Lightning Warrior Raidy 0.1

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Introduction:

Welcome, Jumper, to the continent of Else, a land where humanity exists under the perpetual shadow of the Atrophomorphize. These entities, disturbingly, have female human forms 99% of the time, They harbor a sinister intent. For reasons both ritualistic and deeply personal, Else has become a stage for pervasive yuri violence. These monstrous beings frequently seek to abduct women, subjecting them to cruel and sexual tortures, either as offerings for dark sacrifices or simply to satisfy their own depraved desires.

Yet, amidst this terror, a glimmer of hope persists in the form of warriors known as adventurers. These individuals, for coin or conviction, undertake perilous tasks to safeguard the vulnerable human population from the predators of the Atrophomorphize. They are the thin line between civilization and utter despair, their skills and courage tested daily against foes who wear the guise of beauty.

Now, you stand on the precipice of your own journey within this treacherous realm. Here, in the heart of Else, I bestow upon you 1000 CP, a measure of power and potential to aid you in the trials ahead. The continent awaits, steeped in peril and the unsettling tension of a world defined by the hunt and capture of its women. Your adventure begins now, in this land where the most beautiful facades often conceal the most horrific intentions.



Starting Location:

Roll 1d4 to see in which city or location you start in this world. Or pay 50 CP to decide.

1. Village of Saad
Saad is a place where the air itself hangs heavy with the scent of fear and the bitter tang of loss. Once a peaceful community, it now echoes with the empty silence of stolen laughter and the unspoken grief for vanished daughters, sisters, and wives. The shadow of the Cubust Tower looms ominously on the horizon, a monolithic monument to the terror that has gripped this village. Brave men, filled with righteous fury and desperate hope, marched towards that foreboding structure, seeking to rescue their loved ones. None returned. Their silence speaks volumes, hinting at unspeakable horrors within the tower's walls. Whispers of dark rituals and vile sorcery swirl among the remaining villagers, fueling the dread and painting a grim picture of the horrors that await anyone foolish enough to venture within. It's clear that something deeply sinister festers in Cubust Tower, something that makes this rescue mission far more perilous than it initially appears.

2. Oasis Town of Lake Blue
Lake Blue is a deceptive paradise, a vibrant oasis that promises respite and relaxation after the arduous journey across the unforgiving desert. Its shimmering waters and lush greenery beckon weary travelers, offering a welcome illusion of safety and tranquility. However, beneath this alluring facade lies a festering wound. A ruthless bandit group has descended upon the town, shattering its peaceful facade with their violent incursions. Like a recurring nightmare, their primary objective is the abduction of young women, their motives shrouded in mystery and speculation. Are they destined for a life of servitude, victims of some twisted scheme, or pawns in a darker, more sinister plot? The town, once a haven of joy, now trembles under the shadow of fear, its beauty tainted by the looming threat of these predatory marauders.

3. Town of Vice

Vice is a town that thrives in the shadows, a haven for the unscrupulous and the ambitious. Unlike the other locations, it boasts a functioning underworld, where adventurers and thieves guilds operate openly, albeit with a delicate balance of power. It's a place where morality is a fluid concept, and survival often depends on one's ability to navigate the intricate web of alliances and betrayals. Yet, even in this den of iniquity, a familiar horror emerges. Whispers of an evil alchemist, operating from the outskirts of town, send shivers down the spines of even the most hardened criminals. And, predictably, their nefarious activities revolve around the abduction of women. It seems that even in a place where vice reigns supreme, the twisted obsession with capturing and exploiting women remains a constant, a grim reminder that some evils transcend even the most depraved societies.

4. Free Choice

Ah, the freedom of choice! The world of Else is your oyster, albeit a rather unsettling and potentially dangerous oyster. Perhaps you're drawn to the untamed wilderness, where ancient ruins hold the secrets of forgotten civilizations and monstrous creatures roam free.



Species

Alright, Jumper, it's time to decide what kind of creature you want to be in this wild and wacky world of Else. If you're happy being a good ol' human, then you get a free pass – no extra charge, no muss, no fuss. But if you're feeling a little more adventurous and want to explore the non-human options, then you're gonna have to pay the piper (in CP, of course). And just a heads up, unless your race specifically says otherwise, you'll be rocking a female form. Oh, and before you start picturing yourself as a wise old wizard, let's roll those dice! You're 17+ 1d20 roll years old.Also Humans can change their gender for free.

Beastman[200CP]

As a Beastsman, you now possess a hybrid form, a compelling blend of human and animalistic characteristics. The choice of your animal nature is yours to make – will you embody the sleek grace and agility of a cat, the surprising resilience and adaptability of a rat, or perhaps the keen senses and silent flight of a bat? Regardless of your selection, you will inherit the inherent strengths and vulnerabilities associated with your chosen animal. Yet, a defining trait of your new form is a significant augmentation of your physical prowess, invariably exceeding the capabilities of a baseline human. It is crucial to note, however, that as a Beastsman, you are inherently devoid of any innate magical abilities.



Insectoid[200CP]
As an Insectoid, your form now embodies the characteristics of your chosen insect. Perhaps you possess the chitinous exoskeleton and multifaceted eyes of a beetle, granting you surprising strength and a wide field of vision. Or maybe you've taken on the delicate wings and buzzing flight of a dragonfly, allowing for swift aerial maneuvers. You might have the multiple limbs and silk-spinning abilities of a spider, or the enhanced senses and pheromone communication of an ant. Whatever insect you choose, you inherit its unique physical traits, such as antennae, mandibles, or specialized legs, as well as its inherent abilities, be it camouflage, venom, or the capacity for swarming. Your size and strength will be relative to your chosen insect, though likely scaled to a humanoid frame.



Ghost [300CP]

As a Ghost, your being now exists beyond the physical realm, manifesting as the ethereal image of a young girl shrouded in a simple white sheet. You drift and glide, unbound by the constraints of gravity, able to pass through solid objects as if they were mere illusions. Your touch will feel chilling to the living. While you possess a certain degree of invulnerability to physical attacks, your existence is tied to the spectral plane, making you susceptible to effects that target incorporeal beings or manipulate spiritual energies. You also possess abilities such as invisibility, the power to instill fear, and the capacity to communicate with other spirits, all stemming from your non-corporeal nature.



Imp[300CP]

As a minor denizen of the underworld, you now possess the telltale signs of your infernal heritage: a set of leathery wings that grant you aerial mobility and a physical strength that surpasses the limitations of mortal humans. However, your true danger lies not merely in your physicality, but in your mastery of the dark arts. You have been trained in the arcane traditions of the underworld, granting you an innate affinity for spells of the dark attribute.



Dark Elve[300CP]

You are now a Dark Elf, a race known for their striking beauty, often characterized by their dark skin, blue hair, and piercing eyes. A notable trait of this race is their frequent possession of loli-like bodies, giving them a youthful and often deceptively fragile appearance. This physical characteristic, however, belies their inherent strength and agility, which often surpass that of humans. Dark Elves are also known for their affinity for magic, particularly those associated with darkness and shadow.



High Elve[300CP]

As a High Elf, you embody a race often associated with grace, beauty, and a natural affinity for magic. Unlike some other elven lineages, High Elves are typically depicted with mature and elegant physiques. Your form is to be tall and slender, with refined features, long flowing hair, and piercing eyes that often hold an ancient wisdom. You possess an innate connection to the arcane energies of the world, making the manipulation of magic come to you with a natural ease. This manifests as a talent for various schools of magic, a heightened sensitivity to magical energies, and an inherent ability to weave intricate spells. Your movements are likely to be fluid and graceful, reflecting the inherent elegance of your race.



Chimera [400CP]

As a Chimera, your form is a fascinating and often unsettling amalgamation of various animalistic features, all manifesting upon a female base. You possess the lithe body of a feline, adorned with the sharp talons of a raptor, the scaled wings of a dragon sprouting from your back, and the venomous tail of a cobra lashing behind you.You inherit the strengths and certain weaknesses of the creatures that comprise your being, resulting in a unique and often unpredictable set of abilities. Your physical prowess will likely be significant, a composite of the power and agility of your constituent animals, making you a formidable and visually striking entity.



Cerberus[400CP]
As a Cerberus, your form presents a striking and formidable image. Instead of the traditional three-headed canine, your essence manifests as a woman, but with the distinct and powerful feature of possessing three canine heads. These heads in the form of accessories, perhaps radiating from your head. You inherit the strength, ferocity, and heightened senses associated with the mythical guardian of the underworld. Your physical prowess is likely immense, and you might possess enhanced tracking abilities, a fearsome roar, or the ability to manipulate hellfire.



