction, and now you can impregnate anyone able to get pregnant the first time you try. This doesn't require any male genitalia on your part. Any part of your body will do to deliver the needed gamete where it needs to go. Hell, you could even use someone else's gametes if you want to. Finger one girl to orgasm and then use her gametes to impregnate her sister or something. Taking or giving a gamete requires that the target orgasms.

Education / Edutainment Perks

Academic Achievement

[100]

You have what it takes to be a straight A student. You're diligent, studious, difficult to distract, and excellent at time management. You can easily handle the stress of high pressure situations like testing or public speaking. Plus, you're at least reasonably intelligent, have decent stamina, and aren't easily bored. You find it simple to ignore physical discomfort, such as public school seating or uniforms, as long as it is not actually harming you.

Finally, you find you don't mind the taste of public school food, and all your homework takes half as long as it should to finish... if, you know, you actually feel like doing homework.

Sexual Education

[100]

With all this learning about sex, isn't it time to learn with sex? As long as the methods of instruction are sexual in some way, you can teach at an accelerated rate, more than ten times

what you normally could. This can be used to teach skills that cannot normally be taught to that student, like teaching a muggle to cast spells or brew potions.
In addition, any lesson plan you come up with that involves sex or nudity of the students or teachers (or guest lecturers) will almost invariably be approved and deemed legal. If you want participation to be mandatory, as long as there's no violence or unfair treatment of individuals, you'll probably be able to swing that, though you'll have to convince the school board and PTA. Of course, this means that any rules against sleeping with a student or teacher will be ignored or overturned, as long as the relationship is consensual.

Slice of Life / Letters to Penthouse Perks

Alaskan Snow Dragon
[100]
You are extremely skilled at creating new names for sexual techniques, and gifted in describing them in words or pictures. Taking this once allows you to become a talented writer or artist with a particular gift for pornography. Taking it a second time makes you talented as both writer and artist. You are also quite good at convincing sexual partners to try out your innovative ideas.



High Street Value
[100]
You have the skills to pay the bills. You are now an expert at all the skills required to be a prostitute, at any level of that profession. This ranges from quickly and efficiently satisfying your customers, to knowing the best street corners, to spotting Vice stings and knowing where to get cheap condoms at the low end, up to being able to blend with and charm the wealthy elite and provide gentile companionship at the high end.

Mind Control / Netorare Perks

Suggestion
[100]
A whisper in their ear, a subtle suggestion, that worms its way into the mind of the subject. This is your talent. You can lace your spoken words with a hypnotic force that can slowly, subtly, influence your intended listener's feelings or thoughts. Over very long periods of time and with much exposure, you could make considerable changes to a person's psyche, but in

the short term, you will simply seem to be highly persuasive and difficult to ignore. Combining this with more mundane manipulation skills can increase its effect. Sufficient willpower can resist or negate this power, and it is far less effective on someone who knows what you are doing. As a side benefit, you are actually highly resistant to outside control.



Matchmaker
[100]
You are an expert at seeing the relationship status and potential between people. You can tell when people are together, or when they would be good together, and truly excel at arranging them to hook up. Or, you could arrange to break them apart, if you happen to have a yen for one of them yourself. Manipulating other people's relationships is your specialty.

Erotic Horror Perks

Unblemished
[100]
Your clothing and skin are always spotless, and any damage to your clothing will somehow make you even more alluring and desirable. This pristine purity also makes you the perfect sacrificial component for any ritual or the perfect individual to lead any sacrificial rite, while also reducing the requirements of those sacrifices. Blood might substitute for a life, a kiss for sex, a beloved heirloom for a soul.

Chaos Makes Me Horny
[100]
Fear has an odd effect on you. The more afraid you should be, the more aroused and excited you get instead. This does not stop you from recognizing danger, but it can certainly alter your response to that danger. You will never freeze up because of these feelings.



Erotic Fantasy Perks

Less Is More

[100]

In erotic fantasy, it always seems as though adventurers are dressed to look sexy rather than practical... in fact, that's often the case in non-erotic fantasy as well. This perk is the reason. You have the power to transform any piece of armor into something skimpy, and actually have its protection increase in inverse proportion to how much it actually covers. A solid steel breastplate, reduced to a belly button piercing would thus be at least twice as protective as it normally would. This effect is subtle, when it can be, with attacks missing or striking your covered area by coincidence.

This also applies to environmental protection gear.




Vestal Virgin
[100]
You have very basic holy powers. With appropriate rituals, you can consecrate objects or places, bless people in minor and subtle ways, promote clean and easy healing, neutralize poison and other such minor miracles.
This does not actually require you to be a virgin, but if not, you will require a spiritual cleansing as part of the rituals, making them considerably less convenient. Luckily, you will be considered a virgin again at the beginning of each new Jump.

Gender Wars / Mecha Musume Perks

Expert Pilot
[100]
You are a competent pilot with civilian craft of any sort but you truly excel with military hardware, easily qualifying as an Ace. You have the ability to transform a vehicle's control systems into a custom design of your choice that enhances your skill even further. The more lewd or even outright pornographic your personalized controls are, the greater this enhancement is.

Command Authority Equals Headpats
[100]
Effective leadership is one of the cornerstones of military victory. Without leadership, an army is just a mob. You excel at providing such leadership. You also excel at tactics, logistics and strategy, and are a charismatic leader.
But, you also have a special gift for inspiring loyalty and lust. Any actions taken to increase your soldiers' loyalty to you will also increase their attraction to you and willingness to have sex with you. Sexual activities with your soldiers are never seen as inappropriate and can be used to both compliment or rebuke a soldier. A quick grope to a lieutenant to reward a good idea, or a harsh spanking for a soldier that fell out of a march would be just as effective as more traditional military behavior.

