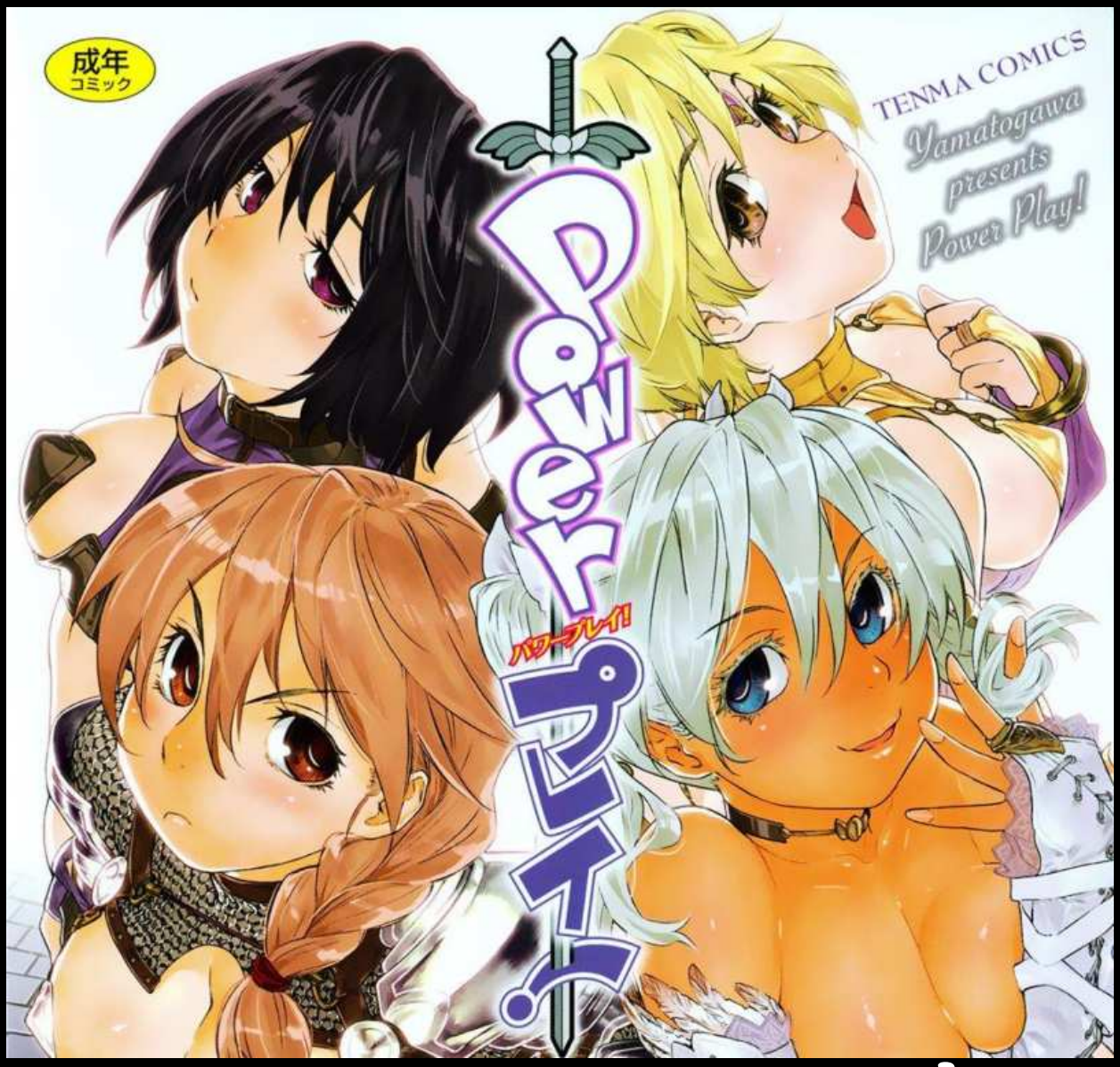


POWER PLAY!

Jump by dragonjek
Version 1.1

In a fantasy land, the Evil Sex King Shadahl rampaged across the land, kidnapped women and raping them into his devoted sex slaves. He would take all the women in an area, then move on to the next, ceaseless in his quest to turn all the women in the world into his harem.

But one day, he was assaulted by a trio of heroines; Princess Maria, the Pegasus Knight; Eclair, the Ninja; Miina, the Magical Knight. Through their power and personal lewdness, they were able to overcome the Evil Sex King, and were going to drain him completely of the source of his immortality—his semen—when Shadahl's familiar, the sparrow Sara, cast a spell for him to escape…

Or at least, that's the plot for the game Sadaharu was designing.

Or at least, that's what he thought it was, before sparrow-turned-demon girl Sara crashed into the window at the restaurant he was sitting at.

As it turns out, instead of a teleportation spell, Sara accidentally cast a reincarnation spell, sending Shadahl—now known as Sadaharu—into another world entirely, where he lost his memories and power in the process of reincarnating. Sara, determined to restore her king to his rightful state, begins her quest to restore Sadaharu's magical power and help him dominate all the women in the world… even if he doesn't seem to give a crap about it.

The heroines that followed her to this world don't seem too happy about her plans, however… or the fact that Shadahl has survived in any way, shape, or form.

But all this hasn't happened yet. For a matter of fact, at the time you arrive, the heroines have only just come within sight of the Evil Sex King's current castle.

You receive **+1000 CP** to prepare yourself for your time in the world(s) presented to you.

Location

You may freely pick your location.

World of Fantasy:
A world of magic, adventure, and passion, this is the world from which most of the characters are born.

World of Mundanity:

The world as you know it, a place lacking the supernatural… except for that which was sent to this world, of course. Due to a certain matter of Sara messing up the teleportation spell, Shadahl's soul has already been sent back in time and has already been reincarnated into this world as Sadaharu, and Sadaharu will continue to exist as the Evil Sex King's reincarnation, even if you prevent Sara from casting the spell in the first place. This would result in two souls of Shadahl existing at once, even if one is amnesiac. Time and dimension travel combine to make some weird shit.