Elemental [400CP]
As an Elemental, your very being is now intrinsically linked to a fundamental force of nature. Choose your element – perhaps the roaring inferno of fire, the fluid depths of water, the unyielding strength of earth, or the boundless freedom of air. Your physical form manifests as that of a petite, nude young woman, her body seemingly composed of and adorned by your chosen element. For fire, her hair flicker like flames, and embers dance across her skin. For water, her form shimmer with a liquid luminescence, droplets constantly cascading from her. As earth, her skin resemble polished stone or is covered in intricate patterns of minerals. For air, she appear translucent, with breezes swirling around her ethereal form. You possess inherent control over your chosen element, able to manipulate it with ease and potentially even transform into its pure form. Your strengths and weaknesses will be tied to your elemental nature, granting you power over your domain but also vulnerability to opposing forces.



Medusa [400CP]
As a Medusa, your form is a captivating and perilous blend of human and serpentine features. Your torso and limbs are humanoid, likely possessing a striking beauty that belies your dangerous nature. However, in place of conventional hair, a writhing mass of venomous snakes adorns your head. These serpents are not mere appendages but living extensions of your being, capable of independent movement and striking with deadly precision. You inherit the Medusa's infamous gaze, a potent ability to petrify those who meet your eyes, turning flesh to unyielding stone. This power is both a formidable weapon and a constant curse, requiring careful control to avoid accidental petrification.



Siren [400CP]
As a Siren, your form is one of captivating beauty and alluring danger. You possess the upper body of a woman, often depicted with mesmerizing features and a voice of unparalleled enchantment. However, your lower half transforms into that of a fish, with shimmering scales and a powerful tail fin that allows for swift movement through water.which can split into human legs when needed. Your true power lies in your voice, which carries a magical allure capable of enchanting those who hear it, drawing them towards you with irresistible compulsion. This song can be used to entrance, to lure, or even to command, making you a formidable force in both social and potentially combative situations. While your aquatic nature grants you grace and power in water, you might find movement on land more cumbersome in your transformed state.



Vampire [400CP]

As a Vampire, you now possess the classic hallmarks of the undead. You are imbued with supernatural strength and speed, far exceeding human limits, and a resilience that makes you incredibly difficult to harm. The shadows are your allies, granting you a natural affinity for stealth and concealment. Of course, you also possess the thirst – a compelling need for blood to sustain your existence and power. This need can range in intensity, but it is an undeniable aspect of your being. Furthermore, you possess other vampiric abilities, such as enhanced senses, the power to enthrall weaker minds, and the capacity to transform into creatures of the night.



Hell Knight[600CP]

As a Hell Knight, you are a formidable entity, a high-ranking demon that manifests in a form that belies your power. Your appearance is that of a petite, young girl, often adorned in elaborate gothic attire that emphasizes your dark and imposing nature. This juxtaposition of youthful innocence and infernal power is a key aspect of your being. Beneath this deceptive exterior lies the strength and might of a seasoned warrior of the underworld. You possess enhanced physical capabilities, perhaps with demonic strength, speed, and resilience. Your command over hellish energies is significant, granting you access to powerful dark magic, the ability to summon infernal flames, and the capacity to wield demonic weaponry.



Reaper [600CP]

As a Reaper, you are a high-ranking demon who defies the conventional image of death and destruction. Your form takes the guise of a petite, young girl, often clad in vibrant and cute clothing that clashes starkly with your true nature. This deliberate contrast creates a disarming and unsettling effect, masking your formidable power behind an appearance of innocence and charm.Beneath this facade lies the essence of a collector of souls. You possess the strength and supernatural abilities befitting your rank, including the power to manipulate life and death energies, the ability to traverse between the mortal and spirit realms, and the capacity to reap souls with a touch or a gesture. You also wield a scythe, as both a physical manifestation and a spectral construct, as a symbol of your role.



Kyubi [600CP]
As a Kyubi, you embody the legendary nine-tailed fox spirit in the guise of a captivating fox girl adorned in a traditional miko outfit. You possess vulpine features such as fox ears atop your head and a long, elegant tail (or, more accurately, nine distinct and flowing tails) that sway with a life of their own. Your miko attire, typically consisting of a white kosode and red hakama, further enhances your mystical and alluring presence.

Beyond your striking appearance, you inherit the inherent abilities associated with the Kyubi. This includes enhanced senses, agility, and a natural affinity for illusion magic and shapeshifting, allowing you to potentially alter aspects of your appearance or create convincing phantasms. You also possess potent spiritual energy, granting you access to powerful fox-fire magic and other mystical abilities tied to your ancient lineage.



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Dragon[600CP]

As a Dragon, your essence now resides within a form that blends draconic majesty with a humanoid frame, specifically that of a woman. Imagine scales shimmering like a thousand jewels across your skin, perhaps in hues of emerald, ruby, sapphire, or obsidian depending on what species you are. Vestigial wings might extend from your back, hinting at the power of flight, and you possess a magnificent draconic tail that sways with regal grace. Your eyes possess the slitted pupils of a reptile, glowing with an inner fire, and subtle horns that curve elegantly from your brow. You possess incredible strength, capable of rending steel with your bare hands, and a natural resilience that shrugs off blows that would cripple lesser beings. You also command a draconic breath weapon, capable of unleashing torrents of fire, ice, lightning, or other elemental forces depending on your species that you chose . Your senses are also heightened, allowing you to perceive the world with a clarity far beyond human capabilities.



Boss Tentacle Monster [800CP]
Unlike the other species encountered here, you possess the option to manifest as either male or female. However, regardless of your chosen gender, you are far from the lesser tentacled entities that might be encountered. Your power is on par with that of a demon lord, a testament to your exceptional physical and magical abilities, your rapid regeneration, and your near-unparalleled resilience.

But your might extends beyond mere raw power. As a Tentacle Monster of this caliber, you possess the extraordinary ability to summon an unlimited number of tentacles from your form. These tentacles are not static appendages; you can manipulate their size, shape, and form at will, allowing for incredible versatility in both combat and in rapping women. Furthermore, your body secretes a potent aphrodisiac, a substance so powerful that any woman who comes into contact with it is transformed into a bitch in heat, their inhibitions lowered, and their desires focused almost exclusively on being raped by your tentacles.

Finally, your durability is legendary. You are incredibly difficult to destroy, possessing the ability to regenerate from even a single remaining fragment of your being. This, combined with your shapeshifting ability, which allows you to assume a human form, makes you a truly formidable and persistent force.



Origins:

Alright, Jumper, here you will decide what two origins you will gain. In this section, you will choose one origin based on your occupation in this world and also what your class is based on.

Occupation

Hero
You are the embodiment of virtue in this world, the shining beacon against the encroaching darkness. Destined for greatness, your path is paved with noble intentions and selfless acts. However, the very nature of this world, steeped in yuri violence and sexual predation, casts a dark shadow upon your heroic journey. You will likely find yourself likely to be raped by women and may even become the target of the very evils you seek to vanquish, potentially subjected to the horrific scenarios common in this genre.

Victim
You have chosen to immerse yourself in the world as one of its many non-player characters, taking on roles that form the backdrop of this perilous continent. You might find yourself managing a humble shop, offering vital information to travelers, or simply trying to navigate the dangers of everyday life. However, given the pervasive nature of yuri violence in Else, particularly if you are female, you face a significant risk of becoming a rape victim. You could find yourself targeted by shady organizations, becoming a victim of their nefarious schemes, and potentially subjected to the sexual tortures that are disturbingly common in this genre.

Evildoer
You embrace the role of the antagonist, one of the many malevolent forces that plague this world. Your motivations are likely rooted in a desire to kidnap and violate women, indulging in the perverse desires that drive much of the conflict in this land. Perhaps you also harbor grander schemes of world domination or seek to unleash some devastating ritual upon the populace.

Class

Alright, Jumper, it's time to decide what kind of warrior you'll be in this weapon-wielding world. After all, going around unarmed in a place like this? That's just asking for trouble! Also ***Boss Tentacle Monster gains two classes for free.***

Warrior
You are the classic front-line fighter, the sturdy shield and the powerful sword of any party. You've dedicated yourself to honing your body into a weapon, mastering the art of close-quarters combat. Whether it's a trusty blade, a mighty axe, or a crushing mace, you're most comfortable facing your opponents head-on, trading blows and protecting your allies with your strength and resilience.

Magician
You are a student of the arcane arts, a wielder of mystical energies. Through rigorous study and practice, you've learned to channel the very fabric of reality into potent spells. From devastating elemental blasts to intricate illusions and protective wards, you command a versatile arsenal that allows you to engage enemies from a distance or manipulate the battlefield to your advantage.

Rogue
You are the master of the shadows, the versatile wildcard of the battlefield. Unlike the straightforward approach of the Warrior or the raw power of the Magician, you excel in adaptability and cunning. You might be a stealthy assassin, striking from the darkness with deadly precision, or a nimble skirmisher, harassing enemies from the flanks. Alternatively, you could focus on support, using your skills in disguise, infiltration, and perhaps even subtle trickery to aid your allies. The Rogue is a class of endless possibilities, capable of filling a variety of roles and always keeping your opponents guessing.