Pot Boilers / Period Romance Perks

Pure as the Driven Snow
[100]
You have all the skills a good potential wife should: cooking, house cleaning, sewing, preserving food, preparing for a siege, etc. as well as perfect knowledge of etiquette and proper behavior. Indeed, such necessary work comes naturally to you, always performed to the best of your abilities, with time spent in such endeavors being functionally the same as spending the time in perfectly calm relaxation.
Alternatively, you can choose to perform such tasks in a tenth the normal time, but you will be forgoing the relaxing effects of taking your time.
You are generally seen as the epitome of your social class and your role in it, and people will scoff at the idea that you would do anything inappropriate. Even should they witness such behavior, they will likely assume you had a good reason for it and thus ignore it unless it directly harms them in some way.

Clever Scoundrel
[100]
Whether a cunning bandit, a conspiring lord, or a grasping merchant, he who thinks fastest and knows the most is the one who wins the prize. You are highly skilled at gathering and utilization of intelligence, as well as other areas of espionage and spywork. You are quite cunning, able to think several steps ahead of your competition.
In addition, the more mysterious and roguish you seem to be, the more attractive you will be to any prospective paramours. Any sexual partner will find their pleasure enhanced as the risk (or perceived risk) of discovery or danger increases.



Monster Girls Perks

Monstrous Race

[100]

So, you are not quite human. Nothing wrong with that. This perk can be purchased once for each Level. For the duration of that Level, you are a member of a common non-human race or a humanoid version of a monster that exists in that setting. Your size remains in the general size range of a human, so being a Godzilla Girl wouldn't make you skyscraper sized, but could make you nine feet tall.

This alters your appearance, and provides one or two minor advantages, such as a pair of tentacles or a barbed penis, addictive semen, or maybe even powerful pheromones to attract your prey / mates. Outside of the Level for which it is picked, and after this Jump, this becomes an Alt-form, but the advantage it provides carries over to all your forms. This can be toggled on and off.

To Soothe the Savage Breast

[100]

With all those Monster Girls and such wandering around, someone is eventually going to think about taming them and harnessing their power. And apparently, that someone is you, but the nature of this world means that taming is going to have a special meaning.

You can "tame" savage or monstrous creatures by having sex with them. This is considerably faster and more effective than more conventional methods of domestication or conditioning. Even one sexual encounter would make a beast far less willing to harm you. A half a dozen romps in the sack could turn a dangerous beast into a loyal though still domineering friend. A couple of dozen and that friend will follow your commands. More powerful and more willful beasts will require more effort and time for taming. And, of course, the better the sex, the more powerful this taming effect becomes.

Please note, this works on both creatures of less than human intelligence and those of human intelligence that are heavily influenced by their more primitive instincts. It also makes them more likely to have sex with you before killing you, giving you an opportunity to put this perk to work if you want to.

Magical Girls Perks

Sexual Magic Appeal

[100]

Your magical power, of all kinds, is boosted by how sexy and flirtatious you look and act. A tiny skirt and gratuitous panty shots combined with giggling and some flirty looks might double your power. Sexy lingerie and seductive behavior could triple it. Down right nudity and

imitating a pornstar could give you five times the power. Anything that boosts sex appeal and sexiness can increase this as well.



Dark Intentions
[100]

Bad guys do bad things. And when bad guys capture pretty little magical girls, they usually do bad things to them. And obviously, pretty little magical girls tend to want to avoid that. This perk helps with that, no matter which side you are on.

When you are attempting to capture an opponent, especially if you want them at least mostly unharmed, you will find all your abilities are enhanced and your strategies and tactics more effective. Once you have captured someone, it will be almost impossible for them to escape. When someone is attempting to capture you, their abilities will be decreased and they will make stupid strategic and tactical mistakes. If you are captured, you will be guaranteed to escape or be rescued before any significant harm is done to you.

Erotic Science Fiction Perks

Universal Appeal
[100]

Logically, different cultures and species should have different standards of beauty. Even the same culture a decade or two apart could have noticeable differences. But that does not apply to you. Any and



all beings will react to your appearance and sex appeal as if their standards were identical to yours. Physical incompatibility is also no longer an issue. Somehow, you will be able to safely engage in sexual activities with any species, no matter how disparate your anatomy. Sexual skills are now universally applicable to all your partners, regardless of species. You can also breed with any partner, with any hybrid children somehow being viable and with the better qualities of both parent species.

Everything Is Better In Chrome & Neon
[100]

This is a simple fact of reality. Cars are faster, weapons do more damage, and even the sex is better. The reason for this is that Chrome reflects and Neon purifies. Totally not making that up. You've gained some of those qualities. You drive away dirt and grime by your mere presence, damaged objects slowly repair themselves, and the people around you tend to look better and be healthier... though they might also tend to start dressing in black leather and decorating everything in glowing lights and shiny metal. Most importantly, you're never dazzled by lights in your eyes, either real or metaphorical.



ITEMS

Items are discounted for the appropriate Origin. Discounted 100cp Items are free instead. Any Item lost or destroyed is restored in 24 hours. Appropriate Items can be Imported at no cost. Properties can be merged. Items can be purchased multiple times.
Each Jumper gains +300 cp to be spent on items.

