Generic BDSM Jumpchain
Version 1.0

Welcome to the next Jump in your chain, traveller. Put your superpowers away for now, you won't need them just yet. This jump is built more for adding a bit of spice to your chain, of a sort that few traditional jumps will ever touch on. To be blunt, this is a fetish jump built especially for those of you who want to indulge in the oft-misunderstood tastes of bondage, domination, sadism and masochism.

First, take this **+1000 CP**. We'll be doing something a little differently with it this time though. Instead of choosing a single setting or one of several thematically-related jumps, you'll be taking this jump along with another jump of your choice and bolting this one on to it, giving you two pools of CP to work with. However the pool of CP you gain from this jump can only be spent on this jump and vice versa, no crossing the streams allowed.

Of course if you'd rather not do things that way you can always use this jump according to standard jump rules: either choose a location below and spend ten years in a generic setting, or choose any setting that prominently features BDSM elements such as *Kushiel's Legacy, Nana to Kaoru,* or *Fifty Shades of Grey* (if you must…) and spend ten years there instead.

Location

Folsom Festival: You arrive in San Francisco just in time for the Folsom Street Fair, the biggest single leather and bondage event in the world. Maybe you'll make a few friends, if you can understand them through whatever gags and hoods they're wearing.

Modern Japan: The home of shibari, the Hitachi company, and some of the most creative minds in the world of fetish art. You find yourself on a bullet train heading into a major city of your choice.

Ye Olde Fantasy Kingdom: In this world, magic and fantastical creatures are facts of everyday life. As you travel through this magical realm, you might find that kinky things and people keep popping up everywhere. This is a world where kings invest in chastity belts to keep their daughters pure before marriage, and every evil wizard's tower and witch's hut has a chained up maiden (or bachelor) somewhere within. Maybe you'll find a cute elf princess who'll let you put a collar on her and treat her like a lowly slave. Just watch out for those drow, they don't quite understand the concept of a safe word.

Brave New World: Where oh where do these rich boys and girls find all these marvelous toys? The technology to make a working dominatrix android or a hypnotic VR program doesn't even exist, right? Well, it does here. This world was much like your own a few years ago, but the march of time has brought substantial changes. The different sex toys and fucking machines you can find in this world are so advanced they almost seem like magic. Oh, and there might even be spaceships and aliens, too, but we all know what you're really interested in.

Origin

There's only two origins for a BDSM jump. You're either a **Dom** or a **Sub** and both should be pretty self-explanatory. You can also be a **Switch** of course, but that's represented by taking a mix of perks and items from either origin. Switches can choose to give up their discounts to one origin or the other and gain two sets of floating discounts, one for perks and one for items, which can be applied to any one selection in each CP tier (meaning 100, 200, 400, and 600).

Doms and Subs are further subdivided into two separate perk trees. One of these trees represents realistic BDSM as it is practiced in real life, with a focus on keeping things safe sane and consensual. The other represents BDSM as it's often portrayed in media, and especially porn, with doms for whom consent can be questionable if not totally optional and subs who can get off on just about any kind of punishment or embrace slavery as a lifetime choice. These trees are referred to as the **Realism** and **Fantasy** trees respectively. Both trees receive discounts from their respective origins.

Age & Gender

Choose whatever you like.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price and the associated 100 CP options are free for that origin.

Perks

General

No Time for Prep Time (Free)
It can take quite a while to get somebody laced up in a corset and three different layers of bindings. Likewise, sometimes it can be difficult to guess how long it will take the ice cube holding the key to your self-bondage to melt. And don't even ask about how much time and effort goes into cleaning and maintaining your equipment so a load-bearing rope doesn't snap at the worst possible moment, much less setting up those ropes in the first place. Well now you won't have to, because you can skip all of that inconvenient behind-the-scenes stuff and get straight to the action.