Origins

Time to determine what your backstory is in this world… although if you would prefer to just drop in to the setting with no history, that's fine too; just pick an Origin for its discounts, and you're all set. Although if you're interested in it, you can take the place of one of the characters whose Origin matches yours, such as a Magical Knight becoming Miina and gaining her memories. This does not give you that character's abilities, however. If you aren't a drop-in, then your age is 24 + 1d8, and you may freely choose your sex and gender.

Reincarnated Villain (Free):
You're an ordinary person… or you thought you were, before you discovered that you were actually the reincarnation of a terrible, evil, and lustful figure from another world. It doesn't actually influence who you are as a person, though.

Demonic Being (Free):
You're a demonic entity, presumably in service to the Evil Sex King, and who has until this point served him loyally. But soon your master will disappear, and your life will be your own to choose. Will you follow him to another world, or try to make your own path in a land without a demon king?

Pegasus Knight (-100 CP):
You are both of noble blood, and a warrior who's fortunate enough to have earned the loyalty of the noblest of steeds, the pegasus. Your body is your strongest asset.

Combat Ninja (-100 CP):

You are an elite spy and warrior, equally capable in stealth, sabotage, and combat. You have powers over your personal energy, which can produce a variety of effects known as “jutsu”.

Magical Knight (-100 CP):
There’s actually not much knightly about you, this just means that you’ve been knighted, but use magic instead of weapons. Speaking of which, you’re really good at that magic stuff, it’s actually a little scary.

Dark Overlord (-200 CP):
Why be a villain by the standards of your past incarnation, when you can earn villainy with your own hands? You are a being of demonic origin, incredibly powerful and with the sexual potency to turn the world to putty in your hands.

Perks

Perks are discounted to the associated Origin by 50%, although discounted 100 CP perks are actually free.

General

Staying as Myself (-100 CP):
When Shadahl reincarnated into Sadaharu, almost all of his personality and drive was lost. That will never happen to you. Who you fundamentally are and your personality will never change unless you permit it to, even if your memories were to be completely erased, you would still make the same types of decisions that you would make if you still remembered everything. Who you are can’t be taken from you.

Reincarnated Jumper (-200 CP):
Did you fall in love with the idea behind this jump, and want to put it to use in future worlds? Now, when you travel to a new jump, you can make yourself into the reincarnation of any deceased character (as long as an existing person in the jump isn’t already their reincarnation)—even a character from another dimension. Although you won’t have that person’s powers, you will be able to access their memories. This a bit like a combination of reading a book and watching a movie, so you’ll understand your past incarnation’s feelings, thoughts, and experiences,

but without forcing you to actually feel them yourself, meaning that you don't have to worry about any of your identity being overwritten by your past self.

If anyone still exists who knew you in your past life, they will be immediately able to recognize you as that individual's reincarnation. Depending on who they are and who you were, this may strongly color their interactions with you. If there are any manner of technological or magical methods of determining whether or not you are that past person—such as using retinal scans to access a secret room, or a magic sword that can only be used by the demon lord—they will recognize you as either your own person or as your past life, whichever is more convenient for you.

Dimensional Travel (-500 CP):
You are capable of traveling between different realities—not the full multiverse you transfer through with each new jump, but the local multiverse contained within the jump setting. It takes a bit of focus, time, and energy to do so, but you don't need to know precisely where you're going; just a general understanding of what type of place it is you'd like to go is enough to home in on a reality pretty close to what you wanted.

Reincarnated Villain Perks

Sweet Talker (-100 CP):
You can always tell what someone wants to hear, and know what to say to give them a compliment that would really impact them.

That said, this also allows you to excel at finding what words would be most cutting and hurtful.

Modern Life (-100 CP):
If you're an adult in the modern world, then you almost certainly have job experience. That's what this perk gives you; the experience of five years of training in any job of your choice. Of course, you can't really be said to live if you only work, which is why you also gain the experience of five years of practice in any hobby of your choice. This may be taken more than once, selecting an additional job and hobby each time. If you'd like to mix-and-match, you can instead have five years of experience in two jobs, or five years of practice in two hobbies. Or you could even combine them, to have ten years' worth of skill instead.

Bear Not the Sins of the Past (-200 CP):
Are you the reincarnation of a rapist king? Maybe one of your parents was a serial killer? Do you have a sordid history of crime? Who knows, but the fact is that, much like Sadaharu experienced, people will hold the past against you no matter how different you are in the present. But not with this perk; from now on, people will never hold your history against you or judge you harshly for the actions of other people, as long as you can demonstrate that you are different from the past.

No Right Answers (-200 CP):
When you are presented with multiple choices, you will always be able to realize which option would be the worst one for you to take. If they're all bad—such as if picking any given woman to stay with you would all result in you dying—then you will always realize this, and will also be able to pick out an extra option that was not listed with the others. For instance, picking the demon girl instead of the heroines. This does require that the possibility for an alternative option exist in the first place, however.

Making Love Over Rape (-400 CP):
People tend to have a certain way of having sex that they fall back on; some people prefer it gentle, or are just used to it that way, while others like to go rough. Sometimes they aren't open to trying or enjoying new things… but not with you. Not only are your sexual partners more open you to trying new things in the bedroom, but when you fuck them in a way they aren't used to—like gently making love to an Evil Sex King's subordinate or being rough and forceful with someone who's only known romantic sex—the pleasure will be greatly intensified, enough so that even suboptimal performance on your part would still leave your partner satisfied, and it would have a long-lasting impact on her.

Of note is that the virginal aren't used to any kind of sex, so this is always active for them. Also of note is that very few people ever become "used" to being raped.