General Items

Universal STD Vaccine
[Free and Mandatory for All, 100 for more]

Right as you arrive here you're vaccinated with this incredible cocktail which makes you utterly immune to any disease or condition that could possibly be spread by sexual contact (even the creepy thing from 'It Follows'). Furthermore, anyone you have sex with will also be cured of any such condition. For 100 CP, you gain a supply of this Vaccine sufficient to inoculate 1,000 people a day.

Nude Fundamentals
[Optional for All Origins & Changes Depending on Level]
You have a parent or parental figure that cares enough about you to provide room and board for you, plus a small amount of spending money each month. You either live with them, or in a property they rent for you, a small house or apartment of some kind, a cheap but decent vehicle of an appropriate type, and the various basic sundries needed to live. Basically, you have a life, set up and waiting for you. You might even have a job, if you're mature enough, or a place at a school if you're younger.
You can choose to have this without the family connections.

Naked Capitalism
[50, 100, or 200]
You have a trust fund that provides you with sufficient annual income to place you at a comfortable upper-middle class without needing to work an actual job.
For an additional 50cp (100cp total), your trust fund will provide an income equivalent to that of the wealthiest individual in the setting.
For a total of 200cp, your trust fund will provide unlimited wealth.
This money is legal, with all taxes paid and all documentation needed. No one will question where it comes from. This item follows you to all future Jumps, adapting as needed, and can be toggled off for a Jump. The money can be accessed from any form of bank, in your Warehouse or from inside any personal inventory or any storage item that accesses dimensional pockets or extended spaces.
Purchases of this perk are the same as purchases of Bear Necessities from the Generic First Jump, and the amount of CP spent is combined to determine its level.

Maraschino Cherries
[Free]
You get an unlimited supply of artificially dyed cherries in almond syrup. They come with stems attached and most of them are two cherry pairs.

Like a Virgin
[Free to Take, 50 to not take]

The complete recordings of Madonna, in every conceivable recording format, plus one of every piece of Madonna merchandise ever sold. It has its own storage space attached to the Warehouse just for this merchandise and NOTHING ELSE.

Virgin Mary
[50]
You get an unlimited supply of any and all non-alcoholic cocktails from every setting you have visited. This comes with glasses, ice, little umbrellas, and other needed accouterments.

Extra Virgin Olive Oil
[50]
Makes things slick. Very slick. Anytime you want, you can reach out and grab a bottle or can of the very best Extra Virgin Olive Oil. Not only is it excellent for cooking or dressing, it makes a very nice lube. Of course, it does destroy latex condoms, but it won't damage silicone toys like silicone lube will, and oil based lube is thicker and lasts longer than either water based or silicone... and it's edible. When used as lube, the oil you produce is guaranteed not to cause infections (which can be a risk with any organic introduced into the body) or acne outbreaks (which can happen with oil applied to skin), and is guaranteed not to stain.
It also makes a fantastic skin moisturizer. You can summon up to five gallons an hour.
If you need more than that, you're probably an addict.

Virgin Mobile
[50]
You get a disposable cell phone that leaves no record of its existence. Each time you make a call with it, it will self-destruct and you'll get another one. Each new phone will be utterly clean of any apps or contacts you don't want on that phone. While being used, It is easily traced, but that's okay because it won't exist as soon as you hang up. These phones can call anyone you want to contact, and caller ID always reads "Richard Branson". Furthermore, you can send one of these phones to anyone you want to contact if they don't have their own phone. Sent phones take an hour to arrive anywhere. They do not self-destruct unless you want them to, and can always be used to call your current Mobile.

Virgin Atlantic
[50]
You have a plane ticket. It can be used to gain priority seating on any commercial airplane with seating of your choice. So if you want to sit next to a specific passenger, or first class... or anywhere that's not a restricted area (like the cockpit) you'll be able to. All services on the flight that are available for anyone else are free for you for the duration. The ticket is reusable

but not for more than one flight at a time. Multiple seats on the same plane will take multiple tickets.

Virgin Voyages
[50]
You have a cruise ship ticket. It can be used to gain priority seating on any cruise ship or similar (such as ferries) with seating of your choice. All services on the cruise that are available for anyone else are free for you for the duration. You may have your choice of seating or cabins, if they are available. The ticket is reusable but not for more than one cruise at a time. Multiple fares on the same ship will take multiple tickets.

Virgin Queen
[50]
You have a portrait of Queen Elizabeth the First of England, by an artist and in a style of your choice. It will be signed by both the artist and the Queen, and will be accepted as legitimate and real by anyone examining it.
If you happen to need advice on ruling or leadership, Queen Elizabeth will animate like a portrait from a certain book series to help you. She is an expert and will somehow be fully informed on the history, economics and politics of your current setting. She might also do a striptease, if you ask nicely.



Virgin Records
[100]
You own a large and successful record studio. This company will adapt to fit future Jumps and will operate itself, making you a considerable income. What is more, owning this studio is likely to provide you with contacts in a number of industries, especially music and entertainment.

Virgin Forest
[100]

You own one hundred square miles of completely untouched old growth forests. This can be attached to your warehouse or it can be inserted somewhere in the setting. The specific nature of the flora and fauna can either stay the same or adapt to fit each new setting. No one will ever be able to legally take this land from you and there are no taxes owed. No natural disaster will ever damage this property.

If you choose to have this forest harvested, replanted trees will grow ten times faster than normal, and it will be fully restored when you enter a new Jump.