Normie Filter (100 CP)
Many people are quick to judge others for their tastes in bedroom activities, and it can be hard to put yourself out there and admit to liking the things you do if you have a fear of rejection. Well worry no longer: you have an accurate sense for when a person is into or at the very least tolerant of your fetishes, regardless of what those fetishes may be. By judging their reactions to related topics you can accurately discern whether a person is faking interest or concealing it as well as gauge how likely they are to enjoy more specific types of play within that fetish. It's still up to you to get their consent for those activities however.

Stay in Character, Damnit! (100 CP)
Let's be honest, sometimes bondage scenes can get a little silly, and that's before we get into the madness that passes for dirty talk among some people. It can be a real effort to remain serious and focus on your role in the scene, or at least it used to be. Whenever you have a role that you need to perform, you can stay in character flawlessly. This on its own won't be enough to convincingly disguise yourself as someone else, but if you ever get into acting you'll never have to worry about forgetting your lines or accidentally bursting out laughing during a sad scene ever again. As far as use for bondage scenes, you can play either the squealing damsel or the nefarious villain with ease, without ever rolling an eye at a cheesy line or giggling at an overblown threat.

Toymaster (200 CP)
BDSM goes hand-in-hand with sex toys and other props, ranging from soft hemp ropes and sexy leather outfits to exotic furniture with built-in restraints to the most advanced mechanical and magical restraints you could ask for. You can design and build your own sex toys using whatever materials you have on hand, ranging from carving and polishing a hunk of wood into a dildo all the way up to making full-on robotic bondage machines. These machines always work flawlessly for their intended purpose: the wooden dildo will never give you splinters and machines will never malfunction or stop working in the middle of a session. Moreover, you have perfect mastery over any sex toy you've made, whether you're getting just the right angle to hit a g-spot with a vibrator or swinging a bullwhip around in a street fight.

Dom (Realism)

Safety First (100 CP)
BDSM has the potential to be a dangerous activity if practiced without care. Ropes placed carelessly can cut off a sub's circulation, a whip wielded with too much force can leave bloody gashes, and much worse can occur the more extreme the play becomes. But you would be a very poor dom if you hadn't already taken all of this into consideration.

This perk allows you to tell exactly how much punishment a sub (or anyone else for that matter) can take before real harm occurs, and can always restrain yourself to meet that safe level. This allows you to, for example, rein in superhuman strength to deliver sexy spankings, or control your fire magic to the precise level where it's safe for temperature or wax play. Even if you lack any such supernatural powers, you can rest assured that your bindings and such are never done carelessly or harmfully unless harm was your intent.

Trust-Building Exercises (200 CP)
More so than many other relationships, a dom's relationship with her sub is built on a foundation of trust, without which it is doomed to fail. While some doms may have problems acquiring that trust in the first place, for you this is simply not an issue. So long as you intend to play by the rules of safe, sane, and consensual, you'll find that you have few problems finding partners willing to place themselves in your care, whether they're actual subs looking for a dom or just curious and experimental normies.

Ties that Bind (400 CP)
It would be pretty embarrassing if you got your sub all dolled up and ready to go and then a rope snapped or a cuff came loose in the middle of a session, wouldn't it? But you're an expert judge of what is required to render a person totally helpless and can do so effortlessly as long as you've got the right restraints on hand. For a normal person that might be just a bit of hemp rope, but for someone with superpowers you might need some anti-magic wards or purple kryptonite or whatever. Regardless, as long as you know what you're dealing with, once they're all tied up they're not getting away without outside help no matter what.

Taking a Breather (600 CP)
Being a dom isn't just about fulfilling your own needs but also meeting those of your sub. This perk allows you to use S&M as a powerful vector for stress relief and catharsis, leaving your partners feeling refreshed and energized after a session with you. Catharsis is also known to have powerful emotional healing effects and can coax certain characters to open up to you about past traumas.

Dom (Fantasy)

Power is Sexy (100 CP)
You know what else is sexy? *Confidence*. And it shouldn't surprise anyone that having one tends to lead to having the other. You possess a deep well of confidence in yourself and are immune to the negative effects of fear and anxiety, which allows you to steamroll your way past little roadblocks like your slave's reluctance or the shocked stares of onlookers who see you in your full dominant attire. You are a master, after all, what have you to fear from the whispers of others?