Wooing the Demoness (-400 CP):
When entering a relationship with someone of an opposing moral or ethical leaning than you, you will always know what to do to slowly wear away at their point of view and bring it more in line with your own; you could convince a rape-

happy demon girl to try out loving sex, and could eventually persuade her to abandon her quest to revive her king in exchange for a loving life with you.

If purchased with **Making Love Over Rape**, then your own ability in pleasing a partner seems to rise in proportion with how skilled her partners in the past were, ensuring that eventually you'll be able to overwrite the pleasure they gave her with your own.

Cock of the Evil Sex King (-600 CP):
This doesn't actually give you a dick, nor does it require one—instead, your genitals grow in mystical potency, not only looking better but causing levels of pleasure that humans can't naturally reach. But you have a good reason to cause such pleasure, because for every orgasm your genitals cause someone else, your magical power grows just a little bit greater. It would take ages to get any real progress out of this, although by the end of 10 years, having sex several times a day, you could reasonably expect to be as powerful as Sara.

If purchased with **The Magic of H-Games**, then after 10 years of sex several times a day you could expect to be about as powerful as Shadahl himself.

The Magic of H-Games (-800 CP):
Good news: you have magic now! Bad news: you can only channel it through the medium of art. More good news: You now have excellent artistic talent in a medium of your choosing (includes programming knowledge if you pick some sort of electronic art as your chosen medium, such as video games).

By creating art of someone that exists—such as a visual novel with a bunch of people you know as characters—you're able to influence them through the medium of your art. The nature of the characters will influence your work, filling in gaps of knowledge; for instance, when creating a character based on someone you know, the character design might correctly include that person's interests, strengths, and weaknesses, even if you didn't know them before.

You can affect those you know through changing your artistic medium. If you were to make a video game of people, you could instantly change their clothing to a different "skin" you created for them. You could relocate people, injure them through the art, or even start changing aspects of their appearance or personality.

You can't make huge changes—the character must still be recognizable as the original person you made the art of—but that leaves a lot of room open for you to work.

Demonic Being

Infinite Patience (-100 CP):
You have the sort of patience and focus that allows you to spend days at a time giving nonstop blowjobs, without ever getting bored or losing interest in what you're doing. You are effectively immune to boredom and ennui, and can always find enjoyment in sexual activities.

A Servant's Duties (-100 CP):
Even if the Evil Sex King focused mostly on the "Sex" part of his title, you can't forget that "King" is in there, too. Even if he did spend all of his time having sex, there are still duties as a leader that need to be done—and it's your job as the perfect secretary to figure out how. You are immensely skilled at all secretarial tasks.

Tongue of the Serpent (-200 CP):
If Sara had the way with words you have, this story might have ended in the revival of Shadahl after all. You are a master of temptation, weaving webs of sweet words, with suggestions both subtle and blatant that can slowly wear down all but the most stubborn individual's resistance. You could convince a nun to break her vows, a philanthropist to steal from charity, or a good man to commit rape… given that you had enough time, at least. This is less effective outside of tempting others towards sinful acts.

Bird Demon (-200 CP):
You might not actually be a bird demon, but you *are* some kind of animal-based demon. Select any single, living, mundane animal; you are now capable of assuming the form of this animal, while retaining your mind and powers. While in your more human form, you will retain a few minor traits from when you were an animal, as well as possess the ability to partially manifest parts of your animal body, resized to your human form. For instance, a demon with the animal form of a sparrow could summon human-sized wings for flight.

Back to the Master (-400 CP):

You will always know what to do to find people you know, as long as a way exists. If your master were reincarnated in another dimension, you'd know where to find a spell to travel across the dimensional barrier. If you were lost in a strange new world, you would still know which direction to travel to find someone you know. The deeper your knowledge of a person and the closer they are to you, the more clarity you have in your understanding.

Reincarnation (-400 CP):
You can reincarnate a single willing subject, reducing their body to nothing and sending their soul off to be born again in a new body. Fortunately, you can't mess up this reincarnation process, and the newborn person will slowly inherit all their memories and powers over the course of 10 years. Alternatively, you can intentionally deprive a target of their memories, sealing them away until you choose to reactivate them.

You can't control where this reincarnation will happen or who they will be born to; they might not even have the same species as they did before, although it will be a species of the same intellectual level as the subject's prior to being reborn.

You also gain the ability to use this Reincarnation on yourself; if you do so (or if a companion uses Reincarnation on you), the duration of your jump will be delayed until 10 years pass, after which it will continue as normal. Any given target can only experience Reincarnation once every 20 years, or once per jump, whichever comes first. You can reflexively use Reincarnation on yourself when you die, as long as the ability isn't in cooldown.

If you also purchased **Demonic Magic**, then you can send people you reincarnate backwards in time, as far back as you wish. Such reincarnated individuals are inserted into the timeline subtly, and are incapable of making large changes to the world until time reaches the modern day.

If you also purchased **Dimensional Travel**, then you can send people you reincarnate to another dimension entirely.

You Need More Than That (-600 CP):
You have the power to duplicate other people. These duplicates are fully as real as the original, to the point that should any of the duplicates die (apart from being

dispelled by you), the original you based the clone off of, as well as all the individual clones, will also die. You can only duplicate people; objects aren't copied (sapient machines qualify as people). These copies are all hooked together as a single mind, with the cloned individual's consciousness improved upon and provided sufficient parallel processing ability to manage all of their bodies at once as naturally as they control a single body. Note that feeling pleasure across multiple bodies doesn't add the pleasure together, but *multiplies* it. This cannot be used on yourself.

Demonic Magic (-800 CP):
You gain proficiency in magic specialized around destruction. You could create explosions, produce a wind that tears off clothing, or melt armor with a touch. You can also produce magical constructs that provide powers, such as false wings that allow someone to fly. More than this, however, is that you also have knowledge of how to cast teleportation, portal, and mind controlling spells.