Virgin Galactic
[100]

You gain a space-plane. It is able to, just barely, reach low earth orbit, but the view is staggering. It never needs maintenance or refueling, and it always has take off and landing clearance. Unlike the current Virgin Galactic, you do not need a launch vehicle to get into low orbit. Your space-plane can carry three passengers and is self-piloting. It has virtually no cargo capacity. Maybe a single small suitcase per person.

Virgin Islands
[100]

You have a beautiful, luxurious home on a tropical island of your choice, large enough for you and all the guests you want to invite. It is fully paid for, including any taxes. This home provides its own utilities and supplies, its communication systems such as phones or television never go down, and it is self-cleaning and self-maintaining.

It is exceptionally easy for you to travel to, with arrangements being easy to make and often free, but exceptionally difficult for anyone not invited to find or reach.

And don't worry, any others living on the island may or may not be virgins, but they are all willing to try new things.

The island isn't immune to bad weather, but disasters such as Hurricanes, Quakes, and Tsunamis won't hit your island home unless someone is directing them.

Virgin Sacrifice
[100]

So you're an evil cultist or primitive screw head and need a virgin to sacrifice to your dark god / a dragon / the local volcano... but there don't seem to be any available or willing. Thankfully, we've got you covered. Now, while we could provide you the real thing, we're not colossal douchebags like you, so we're going to provide you with a Tofu Virgin™. Tofu Virgins contain all

the same virginy goodness with none of the downside like actually being a person. Not only that, but they're low fat and twice as satisfying as the real thing.
Guaranteed that Dread Cthulhu won't be able to tell the difference.
You can order a new Tofu Virgin once a week. It will arrive within 24 hours at your designated destination and will keep for up to three weeks in cold storage. Delivery is free.

Cherry Soda
[50]
You have an unlimited supply of the best cherry flavored soda that ever existed and cherry syrup to make anything else taste like cherries.

Cherry Cordials
[50]
A box of cherry filled chocolates. Sinful and almost too sweet. These have actual brandy or whisky or rum inside them. You never know which type of cherry or alcohol might be in a specific one until you bite into it... but they're all delicious.
If you really want, you can also get the non-alcoholic version, but why?
Either way, you get a new box of fifty pieces every day.

Cherries Jubilee
[100]
This is a dessert dish made with cherries and liqueur (typically Kirschwasser), which is subsequently flambéed, and commonly served as a sauce over vanilla ice cream. It is decadent and delicious. You get an unlimited supply of fresh black forest cherries (pitted and macerated), Kirschwasser (a german cherry liqueur), and French Vanilla Ice Cream.
You now know how to make Cherries Jubilee better than anyone else in the universe and make it perfectly every time, no matter what limitations you might be under.
In addition, you can summon any baked good that is predominantly made from cherries or of which cherries are a major component, such as cherry pie, cherry torte, cherry danish, Black Forest Gateau, cherry muffin, cherry scone, etc. But only at the end of any meal.
You may summon one serving for each person you are dining with.

Cherry Bombs
[100]
The original globe salute fireworks, a Cherry Bomb is a spherical explosive with roughly 1-3 grams of black powder or flash powder packed into it and fused with a four to six second incendiary wick. You get a small bag containing an unlimited supply of these, as well as the much weaker 50mg cherry bombs legal in the US, and a lighter that never blows out in the

wind or rain, and never runs out of fuel. You can have only a dozen bombs deployed at a time, but any you use are instantly replaced.

Cherry, Arizona
[100]

You are now the sole owner of a small abandoned Old West mining town. It can be kept attached to your Warehouse or inserted into each setting.
Interestingly, it is possible to restore this town to working order, with all supplies and even with the mines refilled with gold. All you have to do is perform a simple ritual to sacrifice a virginity once a year in the center of Main Street. Doing so will provide everything this town needs to function except the people.



Cherry Tree / The Cherry Orchard
[50/300]

This tree supplies an endless variety of all premium varieties of fresh cherries. They are always ripe and fresh and each tree can produce up to 10 kilograms of cherries a day, though each tree is either sweet cherries or sour cherries on a given day. You get five trees per 50 spent, or a thousand trees for 300.
If you buy the orchard, wandering actors will stroll through the area at random, performing Anton Checkov's immortal play of the same name or one of his other works. They're very good, but only interested in performing.



Mint Condition
[50]

You have an unlimited supply of any mint-flavored food or drink. All of these have the effects of cleaning, whitening, strengthening and even repairing your teeth,

settling an upset stomach, and eliminating any breath odor.

U.S. Mint
[50]
Okay, you do not get the actual U.S. Mint. What you do get is the right to cause whatever authority that exists that creates money, such as the U.S. Mint, to create a new denomination of your choice with your image (any pose or alt-form of yours) on it. You also get the first example of this new money as a keepsake. The newly created denomination cannot be more than twice as valuable as an existing denomination. The creation and circulation of this denomination will have minimal economic impact.

Naif Items

V-Card
[100]
This small I.D. card has an always updating display of your sexual status, including exactly what activities you have participated in. It can also be used in place of any form of I.D. you might possess, and is always at hand when you want it.

Spotless Record
[100]
Well, of course your record is spotless. You never did anything wrong. And it is going to stay that way. You see, you have a copy of your record. That is, a list of literally everything you have ever done, good or bad. And, once per year, you can edit this list to remove items. Active entries cannot be removed, such as something you are still participating in or that someone is actively seeking you for like a cop wanting to arrest you for a crime. But inactive entries, like old childhood embarrassments or crimes you have paid for already, can be removed. Doing so means that that action no longer shows up as having happened. No records of it will be found, people will not forget it but they will not take it into consideration when thinking about you. You can erase a criminal record, hide your employment as a stripper, or make everyone ignore the fact that you cheated on your significant other when you were on spring break.