Step Into My Parlor (200 CP)
A true master needn't ask permission to earn his slave's obedience, he need merely offer them a taste of pleasure and they will collar and leash themselves for another. You have tremendous talent at using sex and sexual appeal as tools for manipulating and coercing others, whether for punishing and rewarding your slaves, luring the curious or naive into placing themselves in your care, and so on.

Slave Trainer (400 CP)
A well-trained slave is a work of erotic art, and you are the Picasso of your field. In your hands a slave's knowledge and skills can be sculpted in any way you might wish: learned skills are mastered at an accelerated pace, and any lessons you impart are digested and retained and become second nature without question. Even a disobedient slave will learn the lessons you wish her to even as she rails against them.

What's more, you may also sculpt the bodies of your slaves within the bounds of what is physically-possible for their race. A slave of slim build might find her hips filling out or her breasts becoming engorged with milk thanks to your ministrations, while an elf slave might find her ears transforming into erogenous zones if they weren't already. These changes occur at a rate that appears to be natural growth, accelerated by training them with special attention.

Master of Masters (600 CP)
To be a master is to be naturally-inclined to gain power and stand above others. You are the logical conclusion to that statement: a master who stands above even other dominants. Your will is absolutely ironclad and impossible to break: be it via torture or mind control or other methods, you will kneel to neither man nor god. But the same cannot be said for others: when subjected to your methods, even the fiercest dominatrix may find herself developing a submissive streak, if only where you are concerned.

Sub (Realism)

The First Rule of S&M (100 CP)
Every practitioner of BDSM knows this paradox, that the sub has all the true power in the relationship because they decide when everything *stops*. This perk allows you to *immediately* end any kind of sexual encounter through the use of a safe word. Even in situations where your partner is not inclined to respect your consent, the use of your safe word will cause them to end the session for other reasons such as a conveniently-timed distraction or just growing tired of tormenting you. You cannot be prevented from using your safe word even if you are not able to speak, merely thinking it with the intent to use it can trigger this perk's effect.

Release Mechanism (200 CP)
Sometimes you just want to be tied up, but you may not always have someone around to do the tying and more importantly, to release you once you've had your fun. It's a good thing for you then, that you now know how to include an emergency escape into anything you set up yourself. This goes beyond understanding how to use ice to keep a key out of reach for an hour or two: if you build a machine, you will always be able to include some kind of shut-off switch in a discreet spot that you can still get to easily if things go wrong. If you find yourself in the middle of casting a magic spell and suddenly need to stop, you now know just how to stop without releasing unstable energies that could harm you or your surroundings.

Common Sense (400 CP)
If you're going to be placing yourself at someone else's mercy it pays to have a good sense in advance of what's safe and what's not. This perk manifests as a sixth sense of sorts which provides a tugging sensation that draws your attention in the direction of safe and fun experiences whenever you're looking for them, though you can toggle it off if you choose. It also tugs very insistently *away* from dangerous experiences, like that nice-seeming dom who's actually a serial killer, or the eager sub who's actually a honey pot looking for an abuse lawsuit. The perk knows more than you do about these situations and provides accurate warnings regardless of whether you're aware of the danger or not, though it won't share specifics about *why* the situation is dangerous.

Everybody Experiments (600 CP)
Normal people who experiment sexually might kiss someone of the same sex or buy a strap-on to bring to bed. However you have found that your partners can be incredibly inventive in other forms of sexual experimentation. This perk enhances the ingenuity and technical skills of those people interested in you, allowing them to produce safe and surprisingly enjoyable results so long as the product is intended for sexual purposes.