Pegasus Knight

Weapons of a Knight (-100 CP):
Your mind is filled with the knowledge of how to fight; not only are you an excellent combatant, but you have a great deal of training in a wide variety of weapons, from the sword to the mace to the lance. If you might expect to find it as a weapon in a fantasy world, you probably know how to use it.

Royal Etiquette (-100 CP):
At the start of each jump, you receive knowledge on how one is supposed to behave in high society. You always know exactly how to bow, whom to bow to, when not to bow, and what type of fork you're supposed to eat that particular type of salad with, along with a host of other minutiae that are only important in the highest of social classes.

Riding Lessons (-200 CP):
You have extensive training in how to ride a mount, and are capable of riding any creature that has received even a modicum of training as a mount as skillfully as you could an ordinary horse. You're so good at riding that you could fuck someone on top of your mount without throwing off the creature's stride. This even affects your ability to drive or pilot vehicles of any sort—just spend a moment behind the wheel, and you'll be as good at driving as you would be at riding.

This also makes you really good at using your hips.

Bring a Hundred More (-200 CP):
You could survive it, too. Your body becomes tougher and stretchier, and you can survive injuries that might have killed you before. More importantly, you can now handle truly massive penetration without being damaged. That isn't to say without pain, but it will never be as severe as it rightly should be, and will always be accompanied by pleasure in accordance to how large the penetrating object is. No matter how much your body is gaped, you will still return to your normal proportions and tightness given just a bit of time to rest.

You also have the ability to share this perk with others while you fuck them.

Bikini Armor (-400 CP):
You have the curious ability to spread the protectiveness of any protective gear you wear across your bare skin. For instance, if you were to wear a barely-there strip of metal that reveals almost all your body, then you'd be able to spread the durability of that tiny little piece of steel to protect you wherever you bare your skin. This has no effect if at least 80% of your body is covered, nor does it affect you if you are completely naked.

A Princess Endures Ordeals (-400 CP):
You have incredible stamina, enough to rival the Evil Sex King's amazing endurance. You combine this with a heavy helping of willpower, as well as resistance against both pain and mental influences. Even if you were subject to a level of inhuman pleasure far beyond what the body is intended to experience, your mind would make it through intact and you could keep your goals and your purpose in mind.

Coordinated Heroines (-600 CP):
You know how to lead a group of people. But moving you beyond mere skill, you're also able to subconsciously connect groups of people, allowing them to work together with perfect synchronicity without any prior training, practice, or even discussion, with each person simply understanding their role in whatever the group's purpose is. When working together like this, every person involved receives a boost to their agility, strength, and general competency.

Overwhelming Might (-800 CP):
You have the sort of strength required to break through the wall of a castle with a single blow, and the control needed to handle delicate glassware without damaging it.

If purchased with **Riding** Lessons, then you're able to share this strength with any creature or vehicle you ride. If purchased with **Bikini Armor** as well, you can share the protective qualities of your "armor" with your steed.

Combat Ninja

Ninja Works (-100 CP):
There are certain skills required to be a ninja, and you have mastered them. You know the best ways to hide yourself, how to move around silently, and how to case a building to determine the best way to break inside. You are more than adequately trained in a variety of weapons, such as kunai and shuriken, and are adept at unarmed combat. You know how to disguise yourself and act a part, and how to act seductive to attract the attention of others… or how to reduce your presence and just disappear into a crowd.

Elemental Jutsu (-100 CP):
Select an element of your choice; you are able to summon quantities of that element, although not in vast amounts. This ability is limited in its offensive potential, as the summoned elements possess no additional momentum, making summoning the elements less than effective as a form of attack. It has a number of non-combat uses, however.

You may purchase this more than once, but each purchase increases the price by **100 CP**, which is not discounted.

But Not Too Painful (-200 CP):
There is a beautiful interplay between pain and pleasure, an overlap of sensation that can be exquisite to play with… and you excel at finding the fine line between pain and pleasure, and never crossing it unless you mean to. You know just how to hurt someone so that it feels good, instead of causing true pain, and always know just how much someone's body and mind can take before they've genuinely had too much.

Elemental Alteration (-200 CP):
[Requires **Elemental Jutsu**]
You are capable of selectively altering the density and solidity of the element(s) you chose for **Elemental Jutsu**. You could, for instance, treat the air as a solid to walk on it, or swim through the earth as though it were a liquid. This can also be used to create temporary tools from summoned elements.

Energy Manipulation (-400 CP):
You know how to shape and influence your inner energies, and can use this to transfer your strength into someone else via a kiss. This can take the form of directly empowering them, or you can outright temporarily transfer perks to them, which will last for a short while before returning to you. You can use any form of energy to strengthen your allies, and can convert any of your energies into any type of power compatible with the person you're empowering.

This can also be used to transfer life energy, but doing much of that will be bad for your health. But it can save a life in a pinch.

If purchased with **Elemental Control**, then by spilling a bit of your own blood onto a source of your element, you can assign certain behaviors to that element, imbuing it with life to animate it to perform tasks for you. An example task is making elemental copies of you to perform certain deeds, such as letting you pleasure someone without defiling your body with their touch.

Elemental Control (-400 CP):
[Requires **Elemental Jutsu**]
You are now able to control the element(s) you selected for **Elemental Jutsu**, and can manipulate large amounts of it at will, shaping it to your desires. Your control is fine enough that you could fist someone with spiraling water without ever hurting them.

If taken with **Elemental Alteration**, then you are now capable of changing the texture and consistency of your element—even creating texture from nothing, in the case of fire. Additionally, you can now create a semi-permeable "barrier" around the elements that you manipulate to protect that which you touch from

the element's effects. With this, you could perform something very close to lotion play using any element at all, and it would be perfectly safe.

Supernatural Stealth (-600 CP):
But not only stealth—anything, really. You are now capable of being able to improve the skills you have *ad infinitum*, allowing you to become more skilled and capable than it is actually possible for a human being to be. Eventually, this will cross the line into the supernatural, allowing you to accomplish impossible tasks such as disappearing into a shadow at midday.