Perks:

Perks of the same origin are discounted and 100Cp discounted perks are free.

General

World Of Hentai Yuri Beast [Free/100CP]
It's no secret that you've landed in a world where the monsters and beasts have a rather... specific aesthetic. For the vast majority of the time, these terrifying entities take on forms that are nothing short of cute or outright sexy human females. We're talking a solid 99% chance of encountering a creature that would easily score an 8 out of 10 on looks, minimum. While you're here in this particular World of Hentai Yuri Beast, this pervasive characteristic of the local fauna comes absolutely free – consider it a complimentary quirk of the local ecosystem. However, if you find this consistent level of attractiveness in your monstrous adversaries to be a particularly engaging feature and wish to experience it in your future travels, you can choose to bring this perk with you for a cost of 100CP. This is also a toggleable effect, meaning you can choose whether or not this particular characteristic applies in subsequent worlds.

Hentai Beauty[Free]
Just like many characters in this world, you have an appearance that turns heads. You start with a minimum attractiveness of 9/10 and have the freedom to choose any body shape you prefer even . Given the hentai game influences of this setting, you can select a body type ranging from a loli-like figure, to a more voluptuous form with large, head-sized breasts.This even affects the species you choice to be. Additionally, as a bonus, your body will remain attractive at all times—sweat will enhance your appeal, and any dirt or filth will be easily washed away.

Hentai Armour [Free/100CP]
In this world, skimpy armor is not only fashionable but also practical and fully functional. Regardless of the exposure, your armor provides complete protection depending on its type. Plate armor offers maximum defense against physical damage, while wizard armor provides significant elemental resistance. This perk comes free of charge during your stay in this world.Should you wish to bring this unique fashion sense to future worlds, it will cost you 100 CP. This ensures that wherever your adventures take you next, you can continue to enjoy the stylish and protective benefits of “armor”.

More Skimpy Bigger Dodge [Free/100CP]
When wearing skimpy or revealing hentai-style armor, your ability to dodge incoming attacks is enhanced. The less the armor covers your body, the greater your evasive capabilities become. This effect is directly proportional to the amount of skin exposed, allowing for increased agility and reaction time as your armor becomes more revealing. However, this perk offers no benefit when you are completely naked. For no cost, this effect remains limited to this specific world. However, by investing 100CP, you can extend this benefit to future worlds, making enhanced evasion with skimpy armor a consistent aspect of your abilities across different realities.

I can enjoy it right? [100CP]
Let's face facts, in a world like this, intimate encounters, both consensual and non-consensual, are a stark reality. This perk is designed to grant you a degree of control over your own experience. You gain the ability to fully experience and even enjoy the arousal and pleasure of any sexual act until its conclusion. This perk will also make you bisexual, opening you up to attraction to all genders. Furthermore, any attempts to blackmail you by denying you sexual satisfaction, such as preventing you from climaxing or stopping an encounter prematurely, will not break your will. Instead, you will regain clarity and firmly assert your autonomy, stating your refusal to comply under such duress. Finally, this perk also determines your personal ability to either become pregnant or to impregnate others.

Common Sense [100 CP]
Unlike many Warriours, who often let pride, emotions, or reckless determination cloud their judgment, you possess the rare and invaluable gift of common sense. You think rationally, assess situations with logic, and avoid the impulsive, self-destructive tendencies that tend to get heroes captured, betrayed, or overwhelmed. You recognize obvious traps, question suspicious allies, and don't charge headfirst into unwinnable battles without a plan. Your clear-headedness makes you a reliable strategist and a survivor in the brutal world of demons, corruption, and rape.

Clean Body [100 CP]
No matter how dirty or grimy you become, your body naturally rejects any filth. Whether you're covered in mud, blood, or semen, your skin will cleanse itself within minutes of being removed from the source of the mess. Your hair, clothes, and appearance will always return to their pristine state without any effort on your part. You'll remain dazzling, fresh, and immaculate no matter what horrors you face, ensuring you always look fabulous, even after the most intense battles or struggles.

Durable Body [200 CP]
Your body is far more resilient than that of an ordinary human. You possess incredible elasticity and durability, allowing you to endure far greater punishment or hard sex without succumbing to pain or injury. Whether it's blows, falls, or magical attacks, you can withstand it all with minimal damage. In addition, your body heals much faster, ensuring you recover quickly from any injuries without leaving scars. Where others would falter or fall, you remain standing, a testament to your unbreakable endurance.

Efficient Body [200 CP]
Your body's ability to absorb nutrients is unparalleled. No matter how depleted you are, a single meal can restore your strength and vitality to full capacity. You can derive sustenance from even the simplest or most unappetizing food sources like cum, ensuring you never suffer from malnutrition or weakness. This efficiency means you are always operating at peak performance, with a body optimized for endurance, power, and recovery.

Levels [Varies]
Your capabilities within this world are not solely determined by superficial aspects, but by genuine combat proficiency. Here, you must decide your starting level of power, reflecting your initial combat skill and magical aptitude.

Level 1 [Free]
You begin at the absolute nadir of combat effectiveness. Untrained and inexperienced in the arts of warfare and magic, you are profoundly outmatched by even the most rudimentary threats

Level 10 [Free for Races that cost 400 CP/100 CP]
Having progressed beyond utter inexperience, you now possess a rudimentary understanding of your chosen class. You can wield a weapon with basic competence and execute simple spells without immediate mishap. While still far from being a skilled combatant, you are no longer an immediate liability in a confrontation.

Level 20 [Free for Races that Cost 600 CP/200 CP]
You have achieved a solid intermediate level of skill, demonstrating a firm command of your class's core mechanics. You are capable of holding your own in combat, dispatching weaker adversaries with relative ease, and executing more complex maneuvers when required.

Level 40 [Free for Boss Tentacle Monster /400 CP]
At this stage, you have attained expert proficiency in your chosen class, becoming a significant force on the battlefield. Your techniques are refined, your strategies well-honed, and you can engage formidable opponents with confidence. Lesser enemies pose little threat, and even among experienced fighters, you are recognized as one of the elite.

Hero

Hero Smile [100CP]
Your smile possesses an almost supernatural quality, capable of instantly disarming even the most suspicious or guarded individuals. It's not just a pleasant expression; it's a genuine emanation of your willingness to help, radiating sincerity and trustworthiness. People are more likely to offer crucial information that might otherwise remain hidden, or to bestow upon you items and resources that are vital to your quest.

Dungeon Dwelling [100CP]
In this world, dungeons are not merely dark and dangerous places; they are integral to the very fabric of society. You possess an enhanced sense of direction within labyrinthine corridors, an uncanny ability to detect traps and hidden passages, and a natural resilience to the hazards commonly found within these perilous locales.

It's Not Yet Time to Go There [200CP]
This perk provides you with an invaluable form of precognitive warning, an inner voice that speaks to you with unwavering certainty. Before entering a room or area, you receive an intuitive nudge that alerts you if you are not yet prepared for what lies within. This isn't a vague sense of unease; it's a clear and distinct warning that something is amiss. This inner voice goes beyond simply indicating danger. It offers specific guidance, informing you that you lack crucial information about a boss, that you are missing essential equipment, or even revealing the specific requirements necessary for victory. Given the potentially dire consequences of failure in this world, this precognitive ability can be the difference between triumph and devastating defeat.

I Can Relieve Myself [200CP]
In a world where individuals are frequently subjected to magical or physical influences that induce extreme arousal and a craving for sexual acts, maintaining control over one's own desires is a significant challenge. This perk grants you the ability to resist these external pressures, allowing you to effectively suppress the intense feelings of horniness and the overwhelming urge to submit to unwanted advances. You can consciously choose to delay indulging these desires, maintaining your clarity of thought and autonomy. Furthermore, when you do choose to relieve yourself, whether through masturbation or with a willing partner, any lingering frustration or unmet intensity will be fully satisfied.

To Punish Evil With Evil [400 CP]
Justice is often delivered through strength, but for those who have inflicted suffering and degradation upon others, their punishment must be truly fitting. With this ability, when you defeat an evil individual, you gain the option to turn their own vile acts against them, forcing them to experience the same treatment they inflicted upon their victims. This serves both as a form of retribution and as an effective method of breaking their will, making them feel the pain and humiliation they once caused. Additionally, this ability can be used as a method of interrogation, allowing you to extract information from your enemies with unmatched effectiveness. When their punishment is complete, many will be overcome with guilt and remorse, often renouncing their past ways entirely.

Rare Find [400 CP]
Your keen instincts and fortune make you a natural treasure hunter, ensuring that whenever you explore dungeons, you are far more likely to uncover rare and valuable items. Whether hidden in chests or dropped by defeated enemies, these items will often be of significantly higher quality than what most adventurers would typically find. Be it powerful artifacts, rare materials, or lost relics, your ability ensures that true treasures are never out of reach.

