

Grimlewd Jump (NSFW)
v1.0
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A jumper experiences many tropes over the course of their chains. This particular jump involves some classic tropes familiar to fans of manga and light novels: a world in desperate need of a hero, and a summoning gone wrong. Welcome to the universe of Grimlewd, dear jumper. This will surely prove to be a fun place to spend a decade, right?

In this universe everything is falling apart. For countless eons things have been dying here, with things starting off simple: people, societies, and whole continents dying. Now it's reached the point where whole stars have vanished, fertility rates have collapsed, and magic itself has become too unreliable to depend on. And one of the final worlds, perhaps the last one, has reached a desperate tipping point due to their extraordinary final line of defense, a grand shell made from magic and technology that helped keep their world relatively safe and alive, is falling.

A heroine in that world performs a cosmic summoning, one which goes awry and summons someone whose only qualification for saving the world is their extreme horniness. Will they save the world? Hmm… Hard to say. For now, who, dear jumper, are you?

Take **1000 Grim Points** to fund your adventures.

Author's Note: *This is a conversion of a NSFW Troyverse adventure CYOA set in a distant universe. Have a link to the, again NSFW, CYOA. As usual, with my NSFW jumps, please feel free to regard all gendered language as flavor text and reflavor the world in terms of gender and sex to better fit your particular fantasies, and sexual, aesthetic, and romantic orientations. Completely remix all of the genders and sexes of the characters here to best give yourself the sort of horny isekai story you'd like to experience.*

Starting Location

This jump's starting location is origin based.

Horny heroes and some local ladies, depending on what they wish, all begin in the depths of a dark temple where the summoning has just taken place.

Local ladies can begin this jump in an area past an obstacle of their choosing, if they'd rather be one of the heroines in need of approaching and saving.

Local horrors all begin as part of an obstacle of some sort, though they have no obligation to stick around and can become a wandering monster or threat to more than one place instead of just terrorizing a single group of people.

Age and Gender

You can determine your age and gender freely for the purposes of this jump, with there being an age floor of you being at least 18 years old.

Origins

All origins are drop-in friendly, and the Local Horrors origin gives you an alt-form, allowing you to utilize your non-human form in future jumps. A local lady with the hardy perk can also gain a new alt-form in future jumps.

Horny Hero [Free]

The protagonist of this adventurous tale. You are an uncommonly horny person, one whose horniness may well change and could even save the world. You were summoned by Sohqui, a genius magic user and unhappy spellblade, and now you are tasked with saving the world. The summoning itself has improved your appearance and given you a new physique.

Local Lady [Free]

One of the local humans or at least humanoids who is probably ready to help save the world or at least save their homes. You are a powerful figure, even if you are not one of the figures with strong enough lifeforce that a horny hero or heroine would need to track down and help to save the world, blessed with at a minimum, a reliable source of power and a skillset that makes you a skilled adventurer.

Local Horrors [Free]
Horrors beyond comprehension. Well… Maybe not quite that strong. This is the monstrous origin, the one for those who do not want peace but would rather have problems, always. This origin makes you either a witting or an unwitting ally of entropy, a figure contributing to the inability of people in this world to cooperate across long distances by making the world more dangerous for its various civilizations.

Perks

Origins get their 100GP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Troyverse Physiology [Free]
The basic set of boons for a perk like this. You have the benefits of porn biology, such as no more refractory period, enhanced and attractive genitalia, and an immunity to STDs and the downsides of incest (and your children share this trait as well). You also have an enhanced wellspring of life energy, and perfect control over your fertility guaranteeing that even in a world like this you can sire children or get pregnant whenever you wish and cannot get pregnant or sire children when you wouldn't want to.

Super Science [400 GP]
You take to supernatural science and other disciplines with striking ease. This allows you to know how to create things like the artifacts in this jump as well as the spires that protected the central planet of this story. This could have a number of uses, particularly since you can figure out how to interact with and manipulate things like the strange entropy that has decimated this universe. This could allow you to create spires that do the opposite of what the canon ones do, and hasten the apocalypse in different worlds.

Horny Hero

Hero's Physique [100 GP | Free for Horny Hero]
You have a hero's body. You are a peak human in every way, and your appearance has been enhanced leaving you at least an 8 out of 10 even on your worst days. With just this you have no superhuman abilities, but you also have a hero's aura: you leave positive impressions on people and when you help them the effects such actions have on their impressions of you are magnified proportionally to the help you've given them. This means that when you do a simple act of kindness but one that requires no real sacrifice or asks no real risk of you it is magnified but not dramatically so. On the other hand, if you go on an adventure to save someone they may well fall in love with you when you succeed even if the very end of the journey is the first time you've met them, especially if the journey was one that put you in danger as well.