You begin with this supernatural degree of skill in the arts of hiding and sneaking.

Elemental Energies (-800 CP):
[Requires **Elemental Jutsu**]
One of the most impressive feats of raw power in the manga belongs to the ninja Eclair, who created a vast ball of water that filled an entire plaza, while casually manipulating the water to a fine degree without any appreciable effort on her part. Now, you can duplicate this feat. Not only do your inner energies become far greater, but you are now able to use the **Elemental Jutsu** feature to summon a great amount of your chosen element(s).

If you also have **Elemental Control**, then you also gain an absurd degree of fine control of all of your powers, and have precision that anyone would envy.

If you also have **Elemental Alteration**, then you gain improved parallel processing, and are capable of splitting your mental effort into many small parts to keep track of different things simultaneously.

Magical Knight

Magical Warrior (-100 CP):
You don't fight with weapons, so you have to rely on magic to protect you. You know several simple combat spells, allowing you to blast a target with energy, defend yourself with a shield, and knock enemies away without approaching them.

"Should've let the Evil Sex King revive" (-100 CP):

When you are presented with the opportunity to make any type of choice, you are always aware of which option is most likely to end with fucking.

Control the Transformation (-200 CP):
Many beings are capable of changing their shape, and that's just unfair. You can recognize any being that is capable of shapeshifting—be it through spell or some other means—on sight, and are furthermore aware of what forms they are capable of shifting into. You are additionally able to force someone to transform into one of their alternate forms. If they have the ability to freely shift their appearance into anything, then you are only able to return them to their "natural" form. You can also lock (and unlock) shapeshifters into their current body.

If purchased with **Magical Warrior**, you can imbue this effect into magical attacks that you make, reducing the time to use this ability.

The Harem Ending (-200 CP):
Miina was pretty upset over how monogamous the ending was. If she had this perk, it might have ended entirely differently… you excel at convincing other people to engage in a polyamorous relationship. If it's possible to convince someone in the first place, you'll know exactly what to say to get them to agree, whether it's getting people to join a harem, accept having a harem in the first place, or even joining a proper polycule. You're also a deft hand at other polyamory negotiations, like figuring out schedules.

If purchased with **"Should've let the Evil Sex King revive"**, then you will be able to assess at a glance how willing someone would be to be in, or have, a harem (determined separately)

Sealing Magic (-400 CP):
You know magic to restrict, bind, and contain. Such bindings are not unbreakable, but they should be enough to gain an advantage in a pinch. Speaking of pinching, you can also use this ability to make bindings so tight they sever whatever they're wrapped around, so it's an offensive option, too.

Less dangerously, you can also wrap a lot of these seals around an erogenous zone and sort of move them around, creating an unusual type of pleasure.

If purchased with **Magical Warrior**, then you become able to perform the Magical Knight's signature technique, Energy Drain, wherein you can suck the energy (be it physical, life, or magic) out of a target.

Illusion Magic (-400 CP):
You know how to create intense and elaborate illusions that are indistinguishable from real life. You don't even need to focus on each little aspect of the illusion, because it automatically fills in the fine details that so often result in an illusion being discovered. Being injured, however, will break the effect.

Mental Magic (-600 CP):
You have the magic to reach into someone's head and mess around with it, letting you remove or alter memories, induce lust, make someone temporarily behave out of character, or other similar tricks; it won't let you completely rewrite a person, though, and it's possible for strong-willed individuals to resist this.

If purchased with **Illusion Magic**, then you can create illusions that are managed by the subconscious and memories of a chosen target; you could, for example, reproduce a scene from earlier in their life, even if you weren't there and didn't know exactly what the illusion you were trying to create even is.

A Harem of One (-800 CP):
You can create clones of yourself; all of the clones of yourself that you make are all occupied by your own mind, and you gain enough parallel processing ability to manage all your bodies as easily as you once managed only one. All of your clones as well as your original body are the "real" you; if one dies for any reason other than you dispelling it, then *all* of you dies, ending your chain unless you have a 1-up effect. Note that pleasure felt across multiple bodies is multiplied, not added.

If purchased along with **Control the Transformation**, you are able to induce cosmetic changes in your "duplicates", letting them look different from you, or even be a bit shorter or taller.

If purchased along with **Mental Magic**, then you know how to give your increased parallel processing to someone else, although they still have only the one body. If purchased along with **Illusion Magic**, then you can now make a mental world when you have sex with someone; in addition to having sex with you physically,

they will experience fucking you at the same time, receiving two sets of sensory input. And you can keep creating more illusory worlds and more mental doubles, with your own mental copies continuing to fuck them all at the same time, resulting in a potentially endless spiral of pleasure.

Dark Overlord

King's Cumload (-100 CP):
What kind of Evil Sex King is finished after only one round? Or two rounds? Or only ten? You are capable of orgasming dozens of times before your body needs to rest, and if male, then your balls will seem to produce and store far more semen than they reasonably should be able to, considering that they are far smaller than the amount of fluids they hold.

Multitasking (-100 CP):
Normal people find it rather difficult to get anything done while they are being sexually pleasured. You, on the other hand, are made of sterner stuff. Not only are you a top-notch multitasker, but sensations and emotions you feel (be it pain, pleasure, lust, or anger) cannot decrease your effectiveness in whatever it is you're doing.

Genital Transformation (-200 CP):
You have magical control over the appearance of your sexual attributes, and can reshape their appearance at a whim. Want to grow a second cock, the same size as the first? Go for it. Want a dog dick? Why not. Want to grow another pair of breasts? You can do that now. This also means that you'll never have to shave down there.

Pleasurable Breaking (-200 CP):
You are good at sex. Very good at sex. *Too* good at sex… at least, too good for your victims. So overwhelming is the pleasure that you induce that you can cause those you fuck to suffer from mind breakage, temporarily reducing their intellect and leaving their consciousness awash in a fog of pleasure. While in such a state, people are tremendously vulnerable to suggestion. You can hold back during sex if you'd like to, but why would you?