Avatar Of the Gods [600CP]
Your very essence has undergone a profound transformation, Jumper. Your spirit has become intertwined with the divine, your soul now a conduit for the raw power of a chosen element. Select the force that resonates most deeply within you – be it the searing heat of fire, the crushing weight of earth, the boundless currents of water, the swift currents of air, the shocking discharge of lightning, or any other fundamental element that commands your affinity. As an Avatar of the Gods, your connection to this element is intrinsic and effortless. You can now imbue your weapons with its essence, causing them to crackle with elemental energy, leaving trails of fire, frost, or lightning in their wake. Protective shields of pure elemental force spring to your will, deflecting attacks with the might of your chosen domain.

Furthermore, your elemental mastery transcends mere manipulation. Any offensive action you unleash that is imbued with your chosen element now possesses an extraordinary potency: it completely bypasses the resistances of your target. Whether they possess natural immunities or magical wards against your chosen element, your divine power overrides these defenses, ensuring the full impact of your attacks. If you had previously chosen the Elemental species, this perk elevates you to the esteemed rank of a High Elemental, amplifying your inherent abilities and granting you an even deeper connection to your chosen domain, making you a true force of nature incarnate.

Fusion [600CP]
You have unlocked a remarkable ability to merge your being with that of an ally, creating a composite form that combines your strengths and characteristics. At the outset, this fusion will primarily retain your base form, but it will be augmented with the distinct features of your fused partner. This might manifest as physical alterations, such as the addition of wings, enhanced musculature, or unique sensory organs. You will also inherit the strengths and weaknesses of your ally, creating a dynamic shift in your capabilities and vulnerabilities. This initial stage of fusion allows for a powerful synergy, but it requires careful consideration of the trade-offs involved. With time and practice, you can further develop this ability, expanding your capacity to fuse with multiple individuals simultaneously. This opens up even greater possibilities for customization and power enhancement, allowing you to combine a wide array of strengths and abilities.



Victim

Cute [100CP]
An inexplicable charm surrounds you, a certain je ne sais quoi that triggers an overwhelming sense of protectiveness and affection in others. It might be the way you speak, the style of your clothing, or even the particularly endearing way you moan to express pleasure. This inherent cuteness has a tangible effect on how people perceive and interact with you. Even the most hardened villains, those typically inclined to cruelty and violence, find it difficult to treat you with the same level of brutality they might inflict upon others. If captured, your captivity tends to be more comfortable, with your captors exhibiting a surprising degree of gentleness and consideration.

Inn Service [100CP]
You possess a comprehensive knowledge of innkeeping, a skill that proves invaluable in a world where rest and respite are often hard-won. You know the intricacies of managing an inn, from setting fair prices for rooms to maintaining cleanliness and order. But your expertise goes beyond mere business acumen. You have a knack for creating a truly restorative atmosphere. The services you provide offer more than just a place to sleep; they bestow a complete rejuvenation upon your guests. A stay at your inn will fully recharge their energy, dispelling fatigue and restoring their vitality. Furthermore, your inn possesses a subtle healing property, capable of mending most non-life-threatening wounds, allowing travelers to recover from their trials and continue their journey refreshed.

Rumor Giver [200CP]
In a world rife with intrigue and hidden information, the ability to discern truth from falsehood is a valuable asset. This perk grants you an almost supernatural ability to filter through the cacophony of rumors and gossip that swirls around you. You can sift through the noise, identifying accurate information and discarding misinformation with uncanny precision. This allows you to provide reliable intelligence on matters of interest to others, offering valuable insights that might otherwise remain obscured.

Perfect Reward [200CP]
You possess an intuitive understanding of what individuals truly need, a knack for providing rewards that go beyond mere material value. This perk allows you to bestow gifts or items that perfectly address the specific needs or desires of those you assist. It's not about giving the most valuable or extravagant prize, but rather about providing something that holds a deeper significance or utility. An old ring found in the dirt might seem insignificant to others, but to a hero, it could be the final key needed to unlock a crucial gate, a seemingly mundane object that becomes instrumental to their quest.

Merchant [400CP]
You possess an innate talent for commerce, transforming you into an exceptionally skilled merchant. You have the ability to manage and maintain a shop that can be stocked with an astonishing variety of materials, catering to a wide range of needs. Your store becomes a veritable treasure trove, offering everything from essential supplies and rare artifacts to specialized tools and magical components. What truly sets you apart is your foresight; you possess an almost precognitive ability to anticipate the demands of your customers. You can intuitively discern what materials will be in high demand, ensuring that your shelves are always stocked with the necessary items before they become scarce. This allows you to provide crucial resources to adventurers, travelers, and the general populace, making your shop an indispensable hub for trade and commerce.

Always Rescued [400CP]
A peculiar fate seems to weave itself around you, ensuring that you are never left to face dire circumstances alone. Whenever you find yourself in a perilous situation, whether captured, threatened, or facing imminent danger, a hero will invariably appear to rescue you. This is not a passive ability; it does not prevent you from entering dangerous situations, nor does it absolve you of all responsibility. If you deliberately instigate the danger or if you possess the means to escape on your own, this perk will not activate. However, in situations where you are genuinely trapped or helpless, a savior will arrive, seemingly drawn to your plight.

Blacksmith [600CP]
You possess an extraordinary talent for the art of blacksmithing, far exceeding the capabilities of ordinary craftsmen. You can not only forge the standard weapons and armor required by adventurers, but you are also capable of creating powerful magical items. Your skill is directly tied to the quality of the materials you work with. When adventurers bring you rare and potent materials, the more powerful and magical your creations become. You can draw out the latent energies within these materials, imbuing your weapons and armor with extraordinary enchantments and effects. Furthermore, you have the ability to upgrade and enhance your existing creations, refining their properties and increasing their effectiveness over time. This skill makes you an invaluable asset to any adventuring party, capable of providing them with unparalleled gear that can turn the tide of battle.

Safe Zones [600CP]
You have a unique and powerful ability to create pockets of safety within the most dangerous environments. Whether it's the depths of a treacherous dungeon or the heart of a war-torn town, you can designate specific areas as "safe zones." Within these designated spaces, an inviolable sanctuary is established. No matter the chaos or danger raging outside, enemies will be unable to enter and will not exhibit hostility towards you within these zones. Furthermore, these safe zones offer accelerated recovery; any healing effects are enhanced, and mana regeneration is significantly increased when resting within them. This provides a crucial haven for adventurers to recuperate, plan, and prepare for the challenges ahead. However, you are limited in your ability to create these safe zones. You can only establish one per floor within a dungeon and one within each town, making their strategic placement essential for maximum benefit.

Evildoer

Evil Smirk [100 CP]
With just a single smirk, you can send chills down the spines of those around you. This sinister expression exudes an aura of danger, effortlessly conveying that messing with you is a terrible idea. Whether you're facing an enemy, a rival, or even just an overconfident fool, your smirk alone is often enough to make them second-guess their choices. It’s not just for intimidation, either—this smirk adds an unmistakable flair to your presence, making you look effortlessly cool even in the heat of battle.

Fun sexual Torture 101 [100CP]:
You've gained expertise in the dark art of sexual torture, knowing how to inflict physical, mental, and sexual pain on others. With this perk, you're aware of various techniques to break a person's will, or simply cause suffering, by using sexual violence like whipping, tentacle rape, or any bondage theme acts as a means of torture and fun, allowing you to wield significant power over others through fear, pain, and suffering.

To Hold Back [200 CP]
You have mastered the art of restraint, knowing exactly how much force to apply in any situation. Whether in combat or interrogation, you can effortlessly control your attacks, dealing just enough damage to subdue your enemies without accidentally killing them. This makes you especially valuable in missions requiring capture, infiltration, or gathering intelligence.

The Art of Capturing Women [200CP]
You possess a refined and comprehensive understanding of the intricacies involved in locating and apprehending women. This includes a keen eye for identifying individuals who meet specific criteria, a knowledge of effective capture techniques tailored to various situations and environments, and the strategic planning of escape routes to ensure a successful extraction. You are adept at anticipating potential obstacles and devising countermeasures, making you a highly efficient and resourceful individual when it comes to acquiring your desired targets.

Anti-Female [400CP]
You have developed a specialized and unsettling expertise in combating female opponents. You possess the knowledge to create potent aphrodisiacs that can be applied to your weapons, inducing intense arousal and disorientation in female targets upon contact. Furthermore, you have an intuitive understanding of female anatomy, knowing precisely when and where to strike on the battlefield to maximize discomfort and hinder their abilities, as well as a detailed awareness of their erogenous zones for the more fun aspect here . You also possess the ability to offer services or information in exchange for sexual favors, and as long as the information you provide is truthful, the female recipient will not refuse this form of payment, regardless of how unconventional or even ludicrous the request might be.