While not permitting results beyond what technically could be accomplished by the individual without this perk it does allow a broad range of enhancement depending on the world or person. DIY sex machines would work smoothly without hurting anyone, a car battery and cables could be used for electro-play without risking damage or heart attacks, a modified charm spell could set your mood to 'horny', that makeshift chastity belt is incredibly hard to escape or bypass, etc.

Sub (Fantasy)

Beauty in Chains (100 CP)
While being no less effective, any bondage or restraints applied to you make you seem sexier and, if practical, leave your body available for sexual purposes. This perk causes sex and bondage to go hand in hand for you: those putting you in restraints for any reason will be more inclined to add a sexual aspect, and those having sex will likewise be more likely to include some kind of restraint. In any case nobody will view any of this as odd.

Secretly A Masochistic Contortionist (200 CP)
Good thing you used to take ballet and gymnastics, jumper. I don't know how you would have been able to survive that split otherwise... what's happening to your underwear right now? Simply put, you are now inhumanly flexible and durable, and any sensation that would normally register as discomfort or pain is now pleasurable to you. This doesn't help with the muscle deterioration that sets in after six months in an armbinder, but whoever put it on you will be able to get your elbows to touch without dislocating your arms, and you'll enjoy every moment of it.

You can choose to toggle this perk on and off at will and can always tell the difference between “good” pain and “bad” pain, i.e. the kind you get from a few hours at the gym versus the kind you get from a gunshot wound. The latter kind of pain does not trigger this perk’s effects by default unless you choose otherwise.

Sub in the Leather Mask (400 CP)
Long-term or lifestyle bondage has a nasty side-effect of negatively impacting your health unless great care is taken. Spend six months in an armbinder or a strait jacket and you’ll find that your muscles have badly deteriorated from holding that position for so long. However, at least in your case, so long as a token effort is made to keep you fed and maintained by your captors you can act at all times as though you were in top physical condition. Your health is otherwise self-maintaining while you are in bondage, with even any excess calories burning themselves rather than going to your waistline.

The Perfect Safeword (600 CP)
Being a lifestyle slave means having no choice in what happens to you, and while usually that’s part of the fantasy sometimes you end up with a case of buyer’s remorse when you get hurled over a line that you failed to imagine might be crossed. For situations like that there’s this perk: you have a mental reset button that allows you to undo the effects of anything that’s been done to you within the past jump, restoring you to your ideal form. You can use this perk automatically if something might otherwise prevent you from using it, such as being rendered comatose or brain-dead. Any traumatic memories or corruption or anything of the sort gets packed up into a little box and shoved into a corner of your mind, allowing you to recall the related memories without getting any related bad feels mixed in with them. This perk can only be used once per jump.

Equipment

Dom (Realism)

Leather Wardrobe (100 CP)
Contrary to the name this wardrobe has a lot more than just leather in it. This item consists of enough fetish wear to fill out a walk-in closet, all of it fitted to your exact specifications. Some of these are outfits that you might wear out in public but which still imply your status as either a dom or a sub, like expensive business suits or tight and restrictive dresses, while others are meant for roleplay or private use only. There's a roughly even mix of attire meant for both doms and subs in this collection ranging from high fantasy cosplay outfits to sexy maid and other kinds of uniforms. All of these clothes are self-washing and self-maintaining and resize themselves automatically to be a perfect fit for their current wearer.

Additionally, all outfits subtly broadcast the wearer's status as a dom, sub, or switch as well as their current availability. Normies won't notice this at all but anyone who's in the know will recognize your status, while those who don't know that they're doms or subs yet will find you mysteriously appealing for reasons they can't put a name to if you're available. A dom wearing a sub outfit or vice versa reads as a switch to this radar feature.

High-Quality Sex Toys (200 CP)
Now here's a collection worth showing off to your friends. This arsenal of sex toys and other props includes not only the old standbys of vibrators and gags and so on but also BDSM furniture such as wooden horses, A-frames, and St. Andrews crosses, and it's all either custom-ordered to your exact specifications or actually made by you if you also possess the Toymaster perk. Either way it's all top-quality stuff, even made with real leather where appropriate, and can include high-tech gadgets or magical enchantments if you also have any mad science or enchanting perks. Of course it's also all self-cleaning and maintaining.