"Love Slave" (-400 CP):

Well, “love” is a strong word, but you can reduce people to pleasure slaves. The more pleasure you give someone, the more their dislike for you disappears, until even someone who hated you with a passion could become your willing and devoted haremette.

If purchased along with **Pleasurable Breaking**, then anyone you’ve turned into your pleasure slave will always be both ready and eager to help you break in other people, especially people they know, so that they too can enjoy your… affections.

All the Women in the World (-400 CP):
If you want to have all the women in the world as your harem, then you need to appeal to your girls. And you certainly do; not only are you attractive (even if unconventionally), but you know how to charm others, and have a magnetic charisma that can easily lure in followers to serve you loyally. Furthermore, you are very sexually appealing; regardless of whether someone is normally sexually interested in your kind, you can induce erotic desire in absolutely anyone… even people biologically (or even mechanically!) incapable of experiencing such things.

Demonic Tentacles (-600 CP):
You are capable of extruding up to 10 tentacles from your body. Although quite solid, they look and feel gelatinous, and you can control them with the same degree of precision as you do your hand. These tentacles can be reshaped to a degree by your will, and smaller tentacles can merge together to create larger ones. They are quite strong, each individually capable of lifting a full-grown adult, and you receive full tactile sensations through them—fortunately, they’re highly resistant to pain, despite being as sensitive to the touch as a cock.

You can also harden your tentacles and sharpen them to a point, making them a potent combat weapon.

If purchased with **Pleasurable Breaking**, then your tentacles will exude an aphrodisiac that will only increase pleasure the more someone feels it, in addition to evoking desire. The combination of the two effects is also capable of weakening the strength of others from the pleasurable sensations.

Evil Sex King (-800 CP):

You are immortal. Well, not exactly. Although you certainly don't age anymore after you purchase this, you are also completely immune to injury, with every attempt to harm you simply resulting in a magical circle that completely blocks the attack. However, your invincibility isn't limitless; instead, every attack on you consumes just the tiniest bit of semen within you. When you run out of semen, the next lethal attack (or orgasm) will kill you. If you are a lesbian, then the use of this protection will instead consume your blood.

If purchased with **King's Cumload**, then if you're male then you become capable of creating and storing enough semen to fuck your way through hundreds of girls before needing to rest and recharge, which will only take a short time. If female, then your body becomes capable of storing a hundred gallons of cum within it in an extradimensional space, giving you access to the semen-based invincibility. Futanari may only benefit from one of these two options. If a lesbian, then you find that your body seems to somehow hold ten times as much blood in it.

Items

One item of each price tier is discounted by 50%. You instead gain a 100 CP item for free. You can import a similar item into the jump in place of an item you purchased, granting it the powers of the item it's replacing. If any item is lost or destroyed, it is returned to your Warehouse within a week.

Completed Eroge (Free):
A completed version of the eroge Sadaharu was intending to make, without knowing that it was actually based on his memories as the Evil Sex King. A high-quality story that would surely have pushed Sadaharu into the big leagues of eroge production, if only he had ever finished it.

When this jump is over, you receive a free DLC that instead shows your adventures in this jump.

Sex-Friendly Underwear (-100 CP):
A pair of underwear with a button on it. Press it, and it will open up to allow access to the butthole and genitalia, without needing to take it off. It automatically transforms to suit the desires of whoever wears it, so it can freely become boxers, briefs, panties, fundoshi, or any other sort of underwear. You receive a pair for

yourself, as well as a pair for each member of your harem. As your harem grows, new members will also receive their own pair.

Weapon (-100 CP):
Select one mundane weapon suited to a fantasy realm; you gain a spectacularly well-made example of its kind. If you purchased a thrown weapon, you gain 5 instances of the weapon. If it was a ranged weapon, you gain 10 units of ammunition which recovers each day.

Character Files (-100 CP):
At the start of every jump, you will have access to some game files (files which you are somehow able to access from any operating system). Within these game files are profiles of various major "characters" in the current jump, showing you their picture, a short blurb on their history, as well as notes on their sexual skills and weak spots.

Slutty Armor (-100 CP):
The skimpiest bikini armor this side of the dimensional barrier! It might as well not be there for all that it covers your skin, although the tiny armor pieces are themselves very well made. Comes with a cloak so you can keep warm.

Magic Staff (-200 CP):
A short staff, more like a rod than anything else, this magical tool is tipped with a gem, and is meant to channel your magical energies. While using this rod, your spells no longer require you to incant them.

Pegasus (-200 CP):
A flying horse, this noble steed has a seemingly infinite amount of stamina, and can keep flying with a full load for days at a time before needing to sleep. It is smarter than a normal horse, and is capable of understanding language.

Magic Lipstick (-400 CP):
While wearing this lipstick, you gain the ability to absorb magical energy through a kiss—this is more effective if done on the balls or labia. If you already had the ability to Energy Drain, this amplifies its effectiveness several times over.

Enchanted Handcuffs (-400 CP):

When you touch these handcuffs to a person, they will suddenly animate and snap shut over their hands, pulling those hands together behind their back. They are impossible to escape from without being destroyed or disabled by an outside source; the person captured is unable to do anything to them.

Lewd Laptop (-400 CP):
Over the course of years, eroticism and malice have soaked into this laptop, giving it an evil power reminiscent of the Evil Sex King. It is a powerful magical artifact that can be used to empower any type of magic to previously-unseen heights, but in the process of using it, will lewdly transform it, giving the resulting spell a sexual or erotic aspect.

King's Castle (-600 CP):
This is an intimidating castle, meant to awe and threaten. But if you give sexual pleasure while in this castle, you can opt to spread that pleasure to other people you know personally, regardless of the distance between you. This cannot be used to transfer perk effects, such as **Pleasurable Breaking**. While in this castle, no act of lewdity you perform will ever be questioned by other people.