Addicted Pain [400CP]
Your ability to inflict pleasure through pain has reached an unparalleled level, making you the ultimate source of ecstasy for those who experience it. Whenever you cause a person to climax through your actions, their brain becomes rewired to crave your specific technique, rendering all other sources of pleasure dull and unfulfilling in comparison. This intense psychological dependence makes individuals increasingly likely to abandon their former allegiances and loyalties, instead choosing to serve you as their personal pet, eager to surrender to your every whim and submit to your will, as they become hopelessly addicted to the unique sensation of pain and pleasure that only you can provide.

Dark Rituals [600CP]
Beyond mere carnal gratification, you now possess an esoteric understanding of the dark arts, specifically concerning the sexual manipulation of females for ritualistic purposes. You know the precise methods of sexual training required to transform their bodies into potent conduits of dark energy. These rituals can achieve several sinister ends. They can condition women to produce copious amounts of "love juices" exceptionally rich in mana, a substance that can be harvested to create powerful potions or, when consumed by demons, grant them significant power boosts. Alternatively, the sexual training can saturate the female body with lustful and dark energy, transforming them into potent living sacrifices. These sacrifices can then be used to forge incredibly powerful demonic weapons, armor, or artifacts, imbued with the very essence of their being. The

longer and more diverse the sexual training regimen, the more potent and valuable these females become for your dark rituals.

Demon Lord [600CP]
You stand as a formidable figure within the infernal hierarchy, a true Demon Lord. Your power eclipses that of lesser demons, commanding respect and fear in equal measure throughout the underworld. Your physical might is immense, capable of crushing mortal bones with contemptuous ease. Your mastery of dark magic is profound, allowing you to conjure devastating spells, summon legions of lesser demons, and manipulate the very fabric of shadow and flame. You also have the capability to erect one tower as your domain and here demons and other monsters will start spawning within it.You can only erect one Tower at a time and the creation of another tower will cause the other tower to collapse.



Class

For any species you select that costs 600CP or more, you will automatically gain the benefits of both 200CP perk associated with your chosen class, absolutely free of charge. This is a clear indication of the exceptional capabilities that come with embodying such a potent form, showcasing that your very being is imbued with a level of skill and power that others must actively train to achieve.

Warrior

A Feminine Form [100CP]
You desire to maintain a lithe and graceful physique while possessing extraordinary strength and agility, and this perk allows you to achieve that. Your muscles, though appearing slender and elegant, have become ten times denser than those of an average person. This remarkable increase in density grants you a significant boost in raw power, enabling even a form that appears as delicate as a child's to wield incredible force. This perk allows you to combine the aesthetic beauty often valued in this world with the formidable strength necessary to overcome its challenges.

Weapon Proficiency [100CP]
In a world where combat is commonplace, proficiency with a weapon is essential for survival. As a warrior, you gain the skill to wield at least one weapon effectively. You have the freedom to choose from a diverse range of options, including short-range weapons for close combat, long-range weapons for engaging enemies from a distance, or even more exotic and specialized weapons, such as a chain sword. While your skill with the chosen weapon may not yet be fully perfected, it is sufficient to allow you to hold your own in battle and ensures that you are not easily overwhelmed, even by formidable opponents. This perk can be purchased multiple times, allowing you to master additional weapons and further enhance your combat versatility.

Iron and Perfect Skin [200CP]
In this world, where beauty and perfection are often highly valued, blemishes and scars are considered undesirable. This perk addresses both your defensive capabilities and your aesthetic concerns. You have mastered the art of toughening your skin to an extraordinary degree, achieving a hardness comparable to that of diamonds. This remarkable resilience allows you to effortlessly deflect weaker physical attacks, rendering them ineffective, and significantly reduce the damage inflicted by more powerful blows. Furthermore, any wounds that you sustain will heal flawlessly, leaving no trace of injury, ensuring that your skin remains perpetually smooth, soft, and unblemished.

Giant's Strength [200CP]
You possess a strength that rivals the legendary giants of old. With remarkable ease, you can lift and carry a person fully clad in plate armor while they are mounted on a horse. This perk grants you a level of raw physical power that defies conventional human limitations, enabling you to perform feats of strength that would be considered impossible for most.

Defender [400CP]
Your preference for remaining adequately clothed in public has translated into a mastery of defense. Unlike the often fragile armor and weaponry of your fellow warriors, yours possess remarkable resilience. When worn by you, your armor and weapons boast five times the normal endurance, allowing them to withstand significantly more damage before breaking or losing effectiveness. While this might mean your audience sees less of your physique, it provides a substantial advantage in prolonged engagements. You also gain a natural proficiency with shields, enhancing your defensive capabilities even further.

Why Are You Not Tired? [400CP]
Despite your potential for beauty, your physical stamina is exceptional. You possess an extraordinary endurance that allows you to fight at your full potential for days without experiencing fatigue. The debilitating effects of prolonged combat, such as muscle cramps and mental exhaustion, are completely negated for you. While you can push your body far beyond normal limits, the fundamental human needs for sustenance like food and water still remain essential for your continued operation.

Dress Break [600CP]
You possess a unique and rather specific combat art: the ability to expertly destroy the clothing and equipment of your opponents. This technique allows you to swiftly disarm and expose your adversaries without causing any lasting physical harm. Regardless of the force you employ, your attacks will never inflict a lethal blow or even a scratch. Once an opponent is rendered completely nude, the conventions of certain duels might dictate the end of the fight. This skill is particularly useful if your objective is to swiftly neutralize opponents or, perhaps, to simply appreciate their physique without causing them any actual injury.

Berserker [600CP]
Your rigorous training in the untamed wilds has forged you into a formidable warrior, your muscles honed to peak condition and your instincts razor-sharp.. Furthermore, your dedication has earned you the favor of a powerful spirit, offering you a choice between the aspects of Storm or Strength.

Regardless of the spirit you choose to align with, you gain access to a potent and specialized form of Barbarian rage. This rage is sustained as long as you remain engaged in combat, both delivering and receiving blows from your opponents. While in this heightened state, the force of your strikes is significantly amplified, and your resilience against physical harm is greatly enhanced, transforming you into an unstoppable juggernaut on the battlefield.

Should you choose the Storm spirit, you gain dominion over the tempestuous skies. While raging, a primal magic aura extends ten meters around you, conjuring a miniature storm that inflicts elemental damage of your choosing – be it the torrential force of Water, the crushing weight of Earth, the slicing winds of Wind, the searing heat of Fire, or the shocking power of Lightning – upon your adversaries within its radius.

If you opt for the Strength spirit, you tap into the raw, untamed power within your own being. This straightforward approach exponentially magnifies your already considerable strength and might, granting you the potential to unleash devastating blows capable of laying waste to fortifications with sheer brute force alone.

Magician

Always In Perfect Form [100CP]
As a magician, your youthful appearance and optimal magical condition are intrinsically linked to your combat effectiveness. This perk ensures that your physical form remains perpetually youthful, mirroring the prime of your early adulthood, so your beauty will never diminish with the passage of time. Furthermore, your body will always be in an ideal state for spellcasting, unaffected by external factors such as hunger, fatigue, or even confinement. This guarantees that you can consistently perform at your peak magical potential, regardless of the challenging circumstances you might face in battle.

Elemental Proficiency [100CP]
You have dedicated yourself to the study and mastery of elemental magic. Choose one element to which you have deeply attuned your magical energies. This could be the fluid force of Water, the unyielding strength of Earth, the boundless currents of Wind, the destructive power of Fire, the chilling embrace of Ice, the shocking surge of Lightning, the radiant purity of Light, the shadowy depths of Dark, the divine energy of Holy, or the unpredictable nature of Chaos. You now possess a fundamental proficiency in manipulating this chosen element, allowing you to shape and command it for various purposes.

Flight [200CP]
Whether through the grace of inherent wings or the mastery of arcane levitation, you now possess the gift of flight. This newfound aerial mobility provides a significant tactical advantage in battle, allowing for swift and agile maneuvering to evade enemy attacks. Your aerial speed is also notably enhanced, reaching three times faster than your normal walking pace, granting you the ability to traverse distances quickly and gain a superior vantage point in any engagement.

Double Cast [200CP]
As a magician, you understand that sometimes a single strike simply isn't sufficient to overcome your adversaries. You have now mastered the art of doubling your offensive output with remarkable precision and efficiency. With this newfound skill, you possess the innate ability to cast any offensive spell twice in rapid succession with a mere act of will. This allows you to unleash a barrage of magical energy, overwhelming your opponents with a swift and potent double strike, significantly increasing your damage potential.

Reflecting Barrier [400CP]
You have mastered the creation of a potent energy shield, a versatile defense against incoming threats. Whether through arcane manipulation or innate power, you can conjure a temporary barrier of shimmering energy that acts as both shield and armor, capable of intercepting and deflecting a wide range of attacks. These shields possess considerable resilience, capable of lasting for up to eight hours before dissipating naturally. However, they are not indestructible and will shatter if subjected to damage beyond their capacity.