Lifestyle Emporium (400 CP)
This discreet shop is located in the city of your choice in this jump and every jump afterwards, although it defaults to wherever your starting location is if applicable. The shop sells bondage gear, sex toys, fetish wear, lube by the gallon, contraceptives, and anything else that a sex shop specializing in BDSM might need. The inventory in the store consists of whatever is setting appropriate, but the staff can place orders for any kind of bondage gear from a setting that you have been to previously, and have it ready for pick-up within the week. You will find that all the paperwork for the ownership of the shop is done out in your name, and that no matter how puritanical the laws of the land may be no one will be able to shut it down unless you personally decide to close up shop.

Play Space (600 CP)
A play space is a semi-public location with permanent BDSM fixtures or which is used with the intent of being used for S&M sessions. Basically, this is a club or restaurant or similar business which caters to doms and subs and provides a space where BDSM activities can be performed in a public setting, typically with a number of vetted observers called dungeon monitors present to ensure that everything stays safe sane and consensual. This item makes you the owner of one such space as well as a known and trusted name in the local S&M fetish community. It generates enough money to pay for its expenses and make a nice profit. As with the Lifestyle Emporium local authorities will find it impossible to close down this location.

Dom (Fantasy)

Weapon of Choice (100 CP)
What kind of self-respecting dom goes out in public without his tools close at hand? Probably the one who doesn't want to get weird looks on the street, that's who. Fortunately you don't have any such concerns, because this tool of discipline -- a flogger, whip, paddle, or something of that nature -- fits so well into your hand that it would almost be stranger to see you without it, so nobody will think it strange if you go waving a riding crop around in public. If you have another item of a similar size and shape, for no additional charge you can choose to import that item and give it this item's form, so your riding crop can also be your magic wand if you wish.

Sub Contract (200 CP)
This innocent-looking binder contains a lengthy contract that, when signed, allows one person to sell themself to another person in all but name. You can freely alter the terms of the contract to allow or disallow any kind of fetish play, and so long as there is even one part of the contract that establishes a sexual or fetishistic relationship between the two parties you can make all the other clauses and conditions about whatever you want. Wherever you are, any lawful authorities who inspect the contract will see it as legal and binding and will even help enforce the terms if needed. Once both parties have signed the contract it can only be nullified or changed if both parties agree to do so, so make sure that you sign the right dotted line.

This item comes with five copies of the contract to start and each time a contract is signed a fresh one will take its place. Any physically destroyed contracts will reappear in the binder good as new 24 hours later. You can have as many active contracts as you like at any one time.

Training Harness (400 CP)
The perfect outfit for an unruly slave, the training harness is a full set of revealing leather straps with a modular design allowing for extra components such as a posture collar or ball gag harness or chastity belt to be locked in to it or removed depending on the master's preference. The entire harness is sufficiently minimalist that it can be worn underneath most outfits that cover the torso.

To a willing slave this outfit is about as comfortable as it can be. It never chafes and any attached toys or accessories never cause more pain or discomfort than they're intended to, and it serves to constantly remind the slave of their submissive status, making them more effective at carrying out orders in your name. To an unwilling slave… well, it's *still* quite comfortable whether they like it or not, although they probably won't appreciate being constantly reminded of their slave status at all hours of the day, at least not until said reminders finish wearing down the slave's rebelliousness.

Bondage Mansion (600 CP)
A secluded and luxurious manor house staffed by a loyal workforce of well-trained servants. The servants are not companions and do not follow you from jump to jump, but at the beginning of each jump you can dictate the demographics of the workforce such as age, gender, species, etc. What's more, any companions you've taken beyond the normal limit of 8 can be imported to fill out positions in the mansion's workforce as maids, butlers, slaves, furniture and so on, however they cannot leave the manor grounds under any circumstances except to return to the Warehouse and any attached locations. You can also choose to import another building and give it the benefits of this item for no additional cost.