Predator Radar
[200]
Innocents, like you, are all too often the target of nefarious people of all sorts, simply because they lack the ability to detect such nefarious people. This device, which closely resembles a smartphone, will surely be of great assistance to you. It detects predatory intentions and provides a warning, either a ringtone or buzzing, if someone relatively near you means harm to

you or someone else in the area. If the built-in camera is pointed at someone directly, the image will include gauges to show how bad those intentions are, ranging from "hurt their feelings" to "rape, torture and murder". It does not indicate the intended victim.

Neet Items

Toy Chest
[100]

All the sex toys you could ever want, including bondage gear that will instantly release you if there's trouble or if you even think the safeword with that intent. Can't cause actual harm no matter how rough the rough play. Self-cleaning (that's very important).

Porn-o-Pass
[100]

You have a paid membership to every conceivable porn site or sex club (if you're actually willing to go outside). Your computer traffic to or from those sites is completely invisible to all regulatory groups and any time you are physically travelling to or from one of those clubs you cannot be tracked by law enforcement or anyone attempting to blackmail you.

Revirginizer
[200]

This gun-shaped item turns anyone shot with it back into a physical virgin. Shooting them at full power for twenty seconds will permanently remove all previous sexual knowledge, though this does not remove their knowledge of biological processes if they had any. It does not stop them from relearning or experiencing anything sexual.

Incel Items

Microgate
[100]

This device allows you to pass anything up to the size of a human arm through it. It will pass through to the other side, which can be anywhere within a thousand meters. Limbs (or other body parts) passed through the gate can easily be aimed and oriented, with the holder of the device being able to sense everything physically present within one meter of the targeted area as if seeing, hearing, smelling, or tasting it if they concentrate on doing so.

Compliance Pills
[100]

This drug, which is tasteless, odorless, undetectable and dissolves instantly in water, makes anyone who ingests it highly susceptible to any seduction attempt as well as generally increasing their vulnerability to becoming aroused. It does not affect memory.



Playmate Customizer
[200]

If you put an unconscious or willing person or animal into this device, a large transparent crystalline tube, a command console will appear, allowing you to modify the subject's body and mind. You will be able to dial their physical traits to anything possible for their species, and can dial their mental state along four axes (dominant / submissive, aggressive / passive, logical / impulsive, slutty / demure). You can also decrease their intelligence, willpower, or common sense, but cannot increase it. Lastly, you can decrease their physical age and remove some or all of their memories, though the memory removal process isn't particularly accurate, so removing too many might end up removing them all.

Aro/Ace Items

Modular Genitals
[100]

You get a penis. A fully functional and detachable one. If you already had one, your penis becomes detachable. It can be attached to any woman to give her a functional penis. You can choose to feel anything your penis feels, and have it either shoot your semen or her own genetic material. You also get a vagina and uterus, also fully functional and detachable, that can become fertile at will, producing anywhere from one to six eggs on demand. You also can choose to feel anything the vagina / uterus feels. You can mix and match, having both penis and vagina at the same time.



Secondary Attributes
[100]
You gain modular testicles and breasts. You may have up to six breasts and four testicles at the same time, and you can control the size to be anything even vaguely humanly possible. They can be attached to anyone else. The breasts produce high quality milk if you want them to and the testicles produce the individual's genome.

Shifter
[200]
This device allows you to edit the universe of any Jump (or Level in this Jump) you're about to enter to alter the gender, sexuality, and/or physical sex of any named character(s). Absolutely nothing else changes, with the universe adjusting to the absolute minimum needed to make everything else still make sense. This cannot inflict dysphoria on someone, nor cure it.

COMPANIONS

Create Companions
[50cp each, 200cp for 10]
You can create as many new Companions as you wish to pay for. They get an Origin of their choice, all relevant freebies and discounts, and +1000cp to spend, as well as a background and personality that you can design, either completely or in broad strokes. Companions can take any Drawback that primarily affects them rather than altering the setting. These Companions will be with you as you move from Level to Level. If you buy the value pack, a new Companion will join you each level, where they automatically get one of that Level's Perks for free.
If you took the Body-Snatcher Identity, each new Companion can be your identity in that Level. You won't get to keep their purchases for that level, but you will be able to use them while you're the same person. Odds are they might not be happy with you once you're out of their body, and they will remember that what happened was you controlling their body.

This can be used to import Pokemon you might have picked up in Pokemon Trainer, either as animals, people, or still in Pokeform. If you give them a new form, that new form becomes an Altform.



DRAWBACKS

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward. Also, the drawbacks that change the world are altering its condition at the start of the Jump. If you are genuinely capable of changing the nature of the world, fiat will not kick in to change it back. Drawbacks specific to a particular Level, referred to as Complications, only function in that Level. If one Drawback Replaces another, you no longer get points for the Replaced Drawback.
Drawbacks Marked with a * provide their CP to both GVJ and G1J when combined.

General Drawbacks

Long Runner
[+100]
Instead of spending just one year in each level, you'll be spending a full decade.



Drawback Keeper
[+50]
This makes what would be a Level specific Complication into a General Drawback.
This can be taken up to once for each Complication that you have taken.

Unprepared
[+200]
You do not gain the Basic Requirements perk.