Hammer Space [400CP]
Despite the often revealing nature of your attire, you possess an uncanny ability to conceal items of significant size upon your person. You now have access to a personal, extradimensional space directly linked to your body, allowing you to store weapons and other equipment without any visible bulges or telltale signs. Even under thorough searches, these hidden items will remain undetected. While this defies conventional logic and may lead to wild speculation about the exact locations of your concealed arsenal – often involving humorous (and incorrect) assumptions about cleavage or other anatomical areas – the fact remains that you possess a secure and readily accessible means of carrying essential gear.

Free Transportation [600CP]
Navigating the expansive landscapes of this world, with its sprawling cities and distant realms, often presents significant challenges and dangers. However, you have overcome these limitations by mastering the rare and potent art of teleportation. With a mere thought and a subtle gesture, you can conjure a shimmering gate, a magical portal that allows you to traverse vast distances instantaneously. This extraordinary ability grants you unparalleled freedom of movement, enabling you to effortlessly travel to any location you have previously visited. No longer constrained by the limitations of conventional travel, you can bypass perilous routes, evade pursuers with ease, and reach far-off destinations in the blink of an eye. While this power offers immense convenience, it is contingent on prior physical presence at your intended destination, preventing instantaneous travel to uncharted or unfamiliar areas. Nevertheless, for a seasoned adventurer, this magical gift represents an invaluable asset, providing unmatched speed and efficiency in your journeys across the world.

The Ultimate Magician [600CP]
As a magician who has reached the zenith of their craft, your magical potential is truly extraordinary. Your mana reserves have expanded to four times the capacity of an average individual, granting you a vast wellspring of arcane energy. This substantial increase in your mana pool directly translates to a significant amplification of your spells, causing them to strike with exponentially greater force and impact. Furthermore, no arcane knowledge is beyond your grasp. Any limitations or restrictions that might typically govern spellcasting are waived when you attempt to learn a new spell. Spells restricted by gender, race, or any other conventional prerequisite become accessible to you. You desire to learn a spell exclusive to male mages? It presents no obstacle. You wish to master incantations that summon spirits bound only to elves, despite your human heritage? That too is within your reach. However, be prepared for the reactions of others, as your ability to defy the fundamental rules of magic may lead you to be regarded as an anomaly, a true freak of nature within the arcane community.



Rogue

Ambidextrous [100CP]
You possess a natural dexterity that allows you to wield weapons with equal skill in both hands. This ambidextrous ability provides a significant advantage in combat, whether you choose to dual-wield for a relentless flurry of attacks or simply switch your weapon between hands to keep your opponents off balance. Furthermore, you possess an exceptional level of aim. Regardless of your stance or surroundings – be it perched precariously in a tree or galloping on horseback – your projectiles will consistently strike their intended target with at least a 90% accuracy rate.

Stealth [100CP]
You have cultivated a mastery of stealth, allowing you to move with an uncanny silence and blend seamlessly into your surroundings. Whether navigating dense forests, creeping through shadowy corridors, or infiltrating guarded locations, your movements are fluid and undetectable. You possess the ability to mask your presence, making it difficult for others to perceive you through sight, sound, or even other sensory means. This skill allows you to gather information undetected, set ambushes, and bypass dangers without direct confrontation.

Trap Master [200CP]
You possess a cunning and inventive mind when it comes to the art of trapping. You can skillfully craft a wide variety of traps, ranging from simple snares designed to restrain your targets to more elaborate and dangerous contraptions like powerful bear traps. Beyond mere construction, you have a keen understanding of how to expertly conceal these traps within the environment, making them difficult to detect before it's too late. Moreover, you have precise control over the effects of your creations, allowing you to design traps that merely incapacitate or those that inflict significant physical and even mental distress upon their victims.

Anti Cheating Sense [200CP]
As a rogue, you are likely no stranger to the underhanded tactics that some opponents might employ. To counter such deceit, you now possess a specialized sense, akin to a heightened intuition, that allows you to detect any form of cheating or unfair play in any situation. This sense will alert you to hidden advantages, manipulated rules, or any attempts to gain an unjust upper hand, ensuring that you are never caught off guard by such tactics and can respond accordingly. You will no longer be a victim of deception, always aware of when your opponents are not playing fair.

Let's Parkour [400CP]
Your agility and acrobatic prowess have been significantly enhanced, granting you incredible maneuverability in urban landscapes and beyond. You can now leap to heights ten times greater than your previous maximum, effortlessly clearing obstacles and reaching elevated positions with ease. Furthermore, you possess an uncanny ability to land without injury, completely negating any damage from falls, no matter the distance. This allows you to navigate densely packed cities and treacherous terrain with unparalleled freedom and safety. You have also become an expert climber, able to scale any vertical surface with remarkable speed and finesse, effortlessly ascending buildings, cliffs, and other structures. Whether showcasing breathtaking feats of parkour or swiftly evading enemies in a crowded environment, your enhanced mobility will undoubtedly leave a lasting impression.

Mind Reader [400CP]
While you may not possess true telepathic abilities, you have developed an uncanny knack for anticipating your opponents' actions with remarkable precision. Your predictive capabilities stem from an acute awareness of their subtle physical cues – the almost imperceptible shifts in their posture, the minute twitches of their muscles, the cadence of their breathing, and even their scent. You subconsciously process this wealth of sensory information, allowing you to accurately foresee their intended movements well in advance. This ability to seemingly know what your opponent will do before they do it often leaves them bewildered and disoriented, leading them to believe that you possess the power of true mind reading.

I Am Very Lucky [600CP]
As a rogue, you've always understood the value of a bit of luck, but now it has become a defining aspect of your being, an extraordinary force that shapes your very existence. Your luck stat has soared to levels that defy probability, ensuring that fortune smiles upon you with an almost absurd consistency in all your endeavors. In games of chance, the odds bend to your will; dice rolls seem magnetically drawn to the highest numbers, while the lowest become a distant anomaly. Even in the most improbable situations, luck intercedes on your behalf, guiding your steps to hidden caches of treasure and unexpected windfalls of wealth in the most unlikely of locations. Furthermore, your armor, a vital safeguard in the heat of battle, benefits from this extraordinary blessing. It rarely malfunctions or fails at critical moments, providing steadfast and reliable protection even amidst the most intense and chaotic combat scenarios. While your remarkable luck undoubtedly paves the way for victory and prosperity in your own life, it may well leave onlookers astounded and perhaps even a touch envious of the seemingly effortless string of successes that follow in your wake. Yet, with the grace and poise befitting a Beautiful Warrior, you accept these gifts of fortune, wielding them with humility as you pursue your noble goals.

Technique Copying [600CP]
You possess an exceptional and highly adaptable combat skill: the ability to instantly replicate the techniques of others, not through careful study in a controlled environment, but in the dynamic and unpredictable chaos of the battlefield. With a mere glance, observing an opponent execute a specific maneuver, you can immediately understand and utilize that same technique. However, this ability is not without its limitations. You can only copy techniques that are within the realm of your own potential learning. For instance, if you lack any prior knowledge of fire magic, you cannot suddenly replicate a complex fire spell, regardless of how perfectly you observe its execution. You would first need to acquire the fundamental understanding of fire magic. Additionally, the first time you utilize a copied technique, its effectiveness will only be approximately 40% of the original user's proficiency. It will then require dedicated training, estimated to take around one year of consistent practice starting from zero knowledge of that specific technique, to reach the same level of strength and skill as the original practitioner, relying solely on the initial copied instance as your foundation.

Items:

Also, all items are discounted based on your origin, and you can import similar items to the same items

General

Hentai Armour and Weapon [Free]
You are now equipped with a full set of armor and a weapon appropriate for the warrior class you have chosen. After all, venturing out completely unclad would be rather impractical, wouldn't it? Your new attire is a testament to the unique logic of this world, instantly recognizable as originating from a universe where "hentai logic" prevails. Whether you desire a skin-tight suit with improbable high heels that somehow enhances your stealth capabilities, or prefer an outfit that strategically covers only the bare essentials while still offering surprising protection, your new gear will perfectly blend in with the local aesthetic, where such unconventional designs are the norm.

World Map [Free]
You now possess a detailed and accurate map of the Continent of Else, providing a comprehensive overview of its geographical features and the locations of its various towns and settlements. This will serve as an invaluable tool for navigation and planning your journeys across this new land. Furthermore, as you venture to other worlds, new maps of those locations will also appear, ensuring you always have a reliable guide to the territories you explore. These maps are remarkably precise, offering a clear understanding of the terrain and the layout of inhabited areas.