Hero's Timing [200 GP | Discounted for Horny Hero]
You have an impeccable, though unconscious, level of timing. Some say that a wizard is never late, but you are actually never late. You always arrive right when it'd be best to do so, and this is not just for big things like being summoned to a dying universe right at the edge of the moment of no return, but also for other things of importance like entering a battlefield at the right time to intercept a would-be killing blow aimed for one of your friends. Your friends are also gifted with a lesser version of this, one keyed to you to make it so you are more likely to be aided during a critical moment where even small aid can win the day.

Hero's Technique [400 GP | Discounted for Horny Hero]
You take to this whole heroism thing with uncanny speed. You can select one weapon (a martial arts discipline can also be considered a weapon for the intent of this perk) and one spell of moderate power to become an expert in, with your skill with the weapon being superhuman and your power with the spell surprising everyone since the magic works reliably for you twice a day and becomes stronger as you grow stronger. Applicable magic includes spells as powerful as D&D 5e's Fireball or Aura of Vitality. This perk grows in power as you have sex, allowing you to become a superhuman master of more weapons and more spells (as well as stronger ones), which further enhances the power of your chosen spells.

Horny Heroism [600 GP | Discounted for Horny Hero]
The strange ability you have to draw chakras potential from specific women in this world has mutated and taken on new shades. Firstly you can now use it with anyone you have sex with, though how dramatic it is remains dependent on the person's own chakric potential, and the strength of the effect is determined in part by the person's own feelings for you. This power retains the same basic rules as the power does in the CYOA, with vaginal sex (or an act you view as similarly intimate in the case of pairings with people who lack vaginas) being the effect that produces bountiful vitality and a lot of chakric power, anal acts producing a corrupted (but still useful) effect, and oral acts producing an effect that is beneficial but mostly focused on you. The exact effects are determined by the interests, powers, and nature of the person you're having sex with. This also gives you a special item keyed to someone the first time you have sex with them, one that has a distinctive effect inspired by the person you're bedding. You can also be selective in how and when this works, allowing you to just have normal sex with

someone if you'd want that (and you know what sort of effect will be produced by each act just by meeting someone). Finally your heroism is particularly inspiring to other people, causing them to desire you and to want to emulate you.

This perk ensures that people have no problems sharing you as a lover, and enhances your ability to have a healthy, happy harem. This also makes sex count as training, with it particularly enhancing your partners but also strengthening you to a lesser extent.

Local Lady

Hardy [100 GP | Free for Local Lady]
You are curiously resilient to entropy and the gradual breakdown of reality itself. Not only are you built different in terms of how much it takes to hurt you, but you have a small healing factor that gradually, though slowly, allows you to recover from any wound that doesn't instantly kill you. Entropy may eventually defeat you, especially in a universe like this, but it'll take a long time. If you wish you may be a humanoid that is not human, such as an elf or an orc, and you keep that form in future jumps as an alt-form.

Adventurer [200 GP | Discounted for Local Lady]
You have the knowledge and skills of a veteran adventurer and a skilled warrior. You are also an experienced party member specializing in some role in a typical adventuring party where you are a truly epic hero or heroine. This can be something like being a ranged damage dealer, or a serious and skilled healer who knows both magical and mundane remedies to the various threats throughout this world. This also makes you an uncommonly skilled teacher, able to turn even a normal person into a decently skilled warrior and able to piece together what sort of weapons, magic, and other such things go well with the person in question.

Conjuration Queen [400 GP | Discounted for Local Lady]
You are an uncommonly skilled master of conjuration magic. With the right prep time and resources you could conjure heroes and heroines from across the cosmos, even reaching into other realities to summon powerhouses. Curiously you have fantastic luck when it comes to summoning agreeable and calm individuals who give you a chance to explain what you need and who are often willing to aid you. This also allows you to send them back, unlike an unfortunate spellblade. On a more routine and day to day level you also summon shades of fallen friends and easily controllable monsters that are all too happy to do your bidding. Your summons grow stronger if you have sex with them. Monsters are surprisingly gentle with you and the shades of fallen friends are always attractive and DTF. This is also true of the heroes and heroines you summon.