There is of course a large sex dungeon in the basement and several different "entertainment" rooms throughout the building, but also many fixtures around the house have hidden features such as concealed d-rings to which a set of cuffs can be fixed. In addition to allowing you to live in comfort and privacy with all of your slaves, this mansion subtly impresses your dominant nature upon any visitors. Anyone who spends a substantial amount of time on the manor grounds will gradually become more receptive to the idea of submitting to the house's owner. Uninvited guests such as thieves are especially susceptible to this effect, and tend to take wrong turns and wind up locked in one of the sex dungeons.

Sub (Realism)

Required Reading (100 CP)
A bookshelf that holds a number of books concerning bondage and BDSM. In addition to signed copies of *'The Training of O'* and *'Sunstone'* there are also a number of print anthologies that contain bondage fiction that has never been printed in a book, but was only ever published to one website or another. Whatever the book or story is, as long as it has BDSM as a major theme, you can find it on this shelf.

Stealth Accessories (200 CP)
Allowing your dom to care for your needs in a public setting will be a lot safer with this set of equipment. This package includes a variety of plugs, vibrators, and other bindings and sex toys which can be worn unobtrusively in public. As long as you're using this item and not deliberately exposing yourself, any signs that might give you away will be dismissed by bystanders if they are even noticed at all; that buzzing vibrator in your panties is clearly just someone's ringing cell phone, and the juices leaking down your leg are obviously from a leaky water bottle.

Belt of Chastity (400 CP)
The Belt of Chastity protects its wearer from any sexual advances other than those of a designated owner. Rapists and others will find it impossible to remove even if they somehow get their hands on a key, the lock will simply fail to open unless the owner wishes it to do so.

Chains of Binding (600 CP)
Consisting of heavy steel manacles and an abundance of chain, this item is magically-reinforced so that anyone locked into it cannot pick the locks, slip the shackles, or break the chain. If they happen to have supernatural powers, those are also bound, and cannot be used in any way beyond life-support functions: a wizard chained up underwater could still use magic to breathe for example.

The Chains' default form is designed for a single human prisoner, but they can change size and length and produce extra fetters to restrain more exotic and/or numerous captives. However, the binding magic is only fully effective against a single prisoner; if more bodies are secured by the Chain, its power wanes proportionately. At their weakest, the Chains of Binding are still high-quality steel and locks, suitable for holding any number of ordinary human prisoners, but even a weak supernatural being could escape them with little issue. You'll also want to watch out for rescues, because the Chains' indestructibility doesn't extend to people who aren't locked into them.

Sub (Fantasy)

Rape Whistle (100 CP)
Hopefully you'll never need to use this item but a little insurance can't hurt, right? This innocent-looking whistle is your ticket out of a bad situation in any public place: blowing into it instantly draws the attention of anyone within about fifty feet or so to yourself, and more importantly it draws their wrath down on anyone who might be trying to take advantage of you at the time, be it sexually or otherwise.

Skin Care Set (200 CP)
BDSM can be rough on one's appearance, especially when you're into rougher types of play or rougher types of dominants, but this kit of self-replenishing lotions and oils helps stave off the effects of the lifestyle. Applying a bit of cream to bruises or small cuts will make them heal without a trace, and the oils can be applied to work out any lingering aches and pains from a rough session.

Bondage Machines (400 CP)
For the lonely sub without a dom to see to her needs, there's always science to fill the void. This item is an assortment of mechanical devices of varying designs meant to restrain and pleasure a single person. The exact designs are up to the jumper's imagination, though they can't have any functions besides restraining and pleasuring a single person. However you *can* import other devices and fuse them with these machines if you so choose, which causes the bondage machine to fill in for some feature or requirement of the imported machine. For example you could import a death ray and have the attached slave power it with her orgasms. How's that work? SCIENCE, that's how.