This castle has only moderate defenses… against invaders you can easily overpower, at least. But the more powerful an attacker is, the stronger the spells and guardians in this castle will become—rarely enough to stop an intrusion of their own accord, but enough to weaken any invasion attempt sufficiently that you'll never be left completely helpless against an overwhelmingly powerful would-be heroine.

Traps tend to be less lethal the more attracted you would be to a target.

Game Design Notes (-600 CP):
When you enter a new jump, you get a set of notes that look like the design notes for a videogame based on whatever jump you're at. This will include vital information on important people, as well as notes on their sexual interests, experiences, and weaknesses. On the first day of the jump, you can make a single change to each major character via these notes. You might make one person less psychopath, turn a villain into a good guy, or alter someone's sexual interests to include BDSM. These changes are then worked into the background of the setting, like they were always there.

Companions

Import/Create Companion (-100 CP):
You may import a companion that you already have into this world, or you may create a new character from scratch. Regardless, they gain 800 CP to spend on perks and items, as well as an origin of your picking. If you want 8 companions, you may spend **300 CP** to purchase them as a set.

Canon Recruitment (Free):
As long as you can convince someone in this world to come along with you on your jumpchain, you may freely take them as a companion at the end of the jump.

Water Clone (-100 CP):
This is a water duplicate of… well, it could be anyone. The point is that they're made of water that's had its consistency altered to be like that of lotion, and have fine control over the movement of the fluid inside their body. They really, really want to fuck you, and their malleable form allows them to do so in unusual ways, such as oozing into your womb or sticking their hand into their torso to give you a handjob while riding you. If they're ever killed or destroyed, they respawn from the nearest source of water after about an hour. They have no particular skills outside of sex. Despite their consistency, their water is quite pure and drinkable.

Devoted Minion (-200 CP): [Discounted to Reincarnated Villain]
This cat demon is certain that you're the reincarnation of their dearly beloved master, and they want you to pick up the quest to conquer the world and take all of its beauties as your own. They're quite insistent about it, and dismissive of the idea of "consent". Maybe you can get them to calm down and understand that you're your own person? Or could it be that you'd prefer to play into their desires? Although they always talk about raping others, it seems what they really want is to be raped themselves. They have all of the perks of the Demonic Being perkline.

"Good" Boss (-200 CP): [Discounted to Demonic Being]
This evil conqueror seeks to take over the world, and there is no one they'd rather have at their side than you. They dote on you as their precious person, and as long as you stay loyal to them, they would happily put the world on a ring for you. They have their own extensive harem to occupy their time when you aren't with them,

but it won't be accompanying the two of you on your chain. They have a very dominant personality, and like to put you into a kabedon before having their way with you. They have all of the perks of the Dark Overlord perkline.

Silent Protector (-200 CP): [Discounted to Pegasus Knight]
They were assigned to protect you long ago, but it was only fairly recently that they allowed themselves to be seen by you. They prefer to do their work in the shadows, and will quietly take care of anyone that poses a threat to you. They greatly appreciate their time with you, and will do anything to stay next to you. Anything. They have a secret urge to dominate you that they tell themselves is inappropriate. They have all the perks of the Combat Ninja perkline.

Headstrong Suitor (-200 CP): [Discounted to Combat Ninja]
Strong, courageous, and completely lacking in common sense, this pegasus knight has only freshly earned their spurs, but is nonetheless itching for adventure. They started traveling with you a short while ago, but have already proclaimed their affections for you, although they haven't gone so far as to call it "love" yet. They like to give you gifts showing their regard for you, and have enough money that it can get a little silly. They have all the perks of the Pegasus Knight perkline.

Innocent Lamb (-200 CP): [Discounted to Magical Knight]
They are the reincarnation of a demon king from another world, and have only recently discovered what they are. They are quite distressed about this, and want to avoid following in their former footsteps. If they become sexually pent up enough, it is quite possible that the mind of their former incarnation will take over, so they are dependent on others to satisfy them sexually so that they can live a normal life. Post-jump, the mind of their former incarnation will be excised from their soul. They have a romanticized view of relationships, and yearn for love. They have all the perks of the Reincarnated Villain perkline.

Fallen Hero(ine) (-200 CP): [Discounted to Dark Overlord]
A while ago you were attacked by a magic-wielding hero(ine) who sought to use sex magic to overcome you. However, you were mightier and more potent, and fucked them so hard that they gave up on all their life's goals so that they could be your personal fuckmeat. They're quite skilled at magic, and aren't shy about using it to further your goals… or convince you to fuck them again. They have all the perks of the Magical Knight perkline.

Drawbacks

If you need more points, then try taking some drawbacks for a spin! They'll stick around until the jump is over, but remember—drawbacks always have priority over perk effects.

Sex and Sexuality Toggle (0 CP):
This world is clearly designed to cater to a specific demographic, which you might or might not be a part of. If you'd like, you can change the sex, gender, and/or sexual orientation of any character(s) you like before the jump begins.

Reincarnation Roundup (+100 CP): [Requires companions]
All of your companions have been reincarnated into new bodies, and have lost their memory. You have to find them, determine that it's them inside the new body, and reawaken them to who they were by doing things that would remind them of their past.

If you prefer, you may instead be the one who has lost your memory, and your companions have to be the ones to remind you of your past. You may optionally take both versions of the drawback for an addition **+200 CP**.

Harems Are Scary (+100 CP):
You have no interest in having a sexual or romantic relationship with multiple people at once—even properly interconnected polycules are impossible for you, to say nothing of harems. You'll only have a sexual/romantic connection to one person at a time.

Dressing Sexy (+100 CP):
For some reason, every piece of clothing or armor you wear is reduced to a few small strips of material that barely cover anything.