Chakric Potential [600 GP | Discounted for Local Lady]
You are something surprising,... a 10th figure with chakric potency. This means that you can display explosive abilities by having sex, with the exact effects depending on the kind of sex you have. Most of the time this will be small stuff, as most people do not have the kind of energy in the right amounts to draw out big effects, but even small effects can be things like healing someone of a fatal injury or a terminal illness, just small in scale. These abilities are strongest when used infrequently, as they require some degree of recharging. Additionally you have a wellspring of effects you can cause tied to your adventures, past perks, alt-forms, and interests, and you can select which effects are caused when you have sex. You can tell the sort of scale of the effects by looking at someone and thinking about it, allowing you to identify who best to have sex with to cause particularly impressive displays of your powers (and the bigger the scale of the effects of your sex would be with someone the more attractive they find you). This also increases your affinity for life, allowing you to resurrect dead things though it takes energy for you to do this, and you can also heal and repair people and things with direct expenditures of energy. Finally, as far as the direct stuff goes, this perk gives you an aura

of life which is toggleable and very slowly heals those you wish for it to heal, as well as extending their lifespans somewhat (how much depends on your own level of power) and soothing their aches and pains, as well as makes you worlds more attractive to gods, goddesses, and other powerful beings of life.

This perk makes sex count as training, with sex being quite good at training for you and being effective but not quite so much for others.

Local Horror

Non-Human [100 GP | Free for Local Horror]
You are a powerful member of a monstrous species of some sort. This could be something like an uncommonly strong zombie, a wicked and corruptive demon, or a mighty werewolf. At a minimum you are on par with a low-tier superhero, able to do things like lift objects as heavy as cars and tank various blows. You are also highly resilient to magic in general and can consciously amplify the quirkiness of this universe's entropic effects on magic and artifacts. Once per day you can, in future jumps, afflict magic and other supernatural things with the horny entropic side effects of this universe's breakdown of magic and the like.

Like-Minded [200 GP | Discounted for Local Horror]
The more alike a villain and/or monster is to you the more influence you can have over them, with this effect deepening in intensity the stronger you are compared to them. At a minimum this makes normally hostile creatures that are like you passive to you, such that typically mindless and endlessly aggressive zombies will be passive to you and only attack in self-defense. If you have alt-forms that make you more like a creature but are not using those alt-forms then you somewhat benefit from this perk, enough that many things could be rendered passive to you. If you are stronger than others in a truly significant way you may set yourself up as something of a monster lord.

Corruptive Titan [400 GP | Discounted for Local Horror]
You are a creature of corruption, and as you have sex with others you figure out how to corrupt and twist them. Sex with you is, potentially, a sanity-shattering experience that can open people up to nihilistic hedonism, and can leave them more vulnerable to your influence. This also allows you to turn your attacks and spells into things that damage sanity and lower inhibitions rather than damage people, allowing even your strongest attacks to not kill people but to leave them in a state of utter vulnerability to your advances and influences. You grow stronger the more sex you have, with your corruptive powers gaining an especially significant boost from this. You can expend energy to corrupt helpless or willing targets, and can twist even things like artifacts into depraved parodies of themselves that retain their properties but with lewd and corruptive quirks.

Entropic Entity [600 GP | Discounted for Local Horror]
You are a creature of entropy, an unbeing meant to help hasten the coming of the end. You have a foul aura which induces feelings of nihilism and apathy in others, weakens others that you don't give immunity to this part of your aura, and can massively accelerate the ineffectiveness and even death of magic and other supernatural abilities radically shutting down their reliability. Your attacks are also impossible to heal from unless you allow it (or are defeated) and all direct attacks, regardless of their source, are reduced in effectiveness to a quarter of how damaging they should be (the only exception to this is if an attack is blessed by a being of life much greater than yourself, which causes it to affect you as normal) and you are totally immune to instant-kill abilities and attacks regardless of their source. You can also kill anything, even beings that should be beyond death and whole concepts, and that which you kill cannot be brought back to life.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 GP items for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Horny Hero

Basic Gear [100 GP | Free for Horny Hero]
In this and every future jump you get a basic gear of relevant equipment tied to your origin and the world in question. This is simple, though expertly made, equipment that will reliably serve you, at least for a time, and includes enough money for a few nights at an inn, some meals, and to purchase information or other handy things, as well as well-made armor, a weapon, some rations, and a few convenient tools.

Lewd Shield [200 GP | Discounted for Horny Hero]
This handy shield is a strange thing. It's a product of an ancient age of magic, long in the distant past, and is a living object. It can float protectively around you and block blows for you. It can block any blow. That said, blows above a certain level of power, namely your level of power, that are blocked increase your level of arousal. Thankfully this is not… cursed arousal that refuses to go away on its own, it does naturally go away over time.

Trio of Quirky Artifacts [400 GP | Discounted for Horny Hero]
By default the trio of items this gives you are the Sword of Saint Horatius Techno, Band of Yiegvel, and the Blessed Pistol of Kens Rimeaux, but if you wish you can create original artifacts on similar levels of power with equally lewd quirks and have them take the place of these three (or mix and match, selecting one original and two canon artifacts or any similar combination). This also comes with instructions on how to slowly empower the artifacts and weaken the quirks, which can be incredibly handy for something like the Blessed Pistol or a similar original artifact.