Hero

Compass Quest Log [100CP]
You now possess a unique compass that will unerringly point you in the direction of your next key interaction for progressing in your current quest. This magical device will act as a reliable guide, leading you towards the individuals, locations, or items that are crucial for advancing your objectives.

Funds [100CP]
You now possess a substantial amount of liquid assets, enough to comfortably sustain yourself for a decade. Furthermore, your wealth will regenerate at a rate of approximately 1000 gold pieces each month, ensuring a steady and reliable income stream that will allow you to live without financial worries and readily acquire necessary goods and services.

Potions and Antidotes [200CP]
You are now equipped with a comprehensive collection of potent potions and effective antidotes. These remedies are capable of healing a wide array of status ailments, from debilitating poisons and paralyzing effects to various forms of magical afflictions, ensuring you are well-prepared to face the diverse hazards of this world.

Ring of Warding [200CP]
You now possess a protective ring. Should you ever find yourself on the verge of succumbing to the corrupting influence of darkness or demonic control through any means, this ring will shatter, instantly freeing you from that influence and restoring your will. The ring will regenerate its protective properties each month, providing a recurring safeguard against such threats.

Chastity Belt [400CP]
You are now in possession of a specially crafted chastity belt. When worn, this device grants you complete immunity to the sensation of pleasure, effectively safeguarding your honor and resolve as a hero against any attempts to compromise you through sensual means.

Monster Manual [400CP]
You now possess a comprehensive Monster Manual that details every creature you might encounter in this world and any future worlds you visit. This invaluable tome contains a complete listing of each creature's strengths, weaknesses, and effective techniques for defeating, killing, or even taming them. Additionally, it provides a detailed breakdown of the items and resources that each creature is known to drop upon defeat.

Sexcalibur [600CP]
You now wield the legendary Sexcalibur, the sacred armament of a true hero. This is no mere mundane weapon; it is a powerful artifact, imbued with a radiant holy energy that pulses with righteous intent. The very essence of heroism resides within it, ready to be unleashed against the forces of darkness and corruption that you will undoubtedly face.

The remarkable nature of Sexcalibur lies in its adaptability. It can manifest in any form you envision, perfectly suiting your combat style and personal preference. Should you favor the clash of steel, it can become a gleaming sword, its edge capable of cleaving through evil with divine power. If your path calls for arcane might, it can transform into a majestic staff, channeling holy magic with unparalleled potency. Or perhaps it will take the shape of a sacred bow, firing arrows of pure light that pierce the shadows. Whatever form it takes, Sexcalibur remains a potent symbol of justice and a formidable weapon in your noble endeavors.

Victim

Plain Clothes [100CP]
There are times when your more striking attire might draw unwanted attention or prove impractical for mundane tasks. This set of plain, unremarkable clothing will allow you to blend seamlessly into the background, appearing as just another commoner. By donning these ordinary garments, you can effectively deflect unwanted scrutiny and avoid unnecessary confrontations, allowing you to move through crowds and perform everyday chores without attracting undue notice.

Quest Logs [100CP]
Recognizing the need for others to earn income and contribute, you now possess a stack of quest logs that refresh daily. These logs provide a variety of tasks suitable for different skill levels, offering opportunities for people to earn extra income and alleviate their own burdens. The rewards generated by these quests will be appropriate to the difficulty and the needs of those undertaking them, ensuring a fair exchange for their efforts. This resource allows you to delegate tasks, support the local economy, and address various needs within the community.

Recipes [200CP]
You now possess a comprehensive collection of recipes for creating a specific class of items. Choose whether you wish to master the culinary arts with a vast array of Food recipes, become a master smith with detailed instructions for crafting Weapons and Armor, or delve into the creation of magical Accessories. This knowledge will allow you to produce a wide variety of useful items, provided you have the necessary ingredients or materials.

Backpack [200CP]
You gain a remarkably efficient backpack with several unique properties. Firstly, this backpack possesses an internal space that will never be filled by material items. This means you can store an effectively limitless amount of raw materials like rocks and twigs, as well as keep both raw and cooked food perpetually fresh. For equipment, there is a limitation: you can carry up to 50 pieces, including weapons, shields, helmets, and armor. Additionally, you can store around 15 of each unique type of recovery item. To compensate for this limited number of recovery items, you can retrieve and consume them with incredible speed in

battle, allowing for instantaneous healing for yourself and your allies in the heat of combat.

An Inn [400CP]
You are now the proud owner of an Inn, a valuable establishment that offers a sanctuary for rest and recovery. Your Inn provides a safe haven where you and your allies can fully heal any injuries and replenish your mana reserves. Furthermore, the Inn generates a passive income, providing you with a steady flow of resources that can further support your endeavors.

Synthetics Workshop [400CP]
You have established a well-equipped workshop, and a dedicated group of volunteers are eager to manage its operations for you. As long as you provide the necessary materials, recipes, and financial resources, this workshop can produce a wide range of items. From common goods readily available in regular shops to rare and exotic weapons and armor, the skilled workers will craft them for you with no chance of failure. These beastmen volunteers are not only incredibly reliable in their work but also possess a certain charm.

Sexy Underwear [600CP]
This is no ordinary lingerie; this underwear possesses a unique enchantment specifically designed to aid in seduction, particularly when used on a hero who comes to your rescue. Whenever you wear this special underwear and subsequently engage in intimate relations with someone, they will be utterly captivated by you and will never reject your advances. Furthermore, a hero who shares a night with you while you are wearing this will develop a lasting affection, viewing you as someone truly special. This will lead to regular visits, at least once a month, and you and your hero will share an undeniable chemistry and a passion that never fades.

Evildoer

Sex Slave Training Manual [100CP]
You now possess a comprehensive manual detailing various methods and techniques for training individuals into willing sex slaves. This manual covers a range of approaches, from psychological conditioning and the establishment of dominance to physical training and the cultivation of specific skills and desires. It offers insights into breaking down resistance, instilling obedience, and shaping individuals to fulfill specific roles and fantasies. While the ethical implications are significant, the manual itself provides a wealth of knowledge on the subject of coercive sexual servitude.

Vault [100CP]
Deep within your domain, you possess a secret vault, a hidden chamber serving as a secure repository for your most treasured possessions and valuable acquisitions. This clandestine sanctuary allows you to curate your collection, whether it consists of ancient artifacts, formidable weaponry, or even unique specimens such as crystallized warriors frozen in time. With a simple thought, you can summon any item from your vault to admire its splendor or instantly return it to its protected space. Within this vault, your treasures remain impervious to the ravages of time and decay, perpetually preserved in their pristine condition and safe from theft unless you willingly relinquish them.

Weapon of Perversion [200 CP]
You wield a unique weapon that can manifest in any form you desire – a traditional blade, a supple whip, an elegant fan, or even a seemingly innocuous piece of jewelry. Its primary function is the non-violent removal of any protective garments. Upon contact, the material of clothing and armor weakens, frays, and ultimately disintegrates into dust or falls away completely. Complementing this effect is a potent toxin that coats the weapon's surface. Upon skin contact, this toxin is rapidly absorbed, inducing an overwhelming and all-consuming sexual arousal in the victim. This intense desire for release can only be satisfied through direct manual stimulation by the wielder of the weapon, leaving the affected individual utterly vulnerable and singularly focused on their physical need.

Slave Collars [200 CP]
You possess a collection of specially crafted slave collars. Once fastened around the neck, wrist, ankle, or any other part of a person's body, these collars become permanently affixed, resisting any attempts at self-removal. Their primary function is the absolute subjugation of the wearer's will. Those bound by these collars are compelled to obey any command issued by the collar's owner. Furthermore, an integrated safeguard prevents the collared individual from inflicting any harm upon their owner, ensuring the owner's complete safety and unwavering control over their bound subject.

Deadly Assassins [400 CP]
To maintain order and suppress any potential threats within your domain, you command a clandestine and highly effective black ops force consisting of 400 exceptionally skilled monsters. These operatives are rigorously trained in the arts of espionage, assassination, and abduction, serving as your unseen enforcers who swiftly neutralize any who dare to challenge your authority. With their expertise in the shadows and unwavering loyalty, they ensure the stability and security of your reign, eliminating any obstacles to your rule with ruthless efficiency.

High End Brothel [400 CP]
You are the proprietor of a luxurious and exclusive brothel, an establishment where pleasure and a more insidious form of training are expertly intertwined. Within its opulent chambers, adorned with the finest silks and decadent furnishings, the most discerning clientele find their desires catered to. However, beneath this facade of sophisticated indulgence lies a hidden purpose: this brothel serves as your personal academy for shaping those you have captured. Here, under your direct supervision, individuals are molded and refined, their inhibitions stripped away, their desires redirected, and their bodies honed to become the perfect instruments of pleasure. Every encounter and interaction within these walls is a carefully orchestrated lesson, guiding them down the path of willing servitude and transforming them into your devoted and highly skilled sex slaves. The very atmosphere of the brothel hums with a potent blend of sensuality and control, a testament to your masterful design.