Consent is Important (+100 CP)
You are incapable of having sex with someone who hasn't verbally consented to it—you can't even masturbate without giving yourself permission to do so.

Meddlesome Heroes (+100 CP):

A group of heroic types have got it into their head that you're going to be the doom of the world. They keep interrupting whatever you're trying to do and stop you from doing it. This won't interfere with everyday life activities, but if you try to do anything important, they'll try to stop it. Having sex counts as "important", so you'll have to take care of them before you can continue.

Due to having stronger heroes, this drawback is worth **+200 CP** if taken with **Not His First Rodeo**.

Weak Spots (+200 CP):
It seems like your weak points are obvious to anyone who engages with you. In combat, people are going to find the flaws in your defense, and in bed, people are going to find sensitive points that make you cum almost immediately. Keeping your composure is going to be hard work.

Just a Stupid Virgin (+200 CP):
In the process of entering this world, you have lost all memories of having sex, and lose all of your perks and supernatural skills that make you better than a normal person at lewd activities.

Rape is Love (+200 CP):
You are attracted to people of your preferred sex(es). More than normal. You really love them. Unfortunately… you are incapable of expressing your love in a healthy way. It's only through rape and exerting your dominance over others that you're capable of acting on your desires.

Careful Cumming (+200 CP):
You need to be extra cautious when having sex, because there's a curse on your balls. If they are ever completely drained of semen, then you will die on the spot. Hm? Don't have balls? Well, now you do. They may optionally come with a dick as well.

If you have any sort of perk that lets you endlessly produce cum, it ceases to function. If you have any perks that increase your cum production beyond human levels, it is vastly reduced in effectiveness. You can keep the testicles and/or penis when you leave this world, if you like; the rest of the drawback doesn't come with.

[Select Sex Here] Phobia (+200 CP):
You are irrationally terrified of people of a given sex. Oh, you might be able to handle *talking* to them, but if they get close to you, or god forbid, actually touch you? You just can't take it. It doesn't matter what sex you choose, just so long as the sex exists in this jump (meaning you can't use the **Sex and Sexuality Toggle** to just get rid of the sex that terrifies you). Oh, don't worry—this only affects real people. The fictional world is just as safe as it's ever been. You may take this drawback multiple times for the different sexes.

Weak Reincarnation (+300 CP):
You've been reincarnated into a new world, but what's this? It seems that none of your power has come with you, and all of your perks, powers, and abilities from other worlds are sealed away.

Lost the Key (+300 CP):
All of your items from past jumps are still there, in your Warehouse. The problem is, you lost the key, and will never find it again. If you have some ability that would otherwise allow you to access your Warehouse, you forget that it exists for the duration of the jump and cannot use it.

Addicted (+300 CP):
You've experienced the pleasure of Shadahl's cock, and have become addicted. You will do anything to keep him safe and to have sex with him on a regular basis. Should he be killed or the reincarnation spell affect him again, you will go after Sadaharu, and try to make him be more like Shadahl.

Not His First Rodeo (+300 CP):
As it turns out, Sadaharu isn't the first time Shadahl's reincarnated. Now, members of his harem from previous worlds he's been to are visiting the World of Mundanity to return Sadaharu to being their lord and master, Shadahl… and some of those worlds are considerably more dangerous than what you could expect to find on this world. Heroines from those worlds are also coming to prevent this resurrection; you'll find open conflict breaking out between the powerful haremettes and stronger heroines, as well as more subtle attempts by the Evil Sex King's evil sex harem to infiltrate this world and mindbreak natives as a form of "recruitment".

Furthermore, with the borders between the worlds weakened, you can expect to find native monsters and beasts from other worlds slowly meandering their way into the Worlds of Fantasy and Mundanity, making things much more dangerous for everyone. And don't think you can escape this just by going to the World of Fantasy—his past haremettes are trying to fully conquer this world because Shadahl's reincarnation incident left the job half-finished, so the conflict will spread here, too.

Digital Imprisonment (+400 CP):
Like the heroines originally intended to do to Sara, you've been sealed away inside a laptop, reduced to your purchases here and your Body Mod. In this eroge, the whole world is turned against you. Anything and everything would be willing to rape you if given the opportunity, and you will have no allies… at least, none who wouldn't turn on you. However, just like the heroines were worried that Sara would escape from her imprisonment, so too do you have a chance to escape. The game setting is ruled by the mighty Evil Sex King, and you must find a way to defeat him. Upon defeating him, you will escape from the game into the real world, returned to your full power.

Conclusion

Seems you've come to the end of yet another decade in yet another world. Time to wrap up this jump. All drawbacks come to an end, and you bring all your purchases along with you.

Stay Here:
It isn't that bad a world, is it? Maybe you found someone worth staying for? The chain ends, and you stay here.

Go Home:
Maybe you're homesick? You end the chain and return to your world of origin.

Next Jump:
The chain continues. On to the next jump!

Notes

Thanks to everyone on Reddit and QQ for their help.

Changelog

- Version 1.1
  - Made Sex-Friendly Underwear cost 100 CP.
  - Added the Reincarnated Jumper perk.
- Version 1.0
  - Added the Not His First Rodeo drawback
  - Spelling and grammar mistakes.
  - Removed time travel from Demonic Magic perk. Expanded upon Demonic Magic's capabilities.
  - Altered the Reincarnation perk, included time travel
  - Made Location choice free.
  - Improved Bird Demon perk.
  - Added Staying as Myself perk.
  - Added more variety to Modern Life perk
  - Removed the All the Women in the World synergy from the Demonic Tentacles perk.
  - Weakened [Select Sex Here] Phobia drawback
  - Added Completed Eroge item
  - Added Sex-Friendly Underwear item
  - Added Character Files item
  - Turned King's Throne into King's Castle, added some effects.
  - Added Reincarnation Roundup drawback
  - Added Digital Imprisonment drawback
  - Added Just a Stupid Virgin drawback
- Version 0.5
  - Created jump