Local Lady

Summoner's Grimoire [100 GP | Free for Local Lady]
This special grimoire is a handy magic focus keyed to conjuration magic. You can, once per jump, use it to summon a hero with the right skillset to aid you in the accomplishment of a massive goal, though they'll still need help to accomplish their goal. This figure is guaranteed to give it their best shot, but this is far from a guarantee of success. Still, with the right help you'll find that they can go far.

Final Order [200 GP | Discounted for Local Lady]
This order of adventurers and heroines is yours to command. In each jump you find a few new members, individuals with powers keyed to each setting and with attitudes that prioritize life and healing, though each person does that in a different way.

Place of Power [400 GP | Discounted for Local Lady]
This is a special location, somewhere in the world tied to you and especially receptive to your strange powers. In this place your powers are amplified and so is your charisma, greatly enhancing your ability to reason with people.

Local Horror

Motley Crew [100 GP | Free for Local Horror]
A summonable, though small, horde of monstrous followers. This gaggle of depraved creatures are loyal to you, eager to do as you command, and happy to share victims with you, as well as be victimized by you.

Corruptive Tome [200 GP | Discounted for Local Horror]
A dark grimoire packed with corrupted and corruptive magical knowledge. Anyone can use this tome though each time they cast a spell from it they become more susceptible to its influence and your influence, and the tome subtly pushes those who use it to become obsessed with you and devoted to you. The spells corrupt those who cast them, and this effect is one even you feel, but if others use the spells here they become linked to it and you can shunt off the downsides of this magic to them, furthering their corruption. This tome is also filled with entropic knowledge and can teach you how to create corrupted artifacts.

Entropic Rite [400 GP | Discounted for Local Horror]
This item is a ritual that you can perform that summons an entropic entity. This creature is interested in you and makes a deal with you: it wants you to be its herald, and to spread the foul entropy it is the mistress of throughout the omniverse. If you repeat this ritual, which becomes harder to do the more you do it per jump, you can summon avatars of the entropic entity that will help you for a short time, such as protecting you and fighting your foes, before despawning. It also tremendously accelerates the spread of entropy in the area, skyrocketing the rate of death in a large area around the place the entity's avatar was summoned. The creature is, fittingly for the Troyverse, a hedonistic being who loves sex acts that don't result in new life and fills your dreams with pleasant lustful dreams. The more entropy you spread in its name the more it can affect a new world, eventually passively creating cults that worship it and serve you through dreams and the like.

Companions & Followers

Companion Import/Companion Creation [50-200]
With this, you can spend GP to import companions into this jump, giving them 600 GP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 GP per person you do this for, or you can spend 200 GP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this, you get a token that, if you give it to someone, allows them to instantly understand what a chain is and what it means to be a companion, and who is given the chance to come with you. If they say no, you get the token back, it is recharged, and you can give it to someone else. Each investment of 50 GP here gives you a new token. Each unspent token is refunded at the end of the jump.

Scenarios

Both scenarios can be taken by anyone of any origin, and both scenariso award 200 GP in addition to any stated rewards outlined in the scenario's description itself.

Canon Event

Old reliable. A *Do the CYOA* scenario where you are tasked by Sohqui to save the world. While this can be curious, if done by a monster or a local, Sohqui is desperate and knows a rite that can give you the power to awaken the chakric potential of the maidens. This will only last for this jump, if you lack the proper perks.

Reward
The reward you get depends on how you saved the world, or, at worst, prolonged its existence. If your first sex acts with two or more of the maidens was vaginal than you are an **Immortal Savior**, able to infuse people and objects with life energy and fertility. This gives you powerful nature magic and allows you to peaceably interact with all sorts of living creatures. If your first sex acts with two or more of the maidens was anal than you are a necessary **Demon Lord**, armed with powerful life energy that transforms living beings into immortal demons, though ones that are slaves to their lusts. If your first sex acts with two or more of the maidens was oral than you become an immortal **Ashen King**, one who has a range of powers related to necromancy and entropic darkness, and can, through otherwise child-conceiving sex acts, resurrect people. You can also take this world with you into future jumps, with you being its ruler, savior, corruptor, or what have you.

Additionally you gain any other benefits listed out in the descriptions of the base CYOA, such as a savior gaining their ideal appearance, demon lords being able to shapeshift, and ashen kings being able to see in the dark.