Clueless
[+100]
You have the mental stats of an under-average individual. Expect to be confused by basic logic, think of comebacks only hours or days later, and be more than a little forgetful.

Powerless
[+100]
You have the physical stats of an under-average individual. Expect to trip over your own feet, have trouble lifting even moderately heavy items, and to get winded climbing stairs.

Classless
[+100]
You have the social stats of an under-average individual. Expect to stumble your way through a lot of conversations, experience mild social anxiety, and have trouble reading other people.

Innocence
[+100]
Until the end of this Jump, you can not remember the events of any Levels except the

one you are currently in.

Blank Slate
[+200]
You have no memories of your time before entering the first Level and explicitly no memories of Jumpchain. You are probably very confused.

Why Be Yourself?
[+100/+200]
Normally, you'd get to decide the details of who you'll be in each Level. That is no longer the case. Some or all of the following details (age, sex/gender, race, orientation) will be randomly changed within the range applicable for your Perks and Origin.
You can pick one of the five to control in each level, though it need not be the same each time. If you're Full Immersion, this is worth an additional hundred.

Randomizer
[+100]
Your Level choice is out of your hands. Roll a d10. Check the list to see which Level that number corresponds to. That's your first Level. Survived it? Good. Keep rolling and completing Levels until all ten are completed. You re-roll if you roll a Level you have already faced.



Super Duper Randomizer
[+200]
Normally, if you mix this with Generic First Jump, the levels match up one to one (SoL to SoL, Survival to Monster Girls, Horror to Erotic Horror, Military to Gender Wars, Modern Adventure to Education, Super Hero to Magical Girls, Modern Occult to Mind Control, Historical to Potboiler, Fantasy to Erotic Fantasy, and Sci-Fi to Erotic Science Fiction)... but take this and all that is thrown out the window. Every single match up will be random, with the only guarantee being that you won't get the natural match up.

100 Years 100 Levels
[+400]
Replaces Long Runner and Super Duper Randomizer

Now, instead of 100 years spent in 10 levels, you'll be facing every conceivable combination of Levels from G1J and GVJ for one year each. You lucky dog you!

Okay, Now You Are Getting Ridiculous
[+800]
Replaces 100 Years 100 Levels
Maybe you guessed it, maybe not. But now, you get to spend a full decade in each of the possible Level combinations of GFJ and GVJ. A full thousand years in total. Is it worth it?



Why Are You Taking This Again!?
[+300]
Requires having already taken 'That One Drawback' from G1J
You know how Generic First Jump has that drawback called 'That One Drawback No One Ever Takes More Than Once'? This isn't that one. This is that one's angry older brother. This isn't a Scaling Enemy. This is an Overscaling Enemy. You are being pursued by an enemy that is more skilled, more powerful than you are by at least fifty percent. This enemy will track you across each Level, taking on an appropriate role in each setting in order to avenge the defeat of their younger sibling, and like said younger sibling, they will respawn in each Level even if you managed to kill them in a previous Level.
Unlike the little sibling, this enemy is cunning and sadistic. They don't just want you dead. They want you to suffer and will prefer to make you go mad rather than kill you outright.
If you're taking GVJ in supplement mode to G1J, the Scaling Enemy will always appear before the Overscaling Enemy and they don't team up.
Comes with a T-Shirt that says "I'm with stupid" and has an arrow pointing up.

When Doves Cry
[Variable]
Requires at least 1000 points of drawbacks
Since there is a non-zero chance of you dying / going mad and being forced to repeat a level, it wouldn't be much fun if you were just repeating yourself over and over again. Now you won't, since the specific details of the level will change each time you restart it. This is worth an additional 50 CP for every 200cp worth of Drawbacks you take.

Education / Edutainment Complications

Jailbait
[+100]

You're drastically under the age of consent and not really ready for sex, biologically or emotionally speaking. This means the only people who will be willing to have sex with you are probably also that age or a bit creepy.

Grades Matter
[+100]
You have to actually attend your school and do well enough to pass. Even worse, you are going to have to work for it, because you will not remember any skills or knowledge from your previous life that would let you breeze through your work.

Sex Ed
[+100]
You are now required to attend and pass your school's Sexual Education course. Fair warning, it is very thorough and definitely hands on. Actual demonstrations will respect sexual orientation, but you will still be responsible for all theoretical material.

Naked in School
[+100]
Your school is now participating in the Naked In School program, and you will have to be a part of it for a full week. You will not be permitted to wear clothing at school or any school-sponsored event, teachers will likely use you for in-class demonstrations and you are required to submit to any "Reasonable Request" from a classmate. Such requests can extend to them touching you, but not to any form of intercourse or even to requiring you to touch them. Don't worry, if you get really horny then you can ask for volunteers to help relieve you at the start of each class, everyone is on contraceptives and there are no STDs here. On the plus side, many businesses will actually give you discounts while you're doing 'Outreach' (i.e. being Naked in Public after school).

Slice of Life / Letters to Penthouse Complications

What is This 'Fidelity' of Which You Speak?
[+100]
Welp, it's true. You're a slut. You'd hop into bed with someone for a packet of crisps or half a sandwich. You'll drop trou for almost anyone almost anywhere.
This probably won't make you feel great about yourself.

I Was How Drunk?
[+100]

You have an alcohol problem (or maybe it's drugs) that seriously impedes your decision making ability. It is not impossible to beat the addiction, but it is going to be really, really difficult.



You're a Very Naughty Boy
[+100]
Requires at least one of the other three Complications from this Level
You feel really really bad about all the things you've done, are doing, will have done. Like a repentant nun who just can't help letting the mother superior spank her every sunday.