Demon's Gate [600 CP]
The Demon's Gate is a mysterious and clandestine conduit that bridges the mortal realm and the enigmatic Underworld. Hidden from the awareness of most, this gateway remains shrouded in secrecy, its true nature veiled in obscurity. Little is known about the inner workings of the Demon's Gate, as its operations are closely guarded and known only to a select few. It serves as the ethereal threshold through which denizens of the Underworld, including demons and other summoned entities, can traverse into the mortal plane. You now possess a copy of this Demon's Gate, attached to your warehouse, providing you with a direct connection to the infernal realms.



Companions:

My Old Team 50
You may import companions you have brought with you, or create them for 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Friend 100
Sometimes having friends would be nice. Buying this once will allow you to add one allies you've made here as companions.You may buy this multiple times.



Drawbacks:

You are limited to +1500 Cp from drawbacks.

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Stripped A lot [+100CP]:
It seems like you'll find yourself getting stripped quite often, either due to your antics or perhaps because the universe has a peculiar sense of humor. To make matters more interesting (or embarrassing), you'll now exclusively wear the most flamboyant and outrageous underwear available. This ensures that whenever you do get stripped, your fashion choices—or lack thereof—are on full display for everyone to see.

Time Extender [+100CP]:
You have the option to extend your stay in this world. For every 100 CP you take from this option, you can add another 10 years to your stay. The maximum CP you can gain from this drawback is 800 CP.

Disliked by Dogs [+100CP]:
It seems that one animal of your choosing in the animal kingdom has taken a rather unfavorable stance against you. Whether it be mischievous squirrels that delight in disrobing you at every opportunity or overzealous dogs that pursue you relentlessly, leaving you drenched in their drool, you find yourself facing daily encounters with these vexing creatures. Despite your best efforts to avoid them, it appears that these animals have made it their mission to inconvenience you at every turn, adding an extra layer of challenge to your daily routine.

Side Character [+100CP]:
It seems you have a rather forgettable presence, as people tend to overlook you unless you're directly in front of them. This can make it challenging to make a lasting impression or to be noticed in social situations or interactions.

Naive Mindset [+200CP]:
You have a tendency to believe people even when they clearly have predatory intentions. Whether it's a party member convincing you that the best path is through a nest of tentacle monsters, or someone persuading you to take up a dangerous job like working as a crab fisherman to repay a debt, you often find yourself in precarious situations due to your trusting nature.

Amnesiac [+200CP]
You find yourself in a state of amnesia, devoid of memories from your past jumps. The experiences and knowledge you've accumulated are lost to you, leaving you in a state of uncertainty about your identity and purpose. As long as you remain in this jump, your past will remain shrouded in mystery, making it difficult to discern your true self and your place in the world

M problem [+200CP]:
You are now a hard masochist, to the extent that you prioritize putting yourself in harm's way, seeking out pain and degradation over strategic or safe actions, and being humiliated by monsters. This tendency can be so strong that it becomes a hindrance to everyone around you.

Low On Magical Energy . [+200CP]:
In a world where magic reigns supreme, you've been struck by an incurable ailment that compromises your capacity to use your supernatural abilities, reducing your spellcasting efficiency to just 70%. Despite your innate magical abilities, this affliction weighs heavily on you, forcing you to adapt and find alternative ways to navigate through the challenges that lie ahead

Tragic life [+200]:
You're destined to experience a cycle of hope and despair throughout your time in this world. Despite forming close bonds with those around you and considering them family, tragedy will inevitably strike, leading to their gruesome demise either at the hands of the gods or due to your own negligence. Each loss will plunge you deeper into despair, creating a profound sense of misery and guilt for your perceived failures. This cycle of hope shattered by tragedy will repeat itself year after year, casting a shadow over your entire experience in this world.

I Don't Need My Brains [+300CP]:
I will not mince words, you're an Idiot with a capital I. Using your head is impossible except for headbutting. Even simple math division and multiplication would be considered a college level skill for you and you are definitely too stupid for that.

Monster / Ugly Sex Addiction [+300 CP]
Hentai is the theme of this Jump , of course you were getting laid at some point. Though if you are female its most likely you got fucked by a monster or just a rapist. And Sadly, you seem to have liked it a bit too much, resulting in a addiction of you need to be fucked once a day and that by the most ugly monster or people at that.

Rape Magnet [+300 CP]
Looks like no matter what happens you are destined to be raped at least once a day. And it will always be at the most inconvenient of times and when it happens it will always last at least 2 hours a day. Also your power and will will be suppress when this happens.

No Powers[+300 CP]:
You find yourself in a jump where outside powers and your warehouse are off-limits. You must rely solely on your own abilities and resources within this world, facing its challenges and trials without the aid of external assistance.

Playgirl [+300CP]:
It seems that you have a rather complicated situation on your hands. Despite not having any recollection of your actions, you frequently wake up beside different women, much to your dismay. What's worse is that these women claim to have been seduced by you and demand that you take responsibility for your actions. Many of them hold significant power and influence, making it possible for them to force you into marriage if they so desire. If you do find yourself forced into marriage, your chain breaks. If you're still unmarried at the end of the Jump you can take all of the women with you for free.

You’re In Debt [+400]:
It sounds like you're in quite a predicament with that debt! Whether it was due to interference from magical girls' magic or accidentally damaging priceless artifacts, owing such a large sum can be daunting. Ten years might seem like a long time, but with determination and careful planning, you can gradually work towards paying it off. It might be challenging, but think of it as an opportunity to learn financial discipline and responsibility. Good luck tackling that debt! Because if you fail the jump will end.

Enslaved[+400CP]
You find yourself enslaved by some perverted man , chained to his side and compelled to carry out its every whim. Refusal is not an option, as the consequences of disobedience are severe, inflicting both physical and mental anguish. Additionally, each failure to comply results in additional chains of restriction being imposed upon you, diminishing your freedom of movement and weakening your abilities.

The Cursed Clone [+400]:
You have been cursed with a clone. Sharing all your abilities within and beyond the jump, they are as formidable as you are. However, their intentions are malevolent—they seek to bring you endless misery by targeting your companions and undermining your interests with a malicious grin. With cunning and agility, they evade your strategies, always slipping away to fight another day. This torment will persist until the final year of your journey, a constant thorn in your side.

Monster Baby Factory [+400CP / Female only]:
You are now engraved with a breeding rune where now for your entire stay here you have only one purpose is to breed and give birth to monsters. It's either goblins,Orcs, Ogre or any other monsters found in the world. These pregnancies last for 3 months because of the acceleration from the breeding rune. Also because of this you have to give birth at least 4 times a year and or the chain will fail.

Your personal demon [+600 CP]:
It seems fate has dealt you a harsh hand, condemning you to a relentless cycle of defeat and suffering at the hands of everybody. No matter how valiantly you struggle, every attempt to triumph over them ends in bruises, pain, and tears. They thwart your plans, dismantle your schemes, and leave you broken time and again, pushing you to the brink of despair.

For eight long years, this pattern persists without respite. You endure humiliation, setbacks, and the bitter taste of defeat. It feels as though victory is an impossible dream, a distant glimmer that taunts you from afar. Yet, amidst the darkness, a flicker of hope emerges in the ninth year.By the ninth year, the possibility of defeating them and finally achieving your long-awaited revenge becomes tangible.

Targeted [+600CP]
seems you've caught the attention of a powerful faction in this world. You must choose one faction found in this universe as the instigator of their aggression towards you. Throughout your entire stay in this jump, they will continuously send squads of monster, hero or Demons, to your doorstep, armed with potent equipment and magic to counter your abilities.

At the end of the 10-year period, the leader of the faction will personally confront you in battle, having ascended to near godhood. This final showdown promises to be the most challenging trial you've faced thus far, testing your strength, wit, and resolve like never before.

You can take this drawback multiple times, gaining the wrath of additional factions. The maximum CP you can gain from this drawback is 1200 CP.

Everyone Want you [+1000CP]:
It seems you've found yourself in quite a precarious situation, becoming a prime target for every organization in the world due to your unique ability to produce pure energy while driven crazy by the antics of the world's citiozens . This has made you an invaluable asset in their schemes for domination and power . Now, every corner of the globe is teeming with groups seeking to capture and imprison you, using all means at their disposal to exploit your abilities.

This constant threat means you must remain vigilant and always on the move to evade capture. Each Independent organization will deploy their resources — from spies and mercenaries to advanced technology and magic — in relentless pursuit of you. The consequences of capture are dire: imprisonment that last a year will end in jump breaking.If the targeted drawback is purchased, the factions affected will immediately deploy their most formidable units against you. These units will be exceptionally powerful and will not be killable until the final year of your jump. This means that you will face ongoing and intense opposition from these top-tier enemies throughout your time in the world.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.