Entropy's Herald
This world is suffering. And that saddens you. Your mission is simple: you have come here to end this fight. You know where everyone in the world is located and cannot leave until you have ensured the end of all things. The least violent way to do this is to destroy one of the spires, and then track down the last few fertile people and end their fertility. The most violent way to do this is to track down and destroy the last few living people, though this may be simpler than destroying a spire.

Reward
You are entropy's favorite ally and are enormously attractive to deities and figures of death, as **The Speaker of the End**. This perk also makes you an ally of death, allowing you to make death painless and to destroy things with a touch, even supernatural objects so long as the supernatural object in question is not stronger than you. You can even permanently stop someone's ability to use the supernatural, so long as they are not leagues more powerful than you are, which can allow you to be a truly terrifying foe.

Drawbacks

Another Universe [0 GP]
This is a supplement toggle. With this you can attach this jump to another one and fuse the two settings into one to whatever extent you wish.

Early Dismissal [0 GP]
An incredibly handy drawback, this lets you leave when the plot is finished rather than waiting ten years. In this particular jump that means you can leave when you finish a scenario.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You lock out Out-of-context items, companions, powers, your warehouse, or any combination of the four. This can be reduced in intensity, making you lose access to your other perks, companions, items, or warehouse, but not all four, in exchange for dropping how many points this gives you. If you only lose access to one of the four, you only get 200 points; if you lose access to two out of the four, you get 400 points, if you block access to 3 of the four you get 600 points; and if you lose access to all four options, you get a full 800 GP. Companions can still be imported and receive builds, but they won't be able to be active during this jump, if the companion lockout is selected.

Carnal Minded [100 GP]
You are much hornier. It seems that entropy has affected your ability to resist your inhibitions, which, unsurprisingly, makes you a more eager and lustful lover and has the potential to distract or even trick you. If you can regularly slake your lusts the worst of this can be trained against and you can resist giving into your desires at a critical moment.

Chuuni [100 GP]
Ah yes, this thing. You now suffer from *Middle School Second Year Syndrome*. This unfortunate malady causes you to experience delusions of grandeur that are tied to your chosen origin and newly selected perks. This is not great, but can be overcome with willpower and an appropriate sense of self.

Assumptions [100 GP]
People are incredibly likely to force their expectations and goals on you if they think they can get away with it. Expect to be offered lots of side quests, and for people to be annoyingly pushy and rude when it comes to you. Some may blame the entropy.

Worse Foes [200 GP]
Enemies are strengthened by entropy but this has its own set of drawbacks. They are stronger, sure, but they are also negatively affected by a series of debuffs to their intelligence and the like, which makes their blows hit harder but also makes them easier to turn against each other, or otherwise trick.

Darkness [200 GP]
The darkness in this world inflicts a series of passive debuffs on those who stand in it, with the debuffs depending on the person in question. At the 200 GP tier this effects everyone, but for 400 GP instead this only affects you. The darker the area you're in the more severe these effects are.

Disunity [400 GP]
Entropy is now negatively affecting language and inhibiting the ability of people to meaningfully communicate. This is extremely dangerous as this only moderately affects some foes and makes coordination worlds harder by increasing how tough it is to coordinate with friends and cooperate successfully. This mostly manifests in the form of entropy making it harder to understand and be understood by others verbally, but if you do not address the threat posed by entropy then this will eventually breakdown even things like telepathy and other supernatural means of communicating.

Advancing Entropy [400 GP]
The presence of magic that sunk through the barriers that separate universes has accelerated the entropy that has been consuming this reality. Entropy is now an active enemy, making everything from simple wounds to even cantrip-level magic riskier and more dangerous.

Life's Last Defender [600 GP]
A horny hero, one who is actually a well-trained warrior and educated mage has been summoned by someone other than Sohqui. This rival and competitor is determined to be the one who saves the world and is strikingly effective at what they want to do. They won't go out of their way to hunt you down but they are fated to clash with you and if they discover you are not doing things the right way they'll be furiously incensed and try to strike you down. For the sake of life, obviously.

Entropy's Enemy [600 GP]

Somewhere in the world is an entropic entity, one that has been given a new mission: track you down and end you. This nightmarish foe is eerily powerful and single-mindedly determined to find you and end you. They have the full benefits of the Local Horror perk line.

Decisions

You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-Ah yes one of my favorite kinds of jumps: the kind that lets you get new powers and abilities through horny activities. Troy's CYOAs are great at rewarding horny behavior.
-If you've never seen the "I do not want peace, I want problems, always" meme, please enjoy.
-This was an easy jump to make, taking about three or four hours, and has some fun perks.
-That "Dip when the plot is over" drawback could be good here.