We are Living in a Material World, and You are a Material Girl
[+100]
In order for you to have sex with someone, they will have to pay you for it.
With real money. Their own real money... or gifts. Valuable gifts.
Diamonds are a girl's best friend, so they say.
With What is This Fidelity, you'll accept almost anything they offer, no matter how degrading.

Mind Control / Netorare Complications

Open Minded
[+100]
Your will is just not as strong as you thought it was. You will have difficulty resisting mind control, social manipulation, or even just regular peer pressure.

Open Book
[+200]
Replaces Open Minded

You have absolutely no defenses or protection from any form of mind control. And something about you allows potential controllers to sense this. I hope you have some alert and loyal friends. Don't worry, no one can force you to choose to give up your chain or make them a Companion and if you complete or end up restarting the level, any mind control you were under will be removed.

It's Not Rape If You Enjoy It
[+100]
It absolutely is, but if you do end up getting taken against your will, and find that your rapist tricks your body into feeling pleasure, legally it won't be considered rape. On the other hand, if you are the aggressor, your victim will be easily believed and cases against you will be pursued with vigor.

Disobedient Servants
[+100]
Any victims of your mind control will be fairly strong-willed and quite clever about obeying the letter of your commands rather than the spirit. If you are the one being controlled, you will be forced to obey the spirit as well as the letter. You will not be able to resist cleverly, pure willpower will be your only option.

Erotic Horror Complications

Be Afraid
[+100]
Darkness lies around every corner in this world, and that darkness hungers for you. It can't, quite, reach you itself, and instead it whispers in the minds of others around you, pushing them to try to corrupt you, to debase you, to destroy you.
Be afraid.



Be Very Afraid
[+200]
Replaces Be Afraid
Darkness lies around every corner in this world, and that darkness is aware of you. It gnaws, slowly, at your sanity, pushing you to bend, to break, to succumb to the madness and become one with the darkness. If you don't resist with all you have within you, you'll slowly descend into the dark. Go completely mad and you'll repeat the level... but the memories of what you did won't go away just because you restarted.
Be afraid. Be Very Afraid.

Cultists
[+100]
There are many of these charming individuals in their heavy robes with their sharp knives and crazy eyes. They want to sacrifice you to their dark eldritch god... probably after some really perverted shit.

The Thirst
[+100]
A very sexy vampire wants to suck your blood, among other things. Odds are he or she will either kill you or turn you into a vampire if you let them. Being turned into a vampire counts as dying, plus it really hurts.

Erotic Fantasy Complications

Magical Realm
[+100]
Did someone say tentacles? Futanari elves? Extremely stretchy goblin wenches? Unbirthing lamia? Piss drinking Trolls? Welcome to a very magical realm. Everything here is at least one person's fetish, and the fetishes will routinely clash.

Corrupted Magical Realm
[+200]
Replaces Magical Realm
Now with some kind of soul corrupting, mind / sanity destroying lust based corruption! Effectively, this is the same as Magical Realm, but now the fetishes are contagious and all sourced from some kind of general sexual corruption that slowly seeps into you anytime you give in to any of the more extreme fetishes or are made to submit to them.
What defines a 'more extreme' fetish? Who can say?! You'll have to experiment and find out!
If you become completely corrupted, you'll have to repeat the Level.

Wizard
[+100]
You're ooooooold! So very very old! Old old old! Like... at least 40! Everyone will remark on how super duper old you are! This does make your magical powers greater while you're in the Erotic Fantasy Level, but it massively reduces your chances of getting laid with most people.

Slimes!
[+100]
The apex sexual predators in this world are now Slimes and Mimics that can lurk almost anywhere. Consummate ambush predators, they excel at mind-breaking their victims before

they turn them into more of their own kind. Their saliva eats through clothing and armor, and they have numerous pseudopods with which to immobilize the unwary.
Thankfully, most towns have wards that keep them from sneaking in... but sometimes they fail, are sabotaged or damaged by accident, and can be overwhelmed by mass numbers.

Gender Wars / Mecha Musume Complications

Emotional Distance
[+100]
Your commander / troops are quite kuudere, depending on which you are. Their cold demeanor will hurt your feelings.

Emotional Breakdown
[+100]
Requires Emotional Distance
The physical fighting fitness of your unit(s) directly correlates to the amount of love they get from their commander. If you're a commander, you'll have to keep your troops 'satisfied'. If you're a troop, you'll have to convince your commander to praise you and give you headpats.

Implacable Foe
[+100]
There can be no peace as long as the other side lives, and both sides know it. Worse, you're pretty certain your side is losing the war, slowly, but inexorably.

The Real Enemy is Us
[+100]
Your side is, either openly or secretly, the bad guys. Expect to find a lot of emotional turmoil as you have to choose between remaining loyal to your own (evil) side or doing what is right but betraying your allies.

Pot Boilers / Period Romance Complications

Chattel
[+100]
You've been sold as a slave. Even if you escape, there is a whole industry involved in bringing you back to your owner. Thankfully, you're either a domestic or labor slave, rather than something prurient. On the downside, that means your owners have less reason to treat you gently.

Welcome to the Seraglio
[+200]

Replaces Chattel

You've been sold into sexual slavery. While this might mean better treatment and nicer accomodations than a regular slave, it almost certainly means your owner will be paying a lot of attention to your body. You might even be used as breeding stock.