The Collar (600 CP)
With as much power as jumpers acquire in the course of their journeys it's almost inevitable that you're going to reach a point where you're nigh-omnipotent, and that can pose something of a problem if all you really want is to be someone's pet. This collar is the solution to that problem, as it was custom-made by Jump-chan to short out all of your perks and special abilities while you wear it, up to and including your Spark if you've earned it. Further, you cannot remove the collar without the assistance of your dominant, though the collar can be programmed to respond to multiple owners (one of whom can be Jump-chan if you choose).

Companions

Old Friends (50 CP)

The standard companion import option. This option can be purchased up to eight times. Each import gets one origin and 600 CP to spend on perks and items. Companions cannot purchase additional companions or take drawbacks.

New Friends (50 CP)

The equally standard create-a-companion option. New Friends get to choose an origin and get 600 CP to spend on perks and items. As with imports they do not get to purchase companions and drawbacks. You can purchase this option up to eight times.

New Friends can either be original characters with whatever personality and tastes you want for them, or you can apply the option to a character from the base jump. Companions from the base jump can be purchased with either this option or the equivalent companion option in the base jump's companion section.

Drawbacks

Everything Chafes (+100 CP)
Exactly what it says. All that leather might be fun for roleplaying but it's going to take its toll on your skin. Expect any kind of sexy outfit or accessory to be at least slightly uncomfortable.

Character Assassination (+100 CP)
Consensual BDSM usually involves a fair bit of roleplaying in order to act out fantasy situations. However for whatever reason either you or your partners are really really bad actors. You can't stay in character, and can't find partners who can stay in character, which will lead to a lot of ruined orgasms as a roleplay situation degenerates into awkwardness.

Not My Fetish (+100 CP)
It's hard enough finding people who are into the same stuff as you but now you get to experience it from the other end, because people are going to hit you up for stuff you're either not into or outright disgusted by rather than the stuff you really want to do. If you want your kinks you're going to have to put the legwork in to go out and find them yourself.

First-Timers (+100)
Whoever it was who said that heaven is full of virgins has never tried to have sex with one. All of your lovers start out totally incompetent and need to be taught almost everything except the most basic "insert tab a into slot b" stuff. This also applies to people who are allegedly experienced at sex, they'll just be inexplicably bad at it. For an extra 100 CP this incompetence applies to you as well.

Switch Hitter (+200)
Worse than just being bad at acting, your partners are often actively misleading as to what they really want, either intentionally or otherwise. You'll often find that a person you thought was a sub will gradually shift preferences until they're suddenly asking to top you instead. The same is true of doms turning into subs for you. Unless you're a switch this is going to present problems for longer-term d/s relationships.

Kinkshaming (+200)
You need to keep your fetish hidden or face public ridicule and/or legal action for it. While prospective partners will still be interested, their friends and family won't be so understanding if your interests are discovered.

For an extra 200 CP your kinks are not just illegal but also subject to criminal prosecution. The BDSM scene, insofar as it even exists, is as far underground as the actual criminal underworld and play spaces and other venues live in fear of police raids.

Mr Grey WILL See You Now (+300)
There is now a sadist with more money than sense who has taken an interest in you. What their position is in society depends on the setting, but they have enough wealth and influence to make your life a living hell unless you either submit to their (lack of) mercy, or find a way to make them kneel before you.

Jumper and Company (+300 CP)
Your life is now the plot of *Nana and Kaoru*. You and at least one other person are stuck in a rom-com situation in which bondage features heavily in the development of your relationship. Maybe your partner is exploring a newly-discovered submissive streak or maybe you're the sub trying to coax your love interest into becoming the dominatrix you know she can be, but either way you've got to make this relationship work in the long term *without* the use of any charisma or romance-focused perks. Failure is a chain ender.

Notes:

Bondage Mansion - The workforce's species can be any species native to whichever jump you're in, so feel free to employ a house full of elves or catgirls in that fantasy setting you like so much.

Written by Smuthunter with contributions from QQ

Changelog:
1.0 - Base version.