Deep Sleeper

[+100]

You sleep a lot, and are nearly impossible to wake without causing you extreme amounts of pain. Not only does this leave you vulnerable to attacks both violent and sexual, but it means that your time in this Level doesn't count the time you spend asleep.

Obviously Evil

[+100]

Something about you is clearly off. Maybe it's the handlebar moustache. Maybe it's the constant smirk. Maybe it's the fact that you always introduce yourself as Madame d'Murder. Regardless, you're quite clearly evil and all but the most oblivious types will notice it within a few minutes in your presence. Your only saving grace may be that period heroines are often less than brilliant.



Monster Girls Complications

Untamed Hearts

[+100]

The Monster girls are exceptionally feral and aggressive. Don't expect to domesticate any of them. If you are a Monster girl, your instincts and drives will be much stronger.

Mandatory Monogamy

[+100]

Requires Untamed Hearts

All the Monster girls are exceptionally territorial and possessive now, and absolutely refuse to share their mate... or mates. Monogamy in this pretty much only applies to one Monster Girl

per normal, not the other way round. If you are a Monster Girl, expect other girls to try to steal your mates all the time... or kill you for them.

Last Man Standing
[+100]
You're the only viable mate around, and the Monster girls know it. Or, if you are a Monster girl, there are only a few potential mates available. Either way, expect trouble.

No Alibi
[+100]
You are a hideous beast... even if you're not a monster girl. You've got the kind of face even a mother would be horrified by.

Magical Girls Complications

Lucky Dog!
[+100]
You're not a magical girl! You're a mascot! You have some cute animal form, or maybe even a plushie form. You cannot change into any other form, except maybe a temporary power-up Battle Form. You can still talk and use any other abilities you might possess. You can keep this form as an Alt-form after the Jump ends.

Dumb Dog!
[+200]
Replaces Lucky Dog!
You're no longer a mascot... you're a pet. Like a dog or cat... don't think this will make things less pervy. You keep your mind, but cannot communicate and are strongly influenced by your new animal instincts. You can keep this form as an Alt-form after the Jump ends.

Perverted Power Production
[+100]
Your Magical Girl powers are fuelled by energy that can only be collected in some lewd way. It could be from suckling breast milk, from being spanked on your bare bottom or from straight-up sex, but you are going to have to get down and dirty if you want to battle evil in the name of Lust and Lewdness!

Secret Identity
[+100]
You are not a Magical Girl all the time. But I bet you wish you were, because your home life sucks in some major way. You could be basically homeless, or an abused orphan or live in a

crime-infested hellhole. Regardless of the particular details, your normal life is bad and you will find it difficult to change things for the better.

Erotic Science Fiction Complications

Broadcast Empathy
[+100]
You cannot help but express every single emotion you feel in a dramatic fashion. This is not psychic, just really being a colossal drama queen. This will cause issues at least occasionally.

Telepathy
[+200]
Replaces Broadcast Empathy
You are constantly broadcasting all your thoughts. Anyone without significant mental defenses will hear your surface thoughts any time they are near you.

Hard Sci-Fi
[+100]
No. Not that kind of hard. You are perpetually aroused. 24-7-365.248. All the damned time. While this will not cause health problems, it will probably cause social problems and could cloud your judgement if you are not careful.

Sexnobabble
[+100]
Everything technical is also somehow sexual. Why is the warp drive powered by plugging crew members into Orgasmotrons? Because Science! Sexy Science! The best kind of Science!

FINAL CHOICES

Well, you survived. Wait, was that really in doubt? This isn't really a high risk Jump. Whatever. Now you get to make one final choice, but either way, you receive one last reward.

Body Mod Reward
[Free for All]
All perks and items from this Jump (with the exception of Basic Requirements) are now considered part of your Body Mod. You will still have them, even in Gauntlets or if you take a Power Loss Drawback.

Do you want to **GO HOME**?

Then you will return to your world of origin. All drawbacks end, you get to take everything you have acquired with you, and everything will be inserted into your previous life with as little disruption as possible.

Do you want to **MOVE ON**?
Then you get to go to another Jump. All drawbacks end, and you get to take everything you have acquired with you.

NOTES

Boosted Perks

When the boosting perk is toggled off, all boost effects are also toggled off.
Taking the Questionable Booster Perks as Drawbacks for just the GVJ is enough to get the boosts for Perks they boost, but invoking them requires turning the Drawback back on for the duration of the Jump you want to use them in.

Final Choices

Companions get to make this choice as well, and when choosing, they are completely free of any influence except their own thoughts and feelings. Companions who choose to **GO HOME** will choose one of the Levels and will return to their lives in that world.
If a Companion chooses to **MOVE ON**, and the Jumper chooses differently or the Companion just does not want to be with the Jumper anymore, then the Companion becomes a Jumper in their own right, acquiring all that a new Jumper is usually given and retaining everything previously acquired.

CHANGE LOG

Version 1.0

Created the document.

Version 1.1

Clarified **Naked Capitalism**.
Spelling and formatting corrections.

Version 1.2

Added **Libido Control.**

Clarified how some General Drawbacks work in Combination Mode.

Version 1.3

Thanks to Cliffc999 for the feedback

Added **No Harm, No Foul** & **Trickle Down**.

Added **Just Dirty Enough**.

Added a stretchiness clause to **Body of a QQ Jumper**.

Added a "less harm" clause to **Humpchain**.

Mind of a QQ Jumper now triggers even on failed jumps.

Version 1.4

Changed **Naked Capitalism** to reflect updates in Generic First Jump.

Added **Melody** and **Rhapsody** perks.